

SOULCALIBUR VI

NETWORK TEST EDITION

1

The Game Screen

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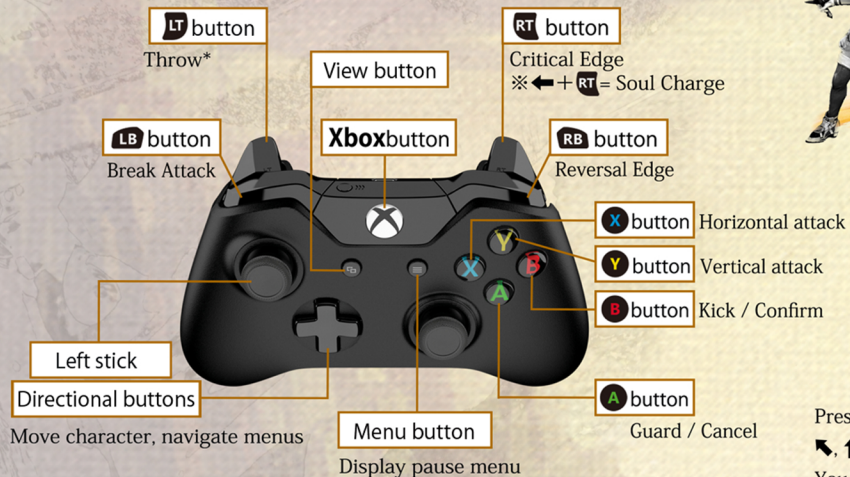


Health Gauge	Shows the character's remaining health. When a character's health reaches zero, their opponent wins the round.
Round Count	The first one to win a predetermined number of rounds wins the match.
Round Time	Time is up when the counter reaches zero. The character with the most health wins the round.
Battle Messages	These explain what is happening during the battle.
Soul Gauge	Use this to unleash powerful moves and access new ones.

(For more information on the soul gauge, see page 5.)

Basic Controls

The basic Type A controls for the game (when the character is facing right.)



*The type of throw will vary depending on your position.

← + LT also performs a throw.

*Commands written in this manual are for characters that are facing right.

All commands are reversed when facing left.

*The arrows (←↗↘↙↕↖↗↘↙↕↖) represent the input direction on the directional buttons or left stick.

These controls can be changed in the Controller Setup menu.

8-Way Run (Movement)



Use the left stick or directional buttons to move your character around.

You can evade your opponent's attacks by moving towards them, away from them, or to their side.



Step



Tap the desired direction on the left stick or the directional buttons once to move your character a single step, allowing you to efficiently dodge your opponent's attacks.

Jump
(↖ or ↗ or ↗ + A)

Press and hold A button and then either

↖, ↗, or ↗ to jump in that direction.

You can jump over low attacks.

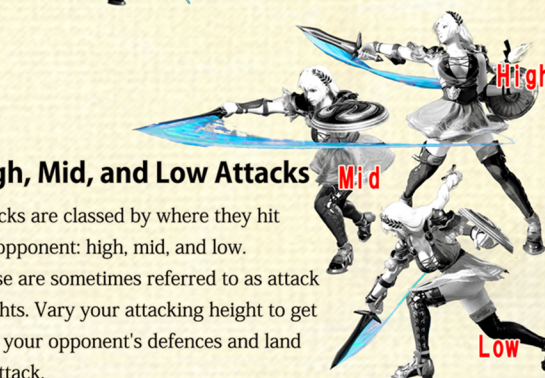


Standing Guard (A)

Guard while standing to block high and mid attacks.

Crouching Guard (↙ or ↘ or ↘ + A)

Press and hold A button and then either ↙, ↘, or ↘ to crouch and guard. In this state, you can guard low attacks, and avoid high attacks. However, mid attacks can still hurt you.



High, Mid, and Low Attacks

Attacks are classed by where they hit the opponent: high, mid, and low.

These are sometimes referred to as attack heights. Vary your attacking height to get past your opponent's defences and land an attack.

The Basics of Attacking

Horizontal Attack **X**

Perform a horizontal strike.

Characteristics

—Wide attack-range.

—Useful for hitting an opponent moving sideways, and discouraging them from doing so.



Vertical Attack **Y**

Perform a vertical strike.

Characteristics

—Powerful attack, but weak against moving sideways.

—A lot of moves knock an opponent down or lift them up into the air.

Note that some characters have diagonal strikes, which hit opponents moving sideways.



Kicks **B**

Perform a kick.

Characteristics

—Weak, but quick.

—Useful for landing an attack before an opponent and setting up a combo.



Throws (1) Press **LT** close to your opponent.

(2) Press **← + LT** close to your opponent.

Grab your opponent and throw or strike them.

Characteristics

—Cannot be guarded.

—The type of throw varies according to your position.

—Can be evaded with a grapple break.

To perform a grapple break,

Press **X**, **Y**, **B** or **LT** with the correct timing.

Press **← + X**, **Y**, **B** or **LT** with the correct timing.



The Basics of Follow-up Evading

Wakeup Actions:

while on the ground press a directional button/left stick or **A**

Get up while guarding or adjusting your distance from your opponent.

A = Get up into a standing guard.

↓ + A = Get up into a crouching guard.

↓ or **↑** = roll to the side. After the third roll you will get up.



Ukemi:

press a directional button or the left stick + **A**

Get up as soon as you hit the floor after being knocked down.

→ + A = Forward ukemi. You won't be able to avoid a follow-up strike, but you will get up quickly.

↑ or **↓ + A** = Side ukemi. You can avoid a vertical follow-up attack, but you will get up slowly.

