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Darth Vader fighting.  
Strange...

## [Soul Calibur IV Turns into a Star Wars Game](#)

*Another character comes from LucasArts to Namco*

Some people believed that Soul Calibur IV is about the [enhanced Ivy](#). Others hoped it is about pure fighting, just like the previous games. Well... it seems that they were all wrong. Soul Calibur IV is... a Star Wars title! Or, at least, it slowly turns into one, since the third Star Wars character to appear in the game has been announced: both the PlayStation 3 and Xbox 360 version will now feature Darth Vader's "Secret Apprentice" from the upcoming [Star Wars: The Force Unleashed](#) title developed by LucasArts. Now, don't get me wrong - I love Soul Calibur and I totally enjoy the Star Wars universe, but I don't think merging them is a great idea. Maybe once, for fun (as the devs have done with the introduction of Master Yoda and Darth Vader for each console) but that should be enough. Keep going and you'll get to nonsense stuff like a... let's say Mortal Combat game mixed with the DC Universe! Oh, wait! That has already happened! Back to Soul Calibur IV now and the Secret Apprentice - website Joystick reported the story and also announced that Namco would soon release the first screens of the new Star Wars character in action. We do hope it's a better implementation than the previous two - Darth Vader simply looked... lame! Soul Calibur is a well known melee-based fighting series. Soul Calibur IV is the latest iteration delivering new gameplay modes, new characters and a bunch of enhanced features along with state-of-the-art 3D modeling and animation. The game also boasts some pretty amazing character customization, with endless possibilities. To top it all, the online battle mode should prove once more that next-gen fighting games clearly lacked this addition. Yes, we should not forget the Star Wars characters. Check the link below to see Master Yoda in action: