

= Hildegard von Krone =

Hildegard von Krone (?????? ? ??? ? ????, Hirudegarudo fon Kur?ne) , Hilde (??? , Hiruda) / ?h?ld? / for short , is a fictional character in the Soul series of video games . Created by Namco 's Project Soul division , she first appeared in Soulcalibur IV and its subsequent sequels , later appearing in various merchandise related to the series . She is voiced by Y?ko Kaida in Japanese .

A princess in the fictional European country of Wolfkrone , in Soulcalibur IV she finds her kingdom under attack by Nightmare and his forces . With her father driven insane , she takes control of the kingdom 's army and seeks to revive an ancient " Hero King " , Algol , in order to bring peace to the land . In Soulcalibur : Broken Destiny , the game 's Gauntlet storyline (non @-@ canon) revolves around her search for ingredients necessary to cure her father , interacting with various characters in the series . As a video game character , Hilde 's fighting style is unique to others in the Soul series , allowing players to " charge " attack command inputs to increase the strength of their offensive strikes .

Since her introduction , IGN heavily praised the character , citing her gameplay and stating approval for the contrast of her design against other female characters in the series . Other sources stated similar , with some such as Edge and Game Informer describing her as the best new character introduced in the game or its predecessor , Soulcalibur III .

= = Conception and design = =

Hilde 's look derived from the development team 's desire to make a fully clothed " sexy " female character for Soulcalibur IV , and encasing her in armor as a result . Her characteristics and personality were developed after deciding what weapons she would use , a spear and short sword . While fully armored , they endeavored to keep her appearing feminine , shaping the appearance of the armor thus and giving " peeks " of her figure beneath it . When it was pointed out to lead animator Yusuke Shibata that her short sword and related attacks appeared to display her femininity , he agreed , though added that her spear was another matter entirely . After developing her appearance and character model , her backstory was developed by a team led by Yoshihiro Nakagawa , and during this process they worked out how to tie Hilde into the plot of the series . In interviews , Soulcalibur IV director Katsutoshi Sasaki has called Hilde " the ' most alluring ' " female character in the title , designed as an opposite to characters such as Ivy and characters that " always have their boobs popping out " . He added that he felt that as gaming became more accepted , characters similar to Hilde would become more common .

Hilde appears as a slender woman with long , red hair . Her primary appearance encases her fully in form @-@ fitting body armor , with red and black fabric underneath . A wolf 's head , the character 's family symbol , extends from the right pauldron and covers her helmet 's visor , while the left pauldron is covered by red fabric , fastened to the center of her breastplate 's collar underneath a large brooch . Beneath the armor , a red coat covers her torso , the tail of which extends past her waist . Her alternate character design consists of a long , blue dress , extending to her feet and neck , exposing her shoulders and angled towards her right leg . White gloves , shoes , and stockings cover her arms and legs , while a darker colored sash surrounds her waist and midsection , also angled to the right .

= = In video games = =

Hilde is the daughter of the king of Wolfkrone , a fictional European kingdom under assault by series antagonist Nightmare 's forces . After her father was driven insane by the Evil Seed event brought upon by the cursed sword Soul Edge (which took place seven years before the events of Soulcalibur IV) , Hilde was forced to take the throne of Wolfkrone despite her young age . She took the responsibilities to protect her people and lead her armies in the front lines against Nightmare . As a desperate measure , Hilde seeks the Sword of Resurrection , Soul Calibur , to bring back an ancient king who once restored peace to the world . Eventually , both Nightmare and Soul Edge are

destroyed for good by Soul Calibur , wielded by Hilde 's friend , Siegfried , thus ending the long @-@ term war . However , the Wolfkrone is still at turmoil , and Hilde must search for a new land for her people to settle . Throughout seventeen years , Hilde goes from nation to nation to search for territory , where she also become a mother of two children . Eventually , the Wolfkrone manages to find a land and live at peace , but Hilde is alarmed by Siegfried that an army of malfested have challenged wars upon the kingdom . Thus , Hilde allies herself with Siegfried 's group of mercenaries , Schwarzwind , to defend her kingdom , regardless of the possibility that she might lose her life in the process .

In Soulcalibur : Broken Destiny 's Gauntlet storyline , a non @-@ canon side story set after the events of Soulcalibur IV , the plot revolves around Hilde and her ally Cassandra , who search for ingredients to develop a potion to cure Hilde 's father . To this end they force the protagonist to assist them , and later recruit another person , Dampierre , after Hilde is briefly kidnapped .

= = = Gameplay = = =

Sasaki described her fighting style as revolving around her dual weapons , comparing her to previous series character Cervantes but with the combination of her spear and short sword weapons allowing for both long distance and close @-@ quarters combat . Control of her weapons is mapped to different inputs from the player 's controller , allowing the attacks to be combined and create different horizontal and vertical strikes . However , as a result at long range Hilde 's attacks become limited to entirely linear strikes .

Several of her attacks can also be " charged " by holding controller inputs , a feature unique in the series to the character . Doing so results in a stronger blow , but also creates a window of vulnerability due to the delay , negatable by performing the controller input during other attacks . Hilde 's strongest attack , Mystic Star and Moonlight Dance , can be triggered through this method and will be both unguardable and do a high amount of damage if they hit the opponent , though at the cost of a twenty @-@ five second delay while charging the attack .

= = Promotion and reception = =

Hilde is visible on both Soulcalibur IV arcade joysticks for the Xbox 360 and PlayStation 3 . To explain the new features of Soulcalibur IV , Namco released an omake manga featuring Hilde and Cassandra . Written in a humorous tone , Cassandra , representing a veteran of the series , " taught " Hilde about the game 's features , while introducing the audience to aspects of Hilde 's character . Hilde was also featured in a promotional comic bundled with the North American release of Soulcalibur IV 's Premium Edition . Drawn by Udon Entertainment for DC Comics , it served as a prelude to the events of the game .

IGN stated her armored appearance makes her more alluring , as well as commented on her gameplay . They additionally listed Hilde as one of the series ' top ten fighters at number ten . They cited her as a fierce opponent and " hell of a lot of fun to control " , adding " ... we tend to sit up and take notice when a new character shows promise ... we expect she 'll stick around for the long haul . " In a similar list , Complex enlisted the 20 best characters from the series , ranking her the 17th best character . Comparison was also made to the other female characters in the game such as Ivy , calling it a " stark contrast " . Additional praise was given in their review of Soulcalibur IV , stating an approval of her design combined with her personality , and a preference for her over the game 's unlockable characters .

Other publications have also praised the character . Game Informer called her the best of any of the new characters introduced in either Soul Calibur III or IV . Edge described her as the best of the new characters in Soulcalibur IV , calling her fighting style a worthy rival to another series character , Kilik. iafrica.com described her as the " standout newcomer " of the title , describing her fighting style as unusual and " unwieldy to watch " , but easy to get into . Ars Technica also called her a standout addition to the game , describing her fighting style as good for skilled players . Good Game described her as an interesting character , and further named her " the hottest [...] girl in the game "

. Shacknews stated that her combination of close and long range attacks made for " a refreshingly dynamic fighting style " . Topless Robot named her one of the " 11 Most Dignified Videogame Heroines " , suggesting that her presence in the game was added to offset the other female characters and praising the lack of " ridiculous romantic contrivances " in her character background . Neoseeker praised her design an " unbelievably awesome outfit " , adding that despite the lack of exposed skin , " she will win you over " . GameDaily featured her as one of their " Babes of the Week " , stating approval for her contrast to the other females , and praised the contrast of her fighting style to other characters in the series .