

= Li Long =

Li Long ( 李 隆 , Ri Ron , pinyin : Lǐ Lóng ) is a fictional character in the Soul series of video games . Created by Namco 's Project Soul division , he first appeared in Soul Edge , later appearing in both console and arcade versions of Soulcalibur III , as well as on various merchandise related to the series . He is voiced in Japanese by Jin Yamanoi in Soul Edge and Masaya Takatsuka in Soulcalibur III .

Li Long is an assassin , who failed in a mission to kill the leader of a Japanese pirate faction . Taken in by an innkeeper and his daughter , he fell in love with the girl only for her to be apparently killed . Desiring revenge , he battles wandering swordsmen and steals their weapons , while searching for the cursed sword Soul Edge . After being severely beaten by its wielder and now on the run pursued by assassins sent by his former employer , he reflects on who he is with doubt , until he meets a woman reminding him of his lost love . Reinvigorated , Li Long now searches to discover who he is . As a character , Li Long was positively received , and described as " the most dramatic " of the characters in Soul Edge . His replacement by another character later in the series , Maxi , has been criticized by the media , with several sources stating a preference for him .

= = Conception and creation = =

As a character introduced in Soul Edge , Li Long 's weapon , a pair of nunchaku with mounted blades , were selected before other elements of the character . One of several weapons initially considered for the character Hwang early in development , they were designed to be unique amongst the other weapons in the game . Li Long 's design and concept were built to revolve around them , starting with gender , then physical measurements , and lastly background details . After his appearance and movement were fleshed out by a concept artist , his character was rendered as a 3D model by a design team that worked solely on him , and then animated by a motion designer using motion capture to create his in @-@ game movements . During development , many ideas were considered for Li Long 's appearance , including several younger drafts . Another idea considered was for him to fight using kung fu , instead of solely with his nunchaku .

Due to a ban of nunchaku weapons in the United Kingdom , his weapon was changed to a three @-@ section staff for European releases of Soul Blade , with a section of staff replacing the chain in terms of appearance . Li Long was initially considered for inclusion for Soulcalibur , however the developers instead decided to focus on creating a new character using the same weapon for the title , resulting in Maxi . Later , due to the character 's popularity , Li Long was selected to be included in home and arcade versions of Soulcalibur III . In an interview , Soulcalibur IV director Katsutoshi Sasaki stated many fans had requested for the character to reappear in the series , though added no plans had been made to release the character as downloadable content for the title .

= = = Design = = =

In Soul Edge , Li Long appears as a tall , Asian male with his brown hair tied in a knot atop his head with long , thick sideburns . His facial contours , expressions and hairdo were designed to be sharp , intended to suggest the " assassin " side of his character , as well as imply the image of Chinese culture in the character . A large light brown jacket with green trimming covers his arms , while a large belt wraps around his midsection . Dark brown pants ending in white trimming cover his legs , and blue and white striped shoes cover his feet . His alternate character model varies significantly , featuring a shaved head , blue and gray vest with an open collar , small gold belt , green pants , and blue and red striped shoes . Li Long stands 1 @.@ 68 m ( 5 ft 6 in ) tall .

When considering his appearance for Soulcalibur , different designs were considered , including one with a heavily bandaged eye and scarred appearance intended to imply his fate at the end of Soul Edge , and another modeled after his appearance in Soul Edge 's opening sequence , featuring a wide @-@ brimmed hat , though both designs were rejected as the developers felt they made the character appear too thin . Elements from both were reused for Soulcalibur III , retaining the hat

while giving his left eye a damaged appearance . Elements of his previous design were retained , with the addition of a green vest and bracers , and the lengthening of the tail of his coat to his mid @-@ thighs . His alternate character model from Soul Edge was added as his alternate in the game , featuring minimal changes save for opening the vest to have his chest be bare .

= = In video games = =

Introduced in Soul Edge , Li Long is an assassin sent by the Emperor of China to kill a pirate lord , but failed . Badly injured , he was rescued by a woman named Chie and eventually fell in love with her . While out one day , a fight broke out at the inn and Chie was believed to be dead . Told falsely the swordsman Heishir? Mitsurugi was responsible , he set out after Soul Edge knowing Mitsurugi was also after the blade . Along the way he takes the weapons of other fighters he defeats , repurposing some for his own use . Upon finding and defeating him , he realized Mitsurugi had no part in the attack upon Chie , and continued his goal of searching for Soul Edge . He located its wielder , Cervantes , but was beaten severely . Revealed to have survived in Soulcalibur III but having lost an eye , he found himself on the run from assassins sent by his former employer . Traveling by night under a false name , he was taken in by a girl that reminded him of Chie . When the assassins eventually found him , Li Long stood his ground and defeated them . Remembering the feel of fighting for something other than revenge , he set out to find himself , not knowing that Chie was actually alive and , after giving birth to their son , had set out to find him .

= = = Gameplay = = =

Li Long 's fighting style in Soul Edge has been described as accessible to novices of the game , while also usable by experienced players . His Reverse Scales attack consists of three swift horizontal attacks one after another , while his Flaming Fangs attack is similar , only vertical , requiring opponents to guard the attacks differently . Other attacks also consist of variations of existing moves with a different conclusion , such as his Combined Wind and Sand @-@ Dust attacks , which both give similar visible cues but with the latter ending in a lower strike . Others moves such as Violent Cannon make use of feints , appearing to attack from one angle but striking from another .

In Soulcalibur III , Li Long represents the game 's " nunchaku " fighting style available to player @-@ created characters through the game 's character creation mode . Though the style utilized several elements from Maxi , many elements were altered , including attack commands , stance , and a separate series of weapons . With the character 's inclusion in the arcade edition of Soulcalibur III , alterations were made to further define Li Long 's fighting style as unique , modifying several attacks to utilize two nunchaku simultaneously as a result .

= = Promotion and reception = =

In addition to artwork , many promotional items for Soul Edge featured Li Long 's likeness , including toys , window shades and table coasters . A two @-@ page promotional comic was also released by Namco for the character , featuring Mitsurugi attempting to assist him in winning Chie 's heart .

In a 2002 poll by Namco prior to the release of Soulcalibur II regarding their favorite character from the series , Li Long placed last , part of a three @-@ way tie with 1 % of the poll 's results . MAXIMUM , on the other hand , described him as " one of the most dramatic characters in the game " , citing visible similarity to actor Bruce Lee 's use of nunchaku . Retronauts in their retrospective of the series cited Li Long as an aspect of Soul Edge not included in later titles they missed . Comparisons have been drawn between the character and later series character Maxi , with sources such as 1UP.com stating preference for the former . GameDaily staff writer Eugene Huang shared the sentiment while naming him as one of his favorite characters , describing his attacks as " focused around efficacy and efficiency " and praising the character as having a compelling

backstory .