← + A = Backwards ukemi. Create distance between you and your opponent, and avoid their short-reaching attacks.



Aerial Control:

when on the receiving end of an air combo, press a directional button/left stick.

While you are being hit in the air, you can change the trajectory of your fall.

Changing your trajectory can reduce the amount of hits you receive, allow you to avoid follow-up attacks and ringouts.



Reversal Edge

Reversal Edge: **RB** (can also be held down)

Go into a special stance and perform a special move.

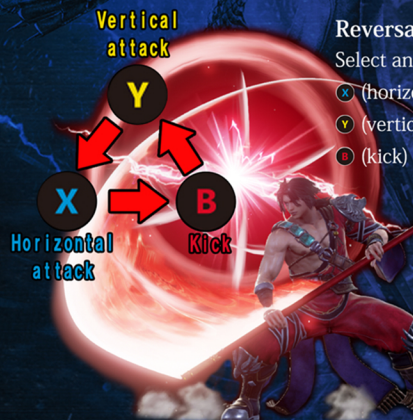
While in the special stance you will automatically parry your opponent's attacks.

If successful, you will go into a reversal edge clash.



By holding the button down, you can even parry combos!

Disadvantages: you can't use the move against break attacks (**LB**) or unblockable attacks.



Reversal Edge Clash Rules

Select an attack with either the **X**, **Y** or **B**.

X (horizontal strike) beats **B** (kick), but loses to **Y** (vertical strike).

Y (vertical strike) beats **X** (horizontal strike), but loses to **B** (kick).

B (kick) beats **Y** (vertical strike), but loses to **X** (horizontal strike).



Press **X**, **Y**, or **B** within the time limit and go for broke!

Non-Attacking Options

You can either guard or evade.

Guard if you wish to avoid the reversal edge clash.

clash; evade if you want to try and score more damage.

Either way, success comes down to reacting to your opponent.



Movement	Command	Obtainable effect
Advancing evade	➡	Evade horizontal attacks (X)
Guard	⬤	Defend against your opponent's attacks (X , Y , B)
Side stepping	⬇ or ⬆	Evade vertical attacks (Y)
Retreating evade	⬅	Evade kicks (B)

The Disadvantages of Guarding

—If your opponent does a vertical attack, you will once again go into a Reversal Edge clash.

—Your guard may be crushed if you don't have enough guard stamina.

The Disadvantage of Evading

—Other than the corresponding "Obtainable effect" attack above, you will lose against all the other attacks.

Soul Gauge

Your soul gauge increases when you attack, make advancing movements, and so on. Use one bar of your gauge to perform advanced moves and unleash powerful ones.



Characteristics of the Soul Gauge

You have up to two bars.

Landing a reversal edge increases it dramatically.

Additionally, when you take damage, the bar increases slightly.



Soul Charge: +

Uses one bar.

Temporarily increases your abilities.

- Increases your attack damage.
- Your attacks damage your opponent even when they guard.
- You gain access to soul-charge-specific moves.
- The battle timer stops, meaning time won't run out.

Additionally, some characters have access to hidden moves.



Critical Edge:

Uses one bar.

An extremely powerful move that each character possesses. Some characters have access to two types.



Break Attacks: **LB**

Special moves that produce blue lightning when executed. They can't be parried with a reversal edge or repelled with a guard impact. Additionally, even if your opponent guards, they will leave themselves open. However, guard breaks are slow to land, meaning you need to plan your attack carefully.

Guard Impacts: **→ + A**

A special move that allows you to repel your opponent's attack and leave them open to a counter. However, you need to time the move with your opponent's attack to land one effectively. You can't deflect guard breaks or unblockable attacks.

Unblockable Attacks (commands are character-specific)

A powerful attack that ignites the blade with red flames. It can break through any guard, reversal edge, and guard impact. However, the move takes a long time to unleash.

Special Hits and States

Special hits are performed when certain conditions are met. They have various effects, all of which are advantageous.

Lethal Hits

Lethal hits occur when you use certain moves under certain conditions. When you land one, your opponent will briefly go into slow motion and leave themselves wide open; their armor may also break, but this will not lower their overall defence.

Guard Crush

When a character's guard stamina is low, the guard stamina bar will glow red. If they continue to guard attacks in this state their guard will temporarily break, leaving them open to attack. (Light attacks can't crush guards.)

Stuns

Some moves when performed under certain conditions will glow yellow and stun your opponent, leaving them open to attack.

Counter Hits

A counter hit happens when your attack lands before your opponent's, or when you use a horizontal strike to hit someone running to the side. The result is a damage bonus; some moves even leave your opponent open to attack.

