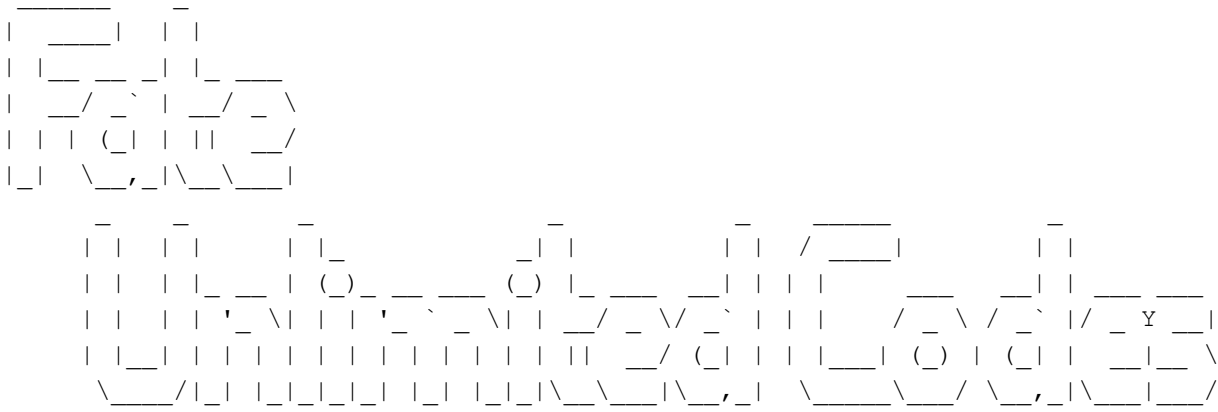


Fate/Unlimited codes FAQ/Move List

by LethalRedArmy

Updated to v1.8 on Dec 30, 2011



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FATE/UNLIMITED CODES
FAQ/MoveList - Version 1.8
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Game : Fate/Unlimited Codes
Genre : 3D Fighting
System : Sony PSP
Developer : Eighting
Publisher : Capcom
Version : US
Release date : 03.09.2009

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/ \ /
- - <<< I. INTRODUCTION >>> [INT] -
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```

Hi everybody. Welcome to my other FAQ.

Another little free time to relax... I also like the Fate/Stay Night anime and fighting games. Therefore, I decided to write this FAQ.

That's all. Maybe this is a short introduction. However, I don't like the diffuseness. Now, here we go!

-----> MY INTRODUCTIONS ARE ALWAYS SHORT <-----

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- - <<< II. VERSION HISTORY >>> [VER] -
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- + Version 1.0 (Sep 20th 2009)
FAQ started.
Some minor parts completed.
- + Version 1.5 (Oct 1st 2009)
"Movelist" completed.
- + Version 1.6 (Oct 3rd 2009)
Some other parts completed.
- + Version 1.7 (Oct 6th 2009)
Some errors fixed.
FAQ completed.
- + Version 1.7 (Oct 7th 2009)
Some minor updates added.
Authorized websites list added.
- + Version 1.7 (Oct 12th 2009)
"Controls" fixed.
- + Version 1.7 (Dec 7th 2009)
EX moves of Bazett and Gilgamesh added.

+ Version 1.8 (Dec 30th 2011)
Some minor updates added.
Super Moves edited.

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- - <<< III. COPYRIGHT >>> [CPR] -
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```

Well... It's not a big deal. Here are some little things:

- If you intend to post this FAQ on any website, I agree. But you must notify me (give me the link) so that I can add you in my authorized websites list.
- To use this FAQ for private uses (copy it to your PC, PDA, send to your friends, print it, edit it...), just DO IT FREELY.
- Please don't plagiarize this FAQ, or use it for profit.

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This FAQ, layout and ASCII Art ♪ 2009 Pham Hong Quan

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AUTHORIZED WEBSITES LIST

- * GameFAQs ~ <http://www.gamefaqs.com/> ~
 - * IGN ~ <http://faqs.ign.com/> ~
 - * Neoseeker ~ <https://www.neoseeker.com/> ~
 - * SuperCheats ~ <http://www.supercheats.com/> ~
 - * ChapterCheats ~ <http://www.chaptercheats.com/> ~
-

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/ \ /
- - <<< IV. NOTES ABOUT THIS FAQ >>> [NTE] -
\ / \
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```

- * All of my FAQs are free! You don't have to pay anything for them.
- * I wrote this FAQ by myself, nearly have no other guides or manuals, except some helps at the Special Thanks section (if available).
- * I always play games alone. Therefore, most of my FAQs were written for standalone playing, not available for multi-playing or online playing.
- * The grammar and style in this FAQ maybe not perfect. However, I have my own reasons:
 - About English, we have American English, British English, Autralian English,... In this FAQ, I've used Vietnamese English - use English by my native language.
One more thing, I'm not a linguist.
 - This is a FAQ/Movelist for all characters, not an in-depth FAQ of each ones. Therefore, it's only give you some basic guides and techniques.

