SOULCALIBUR VI
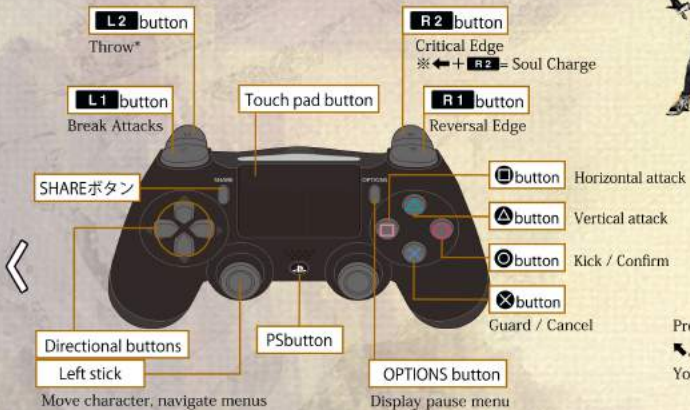## Network Test Edition

Table of Contents

The Game Screen

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.

Basic Controls

DualShock®4 Wireless Controller
The basic Type A controls for the game (when the character is facing right.)

L2 button — Throw*

L1 button — Break Attacks

SHAREボタン

Touch pad button

R2 button — Critical Edge
※ ← + R2 = Soul Charge

R1 button — Reversal Edge

Directional buttons / Left stick — Move character, navigate menus

PSbutton

OPTIONS button — Display pause menu

◯ button — Horizontal attack
△ button — Vertical attack
◉ button — Kick / Confirm
✕ button — Guard / Cancel

*The type of throw will vary depending on your position.
← + L2 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.

The Basics of Combat

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 ↗ + ✕)

Press and hold ✕ button and then either ↖, ↑, or ↗ to jump in that direction. You can jump over low attacks.

Crouching Guard (↙ or ↓ or ↘ + ✕)

Press and hold ✕ 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.
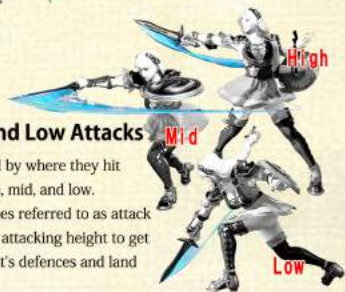
Standing Guard (✕)

Guard while standing to block high and mid attacks.

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.

High
Mid
Low

Horizontal Attack ◼
Perform a horizontal strike.
Characteristics
—Wide attack-range.
—Useful for hitting an opponent moving sideways,
and discouraging them from doing so.

Kicks ◉
Perform a kick.
Characteristics
—Weak, but quick.
—Useful for landing an attack
before an opponent and setting up a combo.

Vertical Attack ▲
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.

Throws (1) Press L2 close to your opponent.
(2) Press ← + L2 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 ◼, ▲, ◉ or L2 with the correct timing.
Press ← + ◼, ▲, ◉ or L2 with the correct timing.

Wakeup Actions:
while on the ground press a directional button/left stick or ✖

Get up while guarding or adjusting your distance from your opponent.
✖ = Get up into a standing guard.
↓ + ✖ = 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 + ✖

Get up as soon as you hit the floor after being knocked down.
→ + ✖ = Forward ukemi. You won't be able to avoid a follow-up strike,
but you will get up quickly.
↑ or ↓ + ✖ = Side ukemi. You can avoid a vertical follow-up attack,
but you will get up slowly.
← + ✖ = 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.

Control

Reversal Edge: R1 (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 opponents attacks.

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

Special stance → **Parry**

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

Disadvantages: you can't use the move against break attacks (L1) or unblockable attacks.

Reversal Edge Clash Rules

Vertical attack △

Horizontal attack □ → ○ Kick

Select an attack with either the □, △, or ○.

□ (horizontal strike) beats ○ (kick), but loses to △ (vertical strike).

△ (vertical strike) beats □ (horizontal strike), but loses to ○ (kick).

○ (kick) beats △ (vertical strike), but loses to □ (horizontal strike).

Press □, △, or ○ 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 (□)
Guard	✕	Defend against your opponent's attacks (□、△、○)
Side stepping	↓ or ↑	Evade vertical attacks (△)
Retreating evade	←	Evade kicks (○)

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: ← + R2   Uses one bar.

Temporarily increases your abilities.

—ncreases 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: R2   Uses one bar.

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

Break Attacks: **L1**

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 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.