Heishiro Mitsurugi

Range : Close ~ Middle / Difficulty : Novice

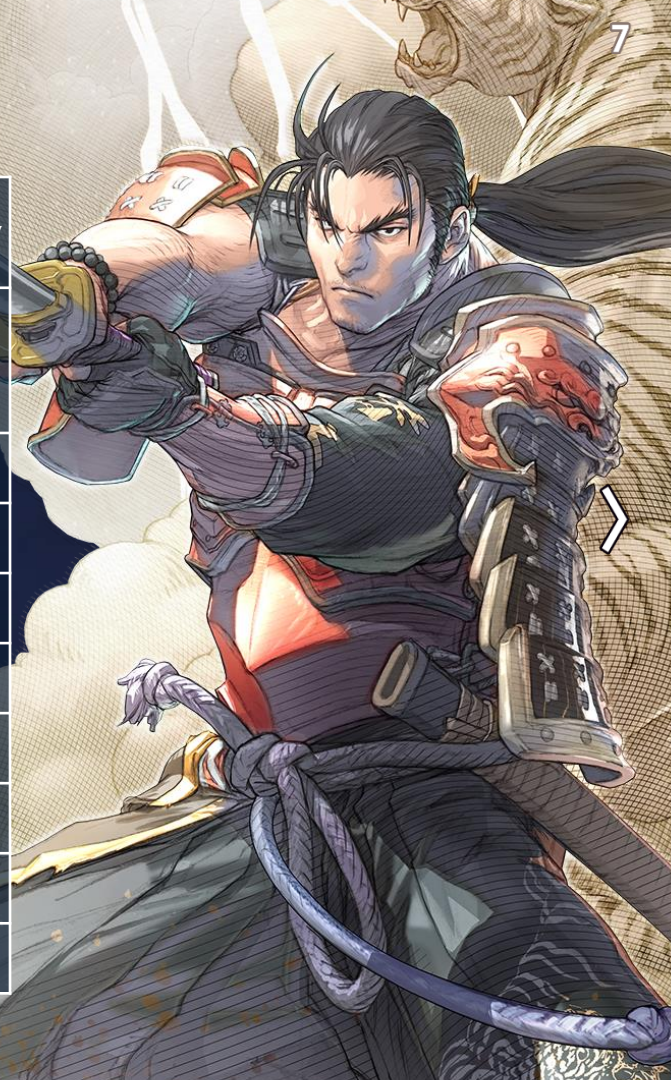
Style: Tenpu-Kosai-Ryu Kai

A fighting style that specializes in razor-sharp Japanese swords. Although viable for combat at any distance, it excels at close-range fighting. Clever use of the special fighting stances Mist and Relic can enable a wide array of offensive strategies during fights as well.

Critical Edge: Thunderbolt Blade

A swift middle attack that deals a huge amount of damage. After launching your opponent into the air with, for example, **↘Y**, you can use a Thunderbolt Blade to juggle them. This move is also useful after blocking a big attack that leaves your opponent open.

Recommended Moves	→X.X	Easily hits moving opponents. Useful in close-range combat.
	→→Y.Y	2nd hit can be delayed.
	↙Y.Y	Crushes opponent's standing guard.
Recommended Combo	↘Y ~ ↓↘→Y	
Recommended Combo Following Reversal Edge	X.X.X	High Damage.
Recommended Moves During Soul Charge	↙B.Y.Y	Crushes opponent's standing guard. High Damage.
	↘Y.Y	High Damage Combo Starter. Good against reversal edges.
	↓↓ or ↑↑ Y.Y	High Damage Combo Starter.



Sophitia Alexandra

Range : Close ~ Middle / Difficulty : Novice

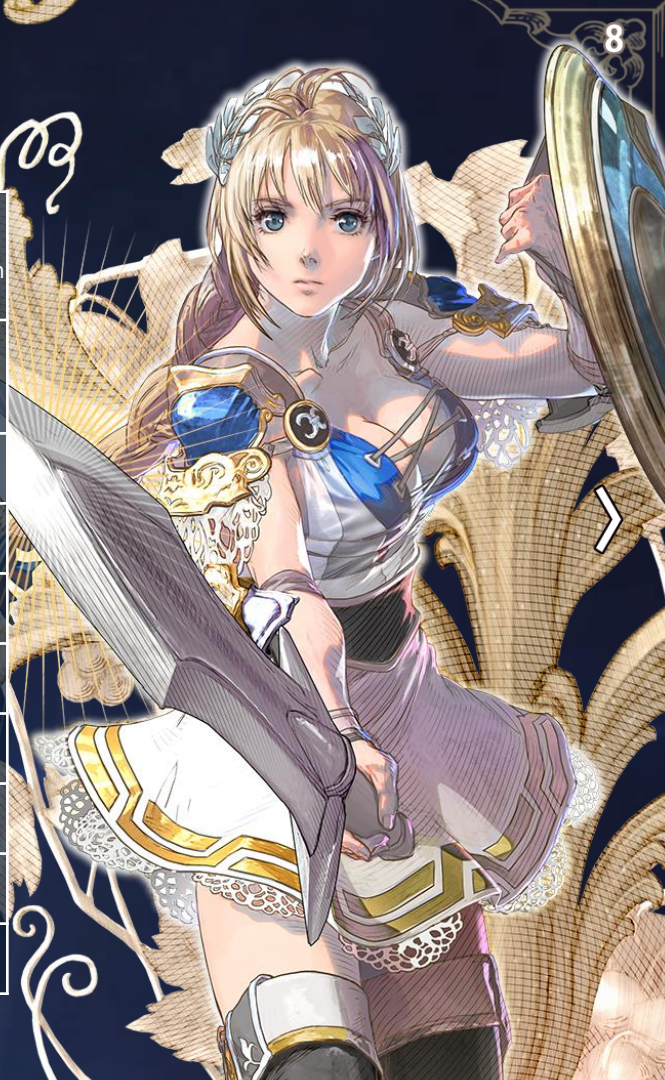
Style: Athenian Style

Moves are kept on the light side with this sword and shield fighting style. Its highly-maneuverable Angel Step can quickly cover distance, letting its users score deadly blows at close range. It also possesses a wealth of moves that can attack enemies while simultaneously repelling their strikes.

Critical Edge: Providential Thunder

A middle horizontal critical edge that transitions into a high-damage attack throw on hit. It can be used as part of an air combo after launching the opponent with a ↘Y, or as a counter after guarding against a slow attack.

