

Soul Calibur 3 review

This game takes place after Soul Calibur 2 game. From the looks of the game, I would say the time span is a few years.

Upon loading the game, a large knight, possessed by Soul Edge, fights hordes of normal human knights, completely demolishing them. A man on a hill, holding a sickle radiates with light and leaves you thinking, "What the heck is going on?" Random fight scenes between characters within the game occur. A sword appears and vines start to grow around it. Suddenly, there is a flash of light and the vines start to dissipate.

Welcome to Soul Calibur 3.

Now that we are past the pleasantries, let's get on to a review. There are more features and new characters! Also there are shops in the main menu instead of just being within the alternate game feature. They do offer a new alternate game and even more detailed character customization. They have even included new basic character classes, each with their own abilities to master. In short, playing for only a short time, you can be easily overwhelmed by the new game features. However, before you are too dazzled, allow me to sprinkle a few more goodies in front of you.

The fighting system still rocks! Did we memorize every combo and button for every character in Soul Calibur 2? Did you plan on bringing all of those skills to SC3?!

Sorry, no dice.

Some of the moves are similar, but are also different enough that you will actually have to learn them all over again in a manner of speaking – even on the characters you know very well (especially if you play with Ivy). Some of the moves have become easier to do, some harder, and some have even been replaced with other things to reflect each character's growth and change from the last game to this. That was actually a plus for me.

As to other things, new enemies and friends and you can even play with the boss characters this time around. It will be hard to outdo this game I think, but I'm sure the crew that made this game will be sure to blow our minds yet again. Also, the parrying system is fun to learn and use once you have it mastered. There are actually a few *new* types of parries that weren't available in the previous game.

Finally, with all of the customization available, the replay value is up making this game worth playing more than twice *AND* the characters on this game are included on all versions of the game. I suppose they took the hint from our frustrations with the last game.

A very good game indeed.

4/5

Game on!
omoi