For more details about each character, you should select one or more, and play the Mission Mode to get more combo and techniques.

- * My FAQ is best viewed in 1024x768 pixels or more.
- * I've used some Extended ASCII symbols in this FAQ. To display it well, just open it by using:
 - Notepad (Windows XP or later).
 - Internet Explorer, encoding: Western European Windows.
 - Firefox, encoding: Western (ISO-8859-1).
- * [INT], [NTE], [TKS],... are Search Codes. Just use the CTRL+F command to find these sections easily.
- * One of my views is "Quality over quantity". Therefore, I've written this FAQ in my way. Moreover, I'm just an amateur, not an experienced player! If you don't like this FAQ, just use other guides. They're better than mine.
- * The last one: from now on, I nearly have no time, as well as no intention to play this game again carefully. Therefore, maybe no more content updates for this FAQ later. So, if you have any of contributions or corrections, please send them for other authors, not for me!

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There are some notes about my FAQ. If you have anything else to ask, you can email me. I will try to answer you as soon as I can.

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/ \ /
- - <<< V. CONTROLS AND TUTORIALS >>> [CTR] -
\ / \
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```

=====
1/ Controls
=====

```
/-----\
| [ L ] [ R ] |
| | | | |
| 1 2 3 Triangle (/ \) |
| \ | / |
| 4 - 5 - 6 Square ([ ]) Circle (O) |
| / | \ |
| 7 8 9 Cross (X) |
\-----/
```

1 2 3 ---> 1: upback 2: up 3: upforward
4 5 6 ---> 4: back 5: neutral 6: forward
7 8 9 ---> 7: downback 8: down 9: downforward

1 to 3 : Jump
4 to 6 : Move
7 to 9 : Crouch

Square : Light Attack (L)
Triangle : Medium Attack (M)

Circle : Heavy Attack (H)
Cross : Reflect Guard
L and R : Additional inputs. Configs as you want.

=====
2/ Tutorials
=====

~~~~~  
I've just listed some basic and useful techniques here. For more details,  
you should play the Tutorial Mode carefully.  
~~~~~

[Move]

Press 4/6.

[Dash]

Press 4.4/6.6, then hold.

[Jump]

Press 1 /2/3.

[Double Jump]

Press Jump 2 times.

[High Jump]

While standing, press 6/7/8, then 2/3.

[Jump Cancel]

Right after knocking the opponent into the air with the move like 4 6 L,
press 1/2/3. Very useful for performing aerial combo afterward!

[Slash Rave]

Press L.M.H to perform a triple attack!

[Guard]

Press and hold 4/7.

[Guard Cancel]

While guarding, press 6 M+H. It drains a portion of Magic Gauge, but it
knock the opponent to the ground.

[Advancing Guard]

While blocking, press 7/4/1 L+M. It drains a portion of Magic Gauge, but it
pushes the opponent back.

[Throw]

While close to the opponent, press 6 L+M.

[Throw Escape]

While grabbing by the opponent, press 4/6 L+M to escape from a throw.

[Switch Place]

While close to the opponent, press 4 L+M. Useful when trapped in a corner.

[Side Step]

M+H : Step up

7/8/9 M+H : Step down

[Magic Burst]

When the Magic Gauge is at 100% or more, press L+M+H.

[Holy Grail Burst]

You must have 2 conditions:

- When the Grail Gauge reach to 100%, you will have the Holy Grail Advantage (your life gauge keep flashing).
- Your Magic Gauge reach max (300%).

Now, perform the Magic Burst when you already have these conditions.

[Air Recovery]

While in the air after being hit, press L/M/H.

[Ground Recovery]

While on the ground after knocked down, press L/M/H.

[Defensive Burst]

While blocking or being attacked, perform a Magic Burst.
(Magic Gauge must be at 200% or more)

[Offensive Burst]

While attacking the opponent, perform a Magic Burst.
(Magic Gauge must be at 100% or more).

[Reflect Guard]

While being attacked, press X precisely to perform. It can perform both guard and stop the opponent's attack.

[Reflect Counter]

While performing a Reflect Guard, press L/M/H.

[Reflect Dash]

While attacking, press 7/9 + Reflect Guard (X) to move your character forward (Magic Gauge must be at 100% or more).