Recommended Moves	X.X.X.→	Easily hits moving opponents. Switch to Angel Step.
	→→X	Easily hits moving opponents. Useful in close-range combat.
	→→X+A	Crushes opponent's standing guard.
Recommended Combo	↘Y ~ ←X+Y	
Recommended Combo Following Reversal Edge	B	Can be chained into a critical edge.
Recommended Moves During Soul Charge	←X+Y.Y	High Damage. Good against reversal edges.
	↓↘→X.X.Y	High Damage. Dodge High Attacks. Easily hits moving opponents.
	←X.Y	Easily hits moving opponents. Can move faster than opponent after being guarded.



Grøh

Range : Close ~ Middle / Difficulty : Novice

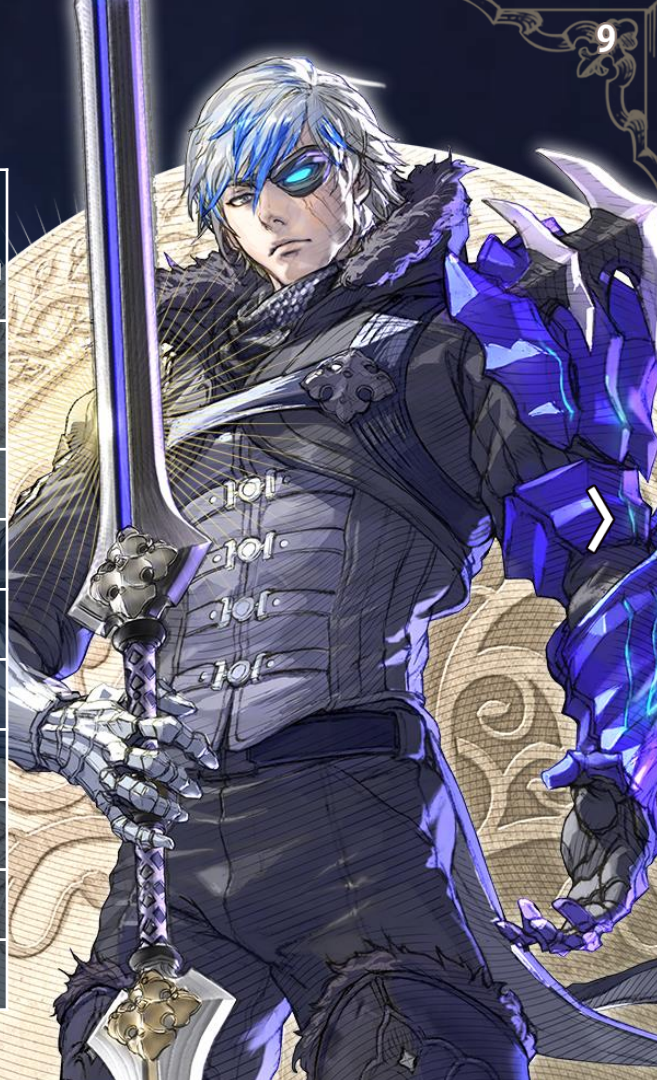
Style: Aval Twinblade Swordsmanship

Users of this style dominate mid-range fights with their long double-bladed swords. They can even split the weapon in two to use special stances in order to outwit opponents. When a soul charge is active, their maneuverability and attack strength increase so considerably that they can annihilate enemy fighters and end rounds within seconds.

Critical Edge: Chevalier Mal Fet

An easy-to-use critical edge that balances versatility and reach. It can be used in air combos and to punish your enemy when they miss an attack. This move is mainly useful for increasing combo damage. More notably, the damage it deals increases greatly during a soul charge. Expect to take a large chunk out of your opponent's health if your soul gauge is full.

Recommended Moves	→→X.X	Easily hits moving opponents. Avoid vertical attacks.
	→Y.Y.→	Useful in close-range combat. Switch to Avenger stance.
	During Avenger X	Crushes opponent's standing guard. Hold input makes it safe on block.
Recommended Combo	↘Y ~ →Y.Y.→	
Recommended Combo Following Reversal Edge	B	Combo Starter.
Recommended Moves During Soul Charge	↗X.B	Crushes opponent's standing guard.
	↘Y.Y	High Damage. Deals chip damage when guarded.
	Y+B.→X	Immediately moves to the opponent. Good against reversal edges.



Nightmare

Range : Middle ~ Far / Difficulty : Intermediate

Style: Memories of Soul Edge

Users of this mid-range fighting style swing heavy greatswords as if they're as light as a feather. Their powerful attacks have great reach and give users numerous options for driving enemies to the edge of the ring. Plus, their revenge abilities prevent them from flinching when hit, allowing them to stay on the offensive.

Critical Edge: Dark Reconquista:Triumph

A slow attack with revenge properties that cannot be interrupted by high and middle attacks. If revenge is triggered, it gains guard impact properties, so you can deflect and follow up with X.X, Y.Y, or other chains to dish out heavy damage. Holding the button will delay the attack, but increase the damage. Holding it for the maximum duration will make it an unblockable attack. Waiting to release the button until the enemy hits you is an effective strategy.

Recommended Moves	→X.X	Easily hits moving opponents. Revenge attack.
	→B	Quick move. Revenge attack.
	↙X.→	Long reaching low move. Crushes opponent's standing guard.
Recommended Combo	↙X ~ ↙B.B	Easily hits moving opponents. Triggers Terror Charge. (In Terror Charge state you can use Soul Charge Moves once)
Recommended Combo Following Reversal Edge	B	Triggers Terror Charge.
Recommended Moves During Soul Charge	→Y.Y.Y	Long reaching. High Damage.
	→→B.B.→	Quick Combo Starter. Can move faster than opponent after being guarded.
	↓↙→X.X	Attack that deals heavy damage to opponents that are using 8 Way-Run. The beginning of the attack has the property of repelling the opponent's vertical attacks.

