This document will record all the strats used in the Soul Calibur 4 Blindfolded Speedruns. By Bubzia.

# Story Mode

## Kilik (Original)

Algol Fight strats: neutral Y is good for flying opponents, dash B is good spacing + dmg, throw goes forward (which is wierd)

## Kilik (Altered)

Algol Fight strats: neutral Y is good for flying opponents, dash B is good spacing + dmg, throw goes forward (which is wierd)

# Arcade

# All Bonus Characters

Start story

Start normal

L,3up,1-5left for menus

Angol Fear: backdash Y for range, else dash Y or neutral Y mostly, some kicks, forward throw

Stage1: 3enemies, ship (as start dash runs out throw strats)

Stage2: 3enemies, armory (2chars), throw strats

Stage3: 1enemy, bonusring, (2chars) ; might throw strats for ring out

Stage4: 4enemies, citadel, throw strats 100% hard fight

Stage5: algol , throw strats might not work, hard fight

Kamikirimusi: dash X and x neutral, dash Y and Y neutral , backward throw

Stage1: 3enemies, asia temple

Stage2: 3enemies, raft (2chars)

Stage3: 1enemy, bonusring, (2chars) ; might throw strats for ring out

Stage4: 2enemies, citadel,(2chars),

Stage5: algol , (2chars)

Ashelotte: side + diagonal kicks , throws into dash, neutral y , 90°throw?, B+Y into neutral Y is good

Stage1: 3enemies, jungle

Stage2: 3enemies, armory (2chars), throw strats

Stage3: 1enemy, bonusring, (2chars) ; might throw strats for ring out

Stage4: 3enemies, citadel,(2chars),

Stage5: algol , (2chars)

Sherazade: Y dash neutral and diagonal combinations, throw just lays down

Stage1: 2enemies, stone temple

Stage2: 4enemies, armory , throw strats

Stage3: 1enemy, bonusring,

Stage4: 4enemies, citadel, 100% hard fight

Stage5: algol , (2chars),

Shura: X+Y combos in directions , throw is super wierd, upthrow into timed Y or B, dash Y close range throw forward

Stage1: 4enemies, chinese horse weapon (as start dash runs out throw strats)

Stage2: 4enemies, raft , throw strats

Stage3: 1enemy, bonusring, (2chars) ; might throw strats for ring out

Stage4: 2enemies, citadel, (2chars),throw strats 100% hard fight

Stage5: algol , (2char)

# Tower

## Floor 1-2 (2 Characters usable)

Floor 1: Helerides (no skill) + Rock (Knock Down; Slow Feet)

Map: circle no walls with ring out everywhere

Strats:

Floor 2: Zasalamel (Shave Damage C) + Rock(Shave Damage C) + Astaroth

Map: circle no walls

Strats:

## Floor 3-4 (2 Characters usable)

Floor 3: ? + Siegfried (Nullify Counter C) + Servantes (Nullify Counter B + **Nullify Ring Out B** + Will Power

Map: Kilik stage 2 TODO name

Strats:

Floor 4: Nightmare 1,25HP (Nullify Counter B + **Nullify Ring Out B** + Hilde 1,5HP (Soul Repel + Soul Gauge Boost C + **Nullify Ring Out A** + Will Power)

Map: Kilik stage 2

Strats:

## Floor 5-7 (3 Characters)

Floor 5: Lizardman (Magnet) x2

Map: Water circle ring out

Floor 6: Lizardman (Venom Fang C + Step Speed Up) + Lizardman (Step Speed Up)

Map: Water circle

Floor 7: Lizardman (Step Speed Up + Run Speed Up + **Nullify Ring Out A**)

Map: Water circle

## Floor 8-9

Floor 8:

Map: Ship

Floor 9: Nightmare (Hysterical Strength + Appeal) + TODO

Map: Ice ring

Floor 10: Cervantes (Hysterical Strength + Will Power + Hyper Mode + **Nullify Ring Out A**)

Map: Ice ring

# Notes

* After every character KO switch you can get a free grab on CPUs by neutral wait grab or hold towards into grab
* For character customization, it is recommended to acquire all treasures in the Tower first (40 floors descent once + all quests ascent) and maxing the used characters style levels to 8 (<https://soulcalibur.fandom.com/wiki/Tower_of_Lost_Souls> items can be seen here)