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- - <<< VI. CHARACTERS AND MOVELIST >>> [CMV] -
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```

A GOOD OR BAD CHARACTER DEPENDS ON THE PLAYER! Please remember this.

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-----\
1/ Archer (ARC) \-----
```

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~~~~~
* Comments : A good character in both close and ranged combat. However, he is
              not good at techniques and strength.
* Rating    : 3/5
~~~~~
```

a) Unique Move

=====

- * Input : L
- Damage : ?
- Description : A knee attack.

- * Input : M
Damage : 475
Description : A double slash (a downward shot in Bow Mode).
- * Input : H
Damage : ?
Description : A downward slash (a horizontal shot in Bow Mode).
- * Input : 6 M
Damage : ?
Description : A low thrust.
- * Input : 6 H
Damage : ?
Description : An upward slash. Pushes the opponent back.
- * Rave Slash : L.M.H
Damage : 967

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b) Special Move

=====

- * Name : Kakuyoku Niren
Input : 6 6 L/M/H
Damage : 1080
Description : Archer throws his blades to attack.
- * Name : Kakuyoku Niren/In
Input : Perform Kakuyoku Niren > L
Damage : 1080 (if hit)
Description : Retract his blades after throwing.
- * Name : Kakuyoku Koukyuu/Shuu
Input : 4 4 L/M/H
Damage : 880/1264/1296
Description : A downward slash. One more downward slash with M (knock the opponent down) and upward slash with H (knock the opp up).
- * Name : Kakuyoku Shukyuu/Nagi
Input : 4 6 L
Damage : ?
Description : A horizontal slash.
- * Name : Kakuyoku Shukyuu/Shou
Input : 4 6 M
Damage : ?
Description : An upward slash. Knocks the opponent up.
- * Name : Kakuyoku Shukyuu/Totsu
Input : 4 6 H
Damage : ?
Description : A horizontal thrust. Costs Magic Gauge.
- * Name : Gradation Air
Input : 8 8 H (OK in the air)
Damage : None
Description : Switches between Bow and Blade Mode.

- * Name : Link Shot
Input : 6 6 L/M/H in Bow Mode (OK in air)
Damage : 855/1354/?
Description : A rapid shot. H is a horizontal shot and knock the opp down.
- * Name : Trap Shot
Input : 4 4 L/M/H in Bow Mode (OK in air)
Damage : ?
Description : A falling arrow shot.
Comments : Maybe not useful. Just for distracting the opponent.
- * Name : Blade Dance
Input : 8 8 H (in UBW only)
Damage : 550
Description : A falling blades shot.
Comments : Same above.

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c) Super Move

=====

- * Name : Kakuyoku Sanren (SP-A)
Input : 8 6 8 6 L
Damage : 600
2200 (if the opponent is blocking)
Description : A horizontal blade throwing. Unblockable.
Comments : Use when the opponent is blocking your attacks!
- * Name : Hrunting: Hound of the Red Plains (SP-A)
Input : 8 6 8 6 L (in Bow Mode)
Damage : 1500
Description : A horizontal shot.
Comments : Same above. Just a bit stronger.
- * Name : Caladbolg II: The Fake Spiral Sword
Input : 8 6 8 6 L (in Bow Mode, in air)
Damage : 2500
Description : A downward shot.
Comments : Now it's better.
- * Name : UBW Aria (UBW Activation: 6 Arias + 300% Magic Burst) (SP-A)
Input : 8 6 8 6 M
Description : Activates UBW Mode. I'll explain it later.
- * Name : Rho Aias: The Seven Rings that Cover the Fiery Heavens
(only during Magic Burst)
Input : When opponent's projectile Super Move is activated L+M+H
Description : I haven't used this move yet.
- * Name : Unlimited Blade Dance (EX)
Input : 8 6 8 6 H (During UBW only. Needs no Holy Grail Burst)
Damage : 7000
Description : The Final Super Move. Just watch it!

To activate UBW Mode, just follow these steps:

~~~~~

- Performs UBW Aria 6 times.
- When the Magic Gauge MAX (300%), performs the Magic Burst.

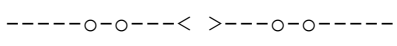


-----\  
2/ Assassin (ASN) \-----  
-----

~~~~~  
* Comments : Well-balanced for all fields. Use him and you'll see.
* Rating : 5/5
~~~~~

a) Unique Move  
=====

- \* Input : L  
Damage : ?  
Description : Attack by the sword handle.
  
- \* Input : M  
Damage : ?  
Description : A horizontal slash.
  