Chai Xianghua

Range : Close ~ Middle / Difficulty : Novice

Style: Sword arts passed down from her mother

This fighting style makes use of quick slashes dishd out by a Chinese sword. Every swing flows smoothly and elegantly like a choreographed dance as they poke and prod at weak points in enemy defenses. Its Silent Xia Sheng special stance can also be used to stage confusing, unpredictable attacks on enemies.

Critical Edge : Sublimating Blade

A blindingly fast critical edge with relatively short reach. It can be used in air combos or as a counter after blocking an attack. This is a guaranteed hit after an opponent attempts to block some of her break attack.

Recommended Moves	X.X.Y	Quick and easily hits moving opponents. Connects when counter hit.
	⇒Y.Y	Long reaching and knocks down opponent.
	⇒Y.X	Crushes opponent's standing guard. Good mix-up with ⇒Y.Y.
Recommended Combo	↘Y ~ ⇒B.X(hold)	
Recommended Combo Following Reversal Edge	X.X	Crushes opponent's standing guard. Good mix-up with X.Y.
Recommended Moves During Soul Charge	↘X.X	Easily hits moving opponents. Connects when counter hit.
	⇒B.Y.Y	Quick and high damage.
	⇒⇒X+Y.Y	Deals chip damage when guarded.



Kilik

Range : All / Difficulty : Novice

Style: Ling-Sheng Su Secret Arts of the Rod

The staff used by this fighting style has a long reach, but can capably respond to enemy attacks at any distance. Additionally, the vast number of defensive moves available make practitioners tough to take down. While a soul charge is active, offensive strength rises, but at the cost of the user's life being slowly drained.

Critical Edge: Ling-Sheng Su Phoenix Loop

A middle attack that arcs downward and does a lot of damage on a hit. You can use it with a launcher like ↘Y as part of a combo, or after baiting out an attack with a control technique as a counter. Its main use is to increase the damage of air combos. It is a guaranteed hit after landing after a reversal edge hit X, so keep it in mind as a go-to move after foiling an attack with a reversal edge.

Recommended Moves	Y.Y.Y	Quick 3-Hit Attack. 3rd hit cannot be parried by reversal edges.
	→Y.Y	2nd hit can be delayed. Aim for a counter hit.
	←X	Crushes opponent's standing guard. Triggers lethal hit after landing the attack four times.
Recommended Combo	↘Y ~ →Y.X	
Recommended Combo Following Reversal Edge	Y	Combo starter. Guarantees a Guard Crush when guarded in Soul Charge.
Recommended Moves During Soul Charge	RT (X+Y+B)	Critical Edge only possible during Soul Charge. Unblockable High Attack.
	→→X+Y	Can move faster than opponent after being guarded. Good against reversal edges.
	←Y.Y.Y.B	High damage. Dodges high attacks.



IVY

Range: Middle ~ Far / Difficulty : Intermediate

Style: Unrelated Link

Armed with a snake sword whose shape can be changed at will, users of this long-range fighting style can deftly avoid close-quarters combat with techniques that keep foes at bay. Equipped with powerful moves that can only be activated at a certain distance, this style is made to deal out major damage from far away.

Critical Edge: Guilty Throne

A middle attack that is hard to combo with because of its high delay, but has guard impact properties. It can be useful at close range as a way to counterattack. This technique is ordinarily used defensively, but can also be used from the Serpent's Embrace stance, which lowers its delay substantially.

Recommended Moves	←X	Long reaching high attack. Hold to transition into Serpent's Embrace.
	→X.X	Easily hits moving opponents. Push back opponents when guarded.
	↓X+A	Crushes opponent's standing guard. Does not hit in close range.
Recommended Combo	↘Y ~ Y(hold)	
Recommended Combo Following Reversal Edge	Y.Y.Y.Y.Y.....	High damage.
Recommended Moves During Soul Charge	→Y.Y	High damage. Good against reversal edges.
	→→B.B(hold)	Dodges high attacks. Switch to Serpent's Embrace.
	↓↓or↑↑X+Y.Y	Attack that deals heavy damage to opponents that are using 8 Way-Run. The beginning of the attack has the property of repelling the opponent's mid horizontal attacks.



Zasalamel

Range : All / Difficulty : Novice

Style : Self-Taught

This fighting style takes full advantage of the scythe's length in order to be deadly at any range. The key to victory for its practitioners calls for a unique reliance on curses to draw their enemies in, as well as magic that can stop the flow of time.

Critical Edge : The Voice from the Abyss

While slow, it has guard impact properties. Even if your opponent guards, you still get to react before them, giving you a good opportunity to curse them. Drag an opponent close to you from a distance and then strike. If your opponent anticipates your strategy and performs a quick attack, deflect it with a critical edge.

Recommended Moves	→→X	Easily hits moving opponents. →B is guaranteed after hit.
	→X.X	Draws opponents near. Can move faster than opponent after being guarded.
	After inflicting a curse ↙Y.Y	Crushes opponent's standing guard. Stops time depending on the curses inflicted.
Recommended Combo	↙Y ~ →Y.Y	
Recommended Combo Following Reversal Edge	B	Curses opponent upon hit or guard.
Recommended Moves During Soul Charge	X+Y	Draws opponents near. Good against reversal edges.
	↙X.B.Y	High damage. Easily hits moving opponents.
	X+A	Crushes opponent's standing guard.


