

SOUL CALIBUR IV - SC4 RULES

- provided as a resource by OKgamers.com

Time: 60 Seconds, 2 out of 3 matches, 3 out of 5 for finals.

Button Mapping: Is allowed, but must be done before the beginning of the match

STANDARD Versus
Weapon Select [OFF]
Handicap [OFF]
Neutral Guard [ON]
Stage Select [OFF]

Allowed:

Edit Colors

Banned:

BONUS CHARACTERS - banned
Yoda / ALGOL - banned
Any infinite banned
Custom characters banned
Customized characters banned.

NO PAUSING:

MAKE SURE you set your controllers before selecting a character!!

Pausing forfeits the ROUND,
Soft-Reset forfeits the MATCH

You are responsible for your own controller and name tag. Any malfunctions or errors that occur are your responsibility, so bring an extra controller if possible and always check to make sure you're using **the correct settings BEFORE a match is played.**

- **The Mages DQ rule:** After a match has been called, if a player is two minutes late he will receive a warning. At 4 minutes late, he will be given a loss for the first game of the set. After six minutes, he will be given a loss of the entire set.

Soul Calibur Community - www.CaliburForum.com

Oklahoma SC Community - www.OKgamers.com