- \* Input : H  
Damage : ?  
Description : An upward slash.
  
- \* Input : 6 L  
Damage : ?  
Description : A dash kick.
  
- \* Input : 6 M  
Damage : ?  
Description : A downward slash.
  
- \* Input : 6 H  
Damage : 660  
Description : A double slash.
  
- \* Rave Slash : L.M.H  
Damage : 932



b) Special Move  
=====

- \* Name : Oroshi Sanren  
Input : 6 6 L/M/H  
Damage : 780/1036/1036  
Description : A rapid attack. Knocks the opponent down (M) or up (H).  
Comments : Very useful. Just use frequently.
  
- \* Name : Kazaguruma  
Input : 6 4 L/M/H  
Damage : ?/?/805  
Description : A heavy slash. Knocks the opponent down (L & M) or up (H).  
Comments : Use as a sudden attack.
  
- \* Name : Suzume Sashi  
Input : 4 6 L/M/H  
Damage : ?  
Description : A horizontal slash. Knocks the opponent down (M). Costs Magic Gauge (H).

Comments : Same above.

\* Name : Sekka/Shunrai/Shibire Namazu  
Input : 4 4 L/M/H  
Damage : ?  
Description : A swing slash. Knocks the opponent down.  
Comments : Same above.

\* Name : Oni Goroshi  
Input : 8 8 L/M  
Damage : ?  
Description : Same above.  
Comments : Same above.

\* Name : Kaze Nagashi  
Input : 8 8 H (OK while guarding)  
Damage : None  
Description : Uses while being attacked as a Reflect Guard.

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c) Super Move  
=====

\* Name : Hiken/Tsubame Gaeshi (SP-A)  
Input : 8 6 8 6 L  
Damage : 2100 (Unblockable)  
Description : A rapid triple slash.  
Comments : Nothing. Just use it.

\* Name : Hiken/Tsubame Gaeshi (SP-A)  
Input : When Kaze Nagashi connects perform 8 6 8 6 L  
Damage : 2100 (Unblockable)  
Description : It's a bit hard to use. So, just use the normal Hiken.

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d) Holy Grail Burst Super Move  
=====

\* Name : Hiken/Enbu (EX)  
Input : 8 6 8 6 H  
Damage : 7000

-----\  
3/ Bazett (BAZ) \-----  
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-----  
\* Comments : Lack of ranged attacks, but she is an expert in martial arts and close combats. The main weakness is her Special Moves: not so powerful, easy to guard and hard to perform. Therefore, just use Magic Gauge for Runes Mode, and you'll see.  
\* Rating : 4/5  
-----

a) Unique Move  
=====

\* Input : L  
Damage : ?  
Description : A punch.

\* Input : M  
 Damage : ?  
 Description : A kick.

\* Input : H  
 Damage : 490  
 Description : A double attack (elbow + roundhouse kick).

\* Input : 6 L  
 Damage : ?  
 Description : A dash punch.

\* Input : 6 M  
 Damage : ?  
 Description : A dash elbow.

\* Input : 6 H  
 Damage : ?  
 Description : A swing punch.

\* Rave Slash : L.M.H  
 Damage : 893

-----o-o----< >---o-o-----

b) Special Move

=====

\* Name : Stun Knuckle  
 Input : 6 6 L/M/H  
 Damage : ?  
 1200/1260/1320 (in Runes Mode)  
 Description : A dash punch. Knocks the opponent down (H).  
 In Runes Mode, they're double punches and knock the opponent  
 down (L & M) or down then up (H).  
 Comments : Use as a sudden attack.

\* Name : Ebb Left/Right/Forward  
 Input : 6 4 L/M/H  
 Damage : None  
 Description : They're left/right side steps (L&M). H is a forward dash.  
 Comments : An useful skill to evade, then counter-attack.

\* Name : Ebb Followup  
 Input : Any Ebb > L/M/H  
 Damage : ?/?/1193 (1428 in Runes Mode)  
 Description : L is a knee attack. M is a dash punch and knock the opponent  
 down. H is a rapid attack and knock the opponent up!  
 Comments : Ebb Followup H is an useful attack to recover Magic Gauge.  
 Uses it frequently.

\* Name : Grasshopper  
 Input : 4 6 L/M  
 Damage : ? (810 or 1080 in Runes Mode)  
 Description : A somesault kick, knocks the opponent up.  
 Comments : Use as a sudden attack or with your combo.

\* Name : Grasshopper/Moonsault  
 Input : 4 6 H  
 Damage : 976 (1342 in Runes Mode)

Description : A double somesault kick, knocks the opponent up.  
Comments : Same above. Costs magic Gauge.