Geralt












Range : All / Difficulty : Novice

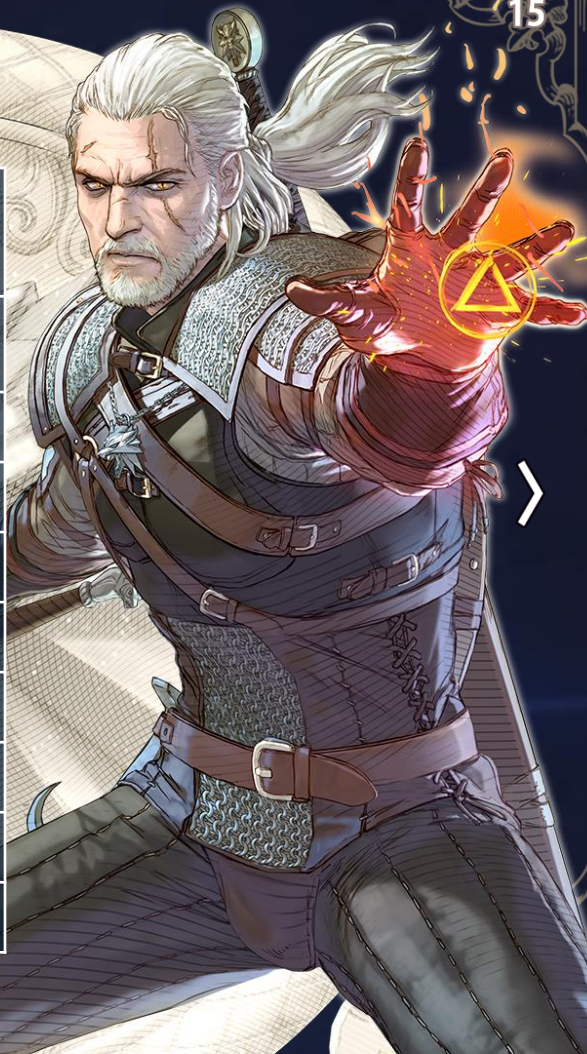
Style : The School of the Wolf

Two longswords are wielded in this fighting style designed for use in any situation. The silver sword is particularly noteworthy, growing deadlier whenever an opponent activates a soul charge. In addition to blades, a practitioner can also use basic magic to stay on top of fights and emerge victorious.

Critical Edge : Hunt of the White Wolf

A fast attack with a long reach that can be incorporated into an air combo for big damage. Use after launching your opponent into the air with a Y or similar move. It can also be used as a counterattack and is effective after evading an opponent's attack.

Recommended Moves	 Y.Y	Attack using Igni Sign. Hold 2nd input to increase attacks(uses soul gauge).
	 B.B	Charges using Quen Sign.
	 X.X	Crushes opponent's standing guard. Uses Aard Sign.
Recommended Combo	 Y ~  X.Y	
Recommended Combo Following Reversal Edge	X.X	Can be a combo starter when hit on soul charged opponents.
Recommended Moves During Soul Charge	 X.X.X....	Infinite attacks during soul charge.
	 X.Y.Y	Triggers lethal hit when hit on soul charged opponents.
	 X+Y /  X+Y /  X+Y /  X+Y	Moves with Signs does not require soul gauge while soul charged.



Siegfried Schtauffen

Range: Close ~ Middle / Difficulty: Novice

Style: Self-Taught

The hulking two-handed sword employed in this fighting style is used to provide superb defense by stringing together stance changes. On the off chance a user's life drops below a certain point, many of their attacks also become stronger ("Dark Legacy" state).

Critical Edge: Deep Scar

A rising middle attack with long reach that's good for hitting an opponent after they miss an attack. It pushes you toward Dark Legacy on both activation and hit. Hitting gets you closer to Dark Legacy, which is a big advantage later in the match.

Recommended Moves	→X.X	Easily hits moving opponents. Pushes back opponent when guarded.
	→→Y	Dodge Vertical Attacks.
	→Y+B.B	Go into Reverse Side Hold then Low Kick. Triggers Lethal Hit upon opponent's standing guard while Dark Legacy is active.
Recommended Combo	↘Y (hold) ~ B.B	
Recommended Combo Following Reversal Edge	Y	Combo Starter. Recommended Combo: Y ~ →→X+Y
Recommended Moves During Soul Charge	→→B.Y	Good against reversal edges. Switch to Chief Hold. Can move faster than opponent after being guarded.
	During Reverse Side Hold X.X	Good against reversal edges. Can be chained into →→X+Y
	During Chief Hold B.X+Y	High Damage. Effective for Combo after ↘Y (hold)

Taki

Range:Close / Difficulty:Intermediate

Style: Musoh-Battoh-Ryu

No other fighting style even comes close to matching this one when it comes to sheer attack speed. Barrages of attacks that can chip away at an opponent's life even as they're guarding make it highly dangerous, and rush attacks out of special stances can also quickly end a round.

Critical Edge: Fu-Ma Seal, Fatal Violet

A long-range attack—unusual for Taki. Before it hits, she becomes invincible, and the strike itself neutralizes opponent feints. As soon as your opponent uses a long-range attack to feint, use this move to get in close while dealing damage. It can also be used in combos for extra damage.

Recommended Moves	X.X.X	Easily hits moving opponents. Deals chip damage when guarded.
	→Y.Y	Pushes back opponent.
	→→X+A	Crushes opponent's standing guard.
Recommended Combo	↘Y ~ X.X.B	
Recommended Combo Following Reversal Edge	B	Can be chained into a critical edge.
Recommended Moves During Soul Charge	→X.Y.Y.Y.Y	Good against reversal edges.
	→X+Y	A Projectile Attack with spiritual energy. Switch to Possession Rush(During Possession →)
	During Possession →Y.X.X	High Damage. Useful for ring out.