\* Name : Endow Runes  
Input : 8 8 L/M  
Damage : None  
Description : Increases power for punches or kicks in a short period.  
Costs Magic Gauge.  
Comments : Just use it if necessary.

ENDOW RUNES WILL BE ADDED FOR BOTH PUNCHES AND KICKS WHEN THE MAGIC BURST IS ACTIVATED.

\* Name : Parry  
Input : 8 8 H  
Damage : None  
Description : Uses while being attacked as a Reflect Guard.

\* Name : Iron Fists  
Input : Charges L/M/H in 2 secs, then release.  
Damage : ?  
Description : A charged punch.  
Comments : It costs your time, and not useful. Uses if you want.

\* Name : Triple Spinner  
Input : 4 4 L (OK in air)  
Damage : 796 (1040 in Runes Mode)  
Description : A triple kick.  
Comments : An useful skill. Use as a sudden attack or with your combo.

\* Name : Charging Dash  
Input : 4 4 M (OK in air)  
Damage : 771 (1021 in Runes Mode)  
Description : A quintuple kick. Plus a swing kick and knock the opponent back in Runes Mode.  
Comments : Same above.

\* Name : Heel Lance  
Input : 4 4 H (OK in air)  
Damage : ?  
Description : A diving kick.  
Comments : It costs your time, and not useful. Use if you want.

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#### c) Super Move

=====

\* Name : Red Branch/High Lance (SP-A)  
Input : 8 6 8 6 L  
Damage : 2200  
Description : A flying charged kick.  
Comments : It costs your time, and can be guarded easily.  
Use if you want.

\* Name : Fragarach: Gourging Dagger of the War God (SP-A)  
Input : 8 6 8 6 M  
Damage : 1000  
Description : A throwing energy attack. Knocks the opponent down.  
Comments : Weak and not useful. Maybe it has another effect?

\* Name : Answerer (SP-B)  
Input : 8 4 8 4 L/M/H  
Damage : None  
Description : Creates an energy ball. Costs one slot in extra gauge.  
Comments : Unknown effect.

-----o-o---< >---o-o-----

d) Holy Grail Burst Super Move

=====

\* Name : Fragarach: Gourging Sword of the War God  
Input : During Holy Grail Burst and while opponent is performing Super Move L+M+H.  
Comments : Looks like a counter-atk. I haven't performed it yet.

\* Name : Toole/Fragarach: Gourging Great Sword of the War God  
Input : With 2 or more Answerers set & 8 6 8 6 H (EX)  
Damage : 7000

To perform the EX, just follow these steps:

~~~~~

- Sets 2 Answerers.
- Perform the Holy Grail Burst.
- Finally, press 8 6 8 6 H

-----\
4/ Berserker (BER) \-----

~~~~~

\* Comments : The most powerful character with lots of formidable attacks.  
However, he's a bit slow, and this is the main weakness.

\* Rating : 4/5

~~~~~

a) Unique Move

=====

* Input : L
Damage : ?
Description : A punch.

* Input : M
Damage : ?
Description : A downward chop.

* Input : H
Damage : ?
Description : A swing slash.

* Input : 6 M
Damage : ?
Description : An upward slash. Knocks the opponent back.

* Input : 6 H
Damage : ?
Description : A jumping slash. Knocks the opponent down.

* Rave Slash : L.M.H
Damage : 1551

-----o-o---< >---o-o-----

b) Special Move

=====

- * Name : Augeas the Earth Shatterer
Input : 6 6 L/M/H
Damage : 1320 (1576 if full contact)
Description : Creates a ground wave with a downward chop.

- * Name : Nemea Wails
Input : 4 4 L/M/H
Damage : ?/1420/1420
Description : A dash attack. Knocks the opponent down (M) or up (H).
Comments : Use as a sudden attack.

- * Name : Stymphalians Down
Input : 4 6 L/M/H
Damage : ?/?/1620
Description : A rising slash. Knocks the opponent up (L&M). H costs Magic Gauge and knock the opponent up, then down.
Comments : Use as a sudden attack, or use with your combo.

- * Name : Capturing Crete
Input : 6 9 8 7 4 1 2 3 6 (full round forward) L/M/H
Damage : ?
Description : Grabs, then smash. Unblockable.
Comments : Same as description.

- * Name : Howl of Heracles
Input : 8 8 H
Damage : None
Description : Prevents the opponent's moves, like a Guard.

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c) Super Move

=====

- * Name : Gelonus' Rampage (SP-A)
Input : 8 6 8 6 L
Damage : 2800
Description : Grabs, smash and slash. Stand close. Unblockable.
Comments : Short range but useful.

- * Name : Gigantomachia: Blow from the Gods (SP-A)
Input : 8 6 8 6 M
Damage : 2500
Description : A charged downward chop.
Comments : Not so good.

-----o-o---< >---o-o-----

d) Holy Grail Burst Super Move

=====

- * Name : Nine Lives: One Hundred Arrow Strikes (EX)
Input : 8 6 8 6 H
Damage : 7000