Yoshimitsu

Range:Close / Difficulty:Expert

Style: Manji Ninjutsu

A katana, wakizashi, and strange ninjutsu constitute this unique fighting style. Although a close-ranged by nature, its users can also fly and move around the ring in the blink of an eye. They can even steal soul gauge from enemy fighters, which is used to launch powerful attacks on their weakened foes.

Critical Edge: Ghost Thief Funeral

A downward slash from the sky that lets you immediately move to the opponent, but is a bit slow. Drains the opponent's soul gauge on hit. This critical edge is highly effective in situations when you want to spend your soul gauge on powerful moves, but have trouble getting through your opponent's reach.

Recommended Moves	→X.X	Easily hits moving opponents. Useful in close-range combat.
	Y.Y.Y	Absorbs soul gauge. Triggers Lethal Hit upon hitting an opponent with a full soul gauge.
	↖Y.X	Crushes opponent's standing guard.
Recommended Combo	↘Y (hold) ~ X	
Recommended Combo Following Reversal Edge	B	Absorbs soul gauge.
Recommended Moves During Soul Charge	↘X.X	Fast Strings. Absorbs soul gauge.
	←X.X+Y	Good against reversal edges. Can move faster than opponent after being guarded.
	↑Y+B.Y.Y.Y.Y	Unblockable Attacks. High Damage.

Maxi

Range: Close ~ Middle / Difficulty: Expert

Style: Shissen Karihadi

Powerful, painful nunchaku combos are the name of the game with this fighting style. Its myriad special stances allow for a number of unique combos whose movements are difficult to predict. Smart usage of its Seven Stars Rebirth(While in a special stance \leftarrow or \rightarrow) to change stances can make this style even more potent in the right hands.

Critical Edge: Raging Dragon Zodiac

A downward middle attack that has a long reach. It can be used from a Neutral Guard (Alkaid) stance (While in a special stance Y+B), where it becomes a break attack. Hold the command to go into a Right Outer (Dubhe) stance instead of an attack throw. Remember to choose a stance and follow-up attack that suits the situation.

Recommended Moves	Y.B	Useful attack for getting close.
	\leftarrow Y.Y.B	Useful in close-range combat. Switch to Left Outer(Merak) when stopped at \leftarrow Y Switch to Right Cross(Megrez) when stopped at \leftarrow Y.Y
	\downarrow X+Y	Crushes opponent's standing guard.
Recommended Combo	\swarrow Y ~ Y.Y	
Recommended Combo Following Reversal Edge	X.X	2nd Hit Knocks Opponent Down. Switch to Behind Lower(Alioth) when stopped at X
Recommended Moves During Soul Charge	\rightarrow X+Y	Good against reversal edges. Switch to Left Inner(Phecda).
	During Right Cross X+Y	Good against reversal edges.
	During Right Outer X.X+Y	Fast Combo Starter. Switch to Behind Lower.



Talim

Range:Close / Difficulty:Intermediate

Style: Wind Dance

A close-range fighting style that employs a variety of special movements that emphasize high speed, flexibility, and number of hits. This speed is used to launch surprise attacks and punish enemies when their attacks leave them exposed. Fighters in this style can use their special Wind Fury stance to deal high amounts of damage.

Critical Edge: Dancing Tempest

A critical edge where you glide through the air. It has a long reach and can evade low attacks while dealing damage to your opponent. If it strikes an airborne foe, it will deal additional hits and damage. Lastly, when this move connects, it will transition into an attack throw and replenish your health.

Recommended Moves	X.X.Y.X. ↓ or ↑	Fast and easily hits moving opponents. Switch to Wind Charmer.
	During Wind Charmer X.B.X	Crushes opponent's standing guard.
	↓↓ or ↑↑ X.←	Easily hits moving opponents. Switch to Wind Fury.
Recommended Combo	↘Y ~ ←Y.Y	
Recommended Combo Following Reversal Edge	Y.Y	Combo Starter. Returns to facing away.
Recommended Moves During Soul Charge	X.X.Y.Y	Fast and easily hits moving opponents. Good against reversal edges.
	→→Y.Y	Can move faster than opponent after being guarded.
	→Y+B.Y	Strong Mid Vertical Attack from Wind Sault. Good against reversal edges.