~~~~~  
\* Comments : An expert in ranged attacks and magic with lots of formidable  
              moves. She's good at close combat as well. One of my favourite  
              characters.  
\* Rating : 5/5  
~~~~~

a) Unique Move
=====

- * Input : L
 Damage : ?
 Description : A quick clap. Very useful! Tap continuously to perform combo.

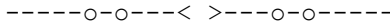
- * Input : M
 Damage : ?
 Description : A swing. Knocks the opponent up.

- * Input : H
 Damage : ?
 Description : An air blast.

- * Input : 6 M
 Damage : ?
 Description : A swing with wider range.

- * Name : Jupiter: Summon Lightning
 Input : 6 H
 Damage : ?
 Description : Attacks with a thunderbolt.

- * Rave Slash : L.M.H
 Damage : 1003
 Description : Knocks the opponent down.



b) Special Move
=====

- * Name : Jupiter/Rod: Violet Light Shot
 Input : 6 6 L (OK in air)
 Damage : Depends on distance.
 Description : Shots with 5 energy balls.
 Comments : Not so useful. Just for distracting the opponent.

- * Name : Persephone: White Coffin
 Input : 6 6 M (OK in air)
 Damage : ?
 Description : Shots an energy ball.
 Comments : Same above.

- * Name : Hecate: Fierce Flash
 Input : 6 6 H (OK in air, chargeable)
 Damage : Depends on distance.
 Description : Shots an energy ray.
 Comments : Same above.

* Name : Colchis: Dragon Fangs
Input : 4 4 L/M/H (OK in air)
Damage : ?
Description : Summons a skeleton to attack. Knocks the opponent up (H).
Comments : Same above.

* Name : Nereids: Bracken of Hail
Input : 4 6 L (OK in air)
Damage : 885
Description : Attacks with falling ice crystals. Knocks the opponent down.
Comments : Use as a sudden attack.

* Name : Etna: Dark Fire
Input : 4 6 M (OK in air)
Damage : 1300
Description : Attacks with a falling fire blast. Knocks the opponent down.
Comments : Slow and low accuracy. Just use if you want.

* Name : Jupiter/Rock: Thunder and Lightning
Input : 4 6 H (OK in air, costs Magic Gauge)
Damage : 1464
Description : Attacks with 3 thunderbolts.
Comments : Like Nereids.

* Name : Ocypete: Swift Wing
Input : 6 4 L/M/H
Damage : None
Description : A warp. Forward (L), left (M) or right (H).
Comments : An useful movement skill, especially (L)!

* Name : Celaeno: Soaring
Input : (In air) 6 4 L
Damage : None
Description : The floating mode. Press "jump" to cancel, or "crouch" to land slowly.
Comments : It's a bit useful, in my opinion. Use if you want.

* Name : Aello: Despair
Input : 6 8 4 H
Damage : ?
Description : Unknown effect.

* Name : Arachne: Mysterious Chains
Input : 8 8 L
Damage : ?
Description : Attacks with an energy chain.
Comments : Not so useful. Just for distracting the opponent.

* Name : Ariadne: Surge
Input : 8 8 M
Damage : ?
Description : Attacks with a ground magic platform. Knocks the opp up.
Comments : Use as a sudden attack.

* Name : Atlas: Eternal Burden
Input : 8 8 H
Damage : ?
Description : Like Adriane, but not knock up. Stand close.
Comments : Slow and not so useful. Use if you want.

-----o-o---< >---o-o-----

c) Super Move

=====

- * Name : Rule Breaker: All Spells Must be Broken (SP-A)
 Input : 8 6 8 6 L
 Damage : 1500
 Description : While being attacked, use this move to counter-attack.
 Comments : Not so useful. Use if you want.

- * Name : Corycian (SP-A)
 Input : 8 6 8 6 M
 Damage : Depends on distance.
 Description : Creates a moving forward energy sphere.
 Comments : Very useful! Use to distract the opponent, and prepare for the next attack.

- * Name : Hecate Gaeae (SP-A)
 Input : 8 6 8 6 H
 Damage : 2000
 Description : Locks the opponent with the magic platform, then attack.
 Stand close.
 Comments : Uses it and you'll see.

-----o-o---< >---o-o-----

d) Holy Grail Burst Super Move

=====

- * Name : Hecate Gaeae (EX)
 Input : 8 6 8 6 H
 Damage : 7000

-----\

6/ Gilgamesh (GIL) \-----

~~~~~

\* Comments : One of the best characters with lots of formidable attacks.  
 However, some of them are not so useful. Try to use him and you will understand why.