Voldo

Range: Close ~ Middle / Difficulty: Expert

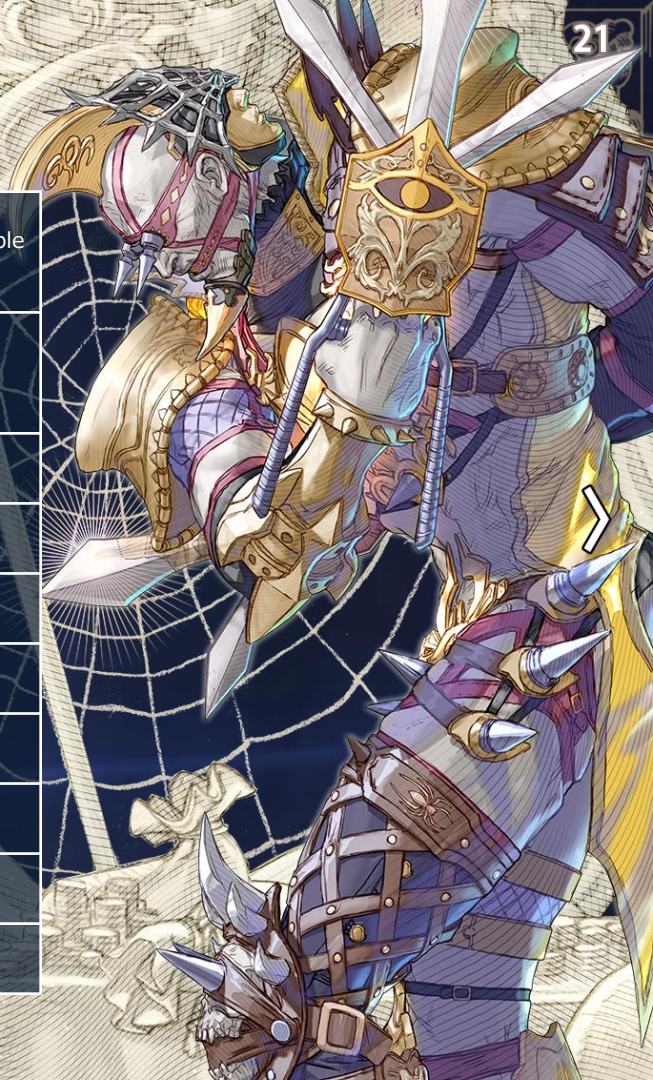
Style: Self-Taught

Distinctive weapons wielded in both hands and bizarre, erratic moves make this style deadly and unpredictable in equal measure. Its users can launch powerful attacks with their backs turned to the enemy as their bodies contort in ways that are altogether unthinkable to most any normal fighter.

Critical Edge: Downward Spiral

The speed of this critical edge depends on whether you are facing toward or away from the opponent. When facing forward, you will dip down and back. Facing away has no evasive properties, but comes out extremely quickly, making it an excellent counter, and can be used as part of an air combo after launching the opponent with a Facing away $\leftarrow B$.

Recommended Moves	$\rightarrow \rightarrow X$ (hold)	Easily hits moving opponents. Switch to the Mantis Crawl stance.
	$\leftarrow Y.X$	Fast Strings. Returns to facing away.
	Facing away $\downarrow X+Y$ (hold)	Crushes opponent's standing guard. Switch to the Mantis Crawl stance.
Recommended Combo	$\swarrow Y \sim \leftarrow Y$ (hold)	Returns to facing away.
Recommended Combo Following Reversal Edge	Y	Combo Starter.
Recommended Moves During Soul Charge	Facing away $\rightarrow \rightarrow X$	Easily hits moving opponents.
	$\leftarrow Y.Y.Y$	Switch to the Mantis Crawl stance. During Mantis Crawl $\rightarrow \rightarrow$ is recommended.
	$\rightarrow \rightarrow Y.Y$	High Damage. Good at Whiff Punishment.



Tira

Range: Close ~ Middle / Difficulty: Expert

Style: Dance of Death

The fighting style of choice among assassins, its users employ a ring blade whose movements are hard to follow. It also boasts two unique battle personalities, Jolly and Gloomy, that users can switch between by meeting certain conditions. Gloomy can dominate a fight, but this style's tendency to randomly switch personalities makes it tough to control.

Critical Edge: Bleak Concerto

A fast, rising middle attack that can be used in air combos. If you unleash it while Jolly, you'll finish as Gloomy. Unleash it as Gloomy, however, and you'll perform a follow-up attack that deals a huge amount of damage.

Recommended Moves	(While Jolly) →X.X	Easily hits moving opponents. Good mix-up with →X.Y
	←B	Fast High Attack. May trigger personality change.
	(While Gloomy) ↘Y	Combo Starter. Recommended Combo: ↘Y ~ ←X ~ →→X+Y
Recommended Combo	(While Jolly) ↘Y ~ →Y.Y	
Recommended Combo Following Reversal Edge	B	Guarantees a personality change.
Recommended Moves During Soul Charge	(While Jolly) ↓↘→B	Strong Low Attack. May trigger personality change.
	(While Gloomy) ↘Y.Y	Combo Starter. High Damage.
	(While Gloomy) →X+A	Crushes opponent's standing guard. Unable to grapple break.

Battle Techniques

1. Attack with your weapon!

Since "SOULCALIBUR VI" is known for having a diverse cast of character each with different weapons, attacking with moves that utilizes your character's weapons is one of the core pillars of the game. Use 8-Way Run to manage the distance between yourself and the enemy. Once within reach (depending on weapon length), use Y (vertical attack) to deal significant damage to your opponent. If your opponent dodges your vertical attack with the use of 8-Way run, try X (horizontal attack). Various attack moves can be initiated by pressing the directional buttons while using these attacks. Try various moves and find your own fighting style.

2. Use the "Reversal Edge" when under attack!

Properly blocking the enemy's attack is not that easy.

The Reversal Edge, which can be activating with the RB (Y+A) command, allows the player to block any high, middle and low attacks dealt by the enemy. Additionally, it gives the player an opportunity to counter-attack. This technique is also effective against combo attacks; just hold down RB (Y+A) to use the Reversal Edge for blocking all of the opponent's attacks. It is best to use the "Reversal Edge" when being attacked by the opponent.

3. Successfully land a Critical Edge!

When successfully landing a Reversal Edge, your character's "Soul Gauge" gradually fills up. Once the gauge is full, you can trigger a devastatingly powerful attack called the "Critical Edge" with the RT(X+Y+B) command. As this attack deals a lot of damage, it can make all the difference between winning and losing.

*Note: If you opponent wins 2 rounds, your "Soul Gauge" will be fully charged at the start of the new round.
So don't throw the towel yet, you still have a chance!