\* Rating : 4.5/5

~~~~~

a) Unique Move

=====

- * Input : L
 Damage : ?
 Description : A low kick.

- * Input : M
 Damage : ?
 Description : A horizontal slash.

- * Input : H
 Damage : ?
 Description : A downward slash.

- * Input : 6 H

Damage : ?
Description : A rising slash.

* Rave Slash : L.M.H
Damage : 1061

-----o-o----< >---o-o-----

b) Special Move

=====

* Name : Style Change
Input : 8 8 H
Damage : None
Description : Switches to Babylon Mode. Costs Magic Gauge.

* Name : Nintu: Splitting Blade/Entirely
Input : 6 6 L
Damage : 720
Description : A downward slash.
Comments : Uses as a sudden attack, or with your combo.

* Name : Suen: Splitting Blade/Moon
Input : 6 6 M
Damage : 810
Description : A low slash. Knocks the opponent down.
Comments : Same above.

* Name : Ishtar: Splitting Blade/War
Input : 6 6 H
Damage : 900
Description : A jumping slash. Knocks the opponent down.
Comments : Same above.

* Name : Ea: Splitting Blade/Intelligence
Input : 4 6 L (chargeable)
Damage : ?
Description : A horizontal slash. Knocks the opponent down (charge).
Comments : Uses as a sudden attack.

* Name : Shamash: Splitting Blade/Justice
Input : 4 6 M
Damage : 885
Description : A double slash. Knocks the opponent up.
Comments : Same above.

* Name : Anu: Splitting Blade/Heaven
Input : 4 6 H
Damage : 1033
Description : A double slash. Knocks the opponent up. Costs Magic Gauge.
Comments : Same above.

* Name : Enlil and Nergal: Gate of Hades
Input : 6 6 L/L/H (OK in air, Babylon Mode only)
Damage : Depends on distance. Normally 883.
Description : Summons flying blades (high/mid/low) to attack.
Comments : Uses as a sudden attack, or to distract the opponent.

* Name : Enkidu: Chains of Heaven
Input : 4 6 L/M/H (chargeable, Babylon Mode only)
Damage : Depends on distance.

Description : Summons chains (high/mid/low) to attack.
Comments : Same above.

* Name : Enkidu: Chains of Heaven
Input : 4 4 L/M/H
Damage : ?
Description : Attacks with chains. Knocks the opponent down.
Comments : Same above.

* Name : Enkidu Pull
Input : Hit with 4 6 H then 6 4 H
Damage : ?
Description : Pulls the opponent back.
Comments : An useful skill. After pulling, just perform your combo!

* Name : Gate of Babylon: King's Treasure
Input : During 300% Magic Burst, press 8 8 X (chargeable)
Damage : Depends on distance.
Description : Summons falling blades to attack.
Comments : Uses as a sudden attack, or to distract the opponent.
However, don't waste your Magic Gauge! Ignore this move.

-----o-o----< >---o-o-----

c) Super Move

=====

* Name : Enuma Elis: The Star of Creation that Split Heaven
from Earth (SP-A)
Input : 8 6 8 6 L
Damage : 2500
Description : Creates a spiral shockwave.
Comments : Nothing.

* Name : Gate of Babylon: King's Treasure (SP-A)
Input : 8 6 8 6 M (OK in air, Babylon Mode only)
Damage : 2400
Description : See above.
Comments : Better than Special Move (of course). Performs it.

-----o-o----< >---o-o-----

d) Holy Grail Burst Super Move

=====

* Name : Uta-Napistim: The Final Hour where the Heaven and Earth
were Cleanse (EX)
Input : 8 6 8 6 H
Damage : None

* Name : Followup Command
Input : 6 4 H > L M H L M H > 4 6 H
Damage : 7850 / 7950

To perform the EX, just follow these steps:

~~~~~

- Perform the Holy Grail Burst.
- Press 8 6 8 6 H to throw the chain, then 6 4 H to pull the opponent back.
- The sword will flash. Press L M H L M H to obtain about 7-8 hits.
- Press 4 6 H to perform the final move.

~~~~~
* Comments : He has both ranged and close attacks; however, close combat is
his forte.
* Rating : 4/5
~~~~~

a) Unique Move

=====

- \* Input : L
Damage : ?
Description : A punch.
- \* Input : M
Damage : ?
Description : A knee press.
- \* Input : H
Damage : ?
Description : A punch.
- \* Input : 6 H
Damage : ?
Description : A downward smash.
- \* Rave Slash : L.M.H
Damage : 1126



b) Special Move

=====

- \* Name : Black Sword Throw
Input : 6 6 L/M/H (OK in air)
Damage : Depends on distance.
Description : Summons short swords to attack.
Comments : Uses as a sudden attack, or to distract the opponent.
- \* Name : Renkantai
Input : 4 6 L/M/H (H costs Magic Gauge)
Damage : 830/990/1320
Description : A double kick. Knocks the opponent down. H is a triple kick,
knocks the opponent up and down.
Comments : One of the best moves! Just do it.
- \* Name : Rimon Chouchuu
Input : 4 4 L
Damage : ?
Description : A horizontal punch.
Comments : Seems not useful. Use if you like.
- \* Name : Dakai
Input : 4 4 M
Damage : ?
Description : Same above.
Comments : Same above.

\* Name : Fujinkyaku  
Input : 4 4 H  
Damage : ?  
Description : A low kick.  
Comments : Same above.

\* Name : Gaimon Chouchuu/Senkyutai/Zesshou Hohou  
Input : 4 L/M/H (Final Attack)  
Damage : ?  
Description : They're Rimon Chouchuu/Dakai/Fujinkyaku; however, available as final attacks only.  
Comments : Uses them at the end of your combo.

\* Name : Tenzutsui  
Input : 6 4 L/M/H  
Damage : ?  
Description : Jump, grab and smash. Unblockable.  
Comments : An useful move, but a bit slow. Use if you want.

\* Name : Tetsuzankou  
Input : 6 4 6 H  
Damage : ?  
Description : A back-pushing attack. Knocks the opponent back.  
Comments : Uses as a sudden attack.

\* Name : Shinkyaku  
Input : 8 8 H  
Damage : ?  
Description : A low kick.  
Comments : Seems not useful. Use if you like.

-----o-o----< >---o-o-----

#### c) Super Move

=====

\* Name : Zekken (SP-A)  
Input : 8 6 8 6 L  
Damage : 2400  
Description : Punch punch kick kick!  
Comments : Nothing.

\* Name : Azi Dahaka: The Black Dragon is Free (SP-A)  
Input : 8 6 8 6 M  
Damage : 2500  
Description : Attacks with an energy blast. Stand close for max effect.  
Comments : Better than Zekken.

-----o-o----< >---o-o-----

#### d) Holy Grail Burst Super Move

=====

\* Name : Angra Mainyu: All the World's Evil (EX)  
Input : L L 6 M H  
Damage : 7000 (Unblockable)

-----\  
8/ Lancer (LNC) \-----  
-----

-----  
\* Comments : Well-balanced for all fields, especially speed and techniques.  
One of my favourite characters. Use him and you'll see.  
\* Rating : 5/5  
-----

a) Unique Move

=====

- \* Input : L  
Damage : ?  
Description : An upward swing.
  
- \* Input : M  
Damage : ?  
Description : A horizontal thrust.
  
- \* Input : H  
Damage : ?  
Description : A horizontal swing.
  
- \* Input : 6 H  
Damage : ?  
Description : A horizontal swing. Knocks the opponent down.
  
- \* Rave Slash : L.M.H  
Damage : 1021

-----o-o---< >---o-o-----

b) Special Move

=====

- \* Name : Red Branch/Thurisaz  
Input : 6 6 L/M/H
  
- \* Name : Red Branch/Thurisaz Followup  
Input : Red Branch/Thurisaz > L/M/H repeated
  
- \* Name : Red Branch/Algiz  
Input : Red Branch/Thurisaz Followup > L/M/H repeated
  
- \* Name : Red Branch/Sowilo  
Input : Red Branch/Algiz > L/M/H repeated

Simply, to perform these moves, just press 6 6 then tap L/M/H continuously. Lancer will perform a rapid thrust, then finish with a rising and end with a downward swing. Do it and you'll see.

- \* Name : Red Branch/Eihwaz  
Input : 4 6 L/M/H (H costs Magic Gauge)  
Damage : 962/1085/1301  
Description : A spiral attack. Finish with a swing and knocks the opponent down (M&H).  
Comments : One of the best moves. Just use with your combo.
  
- \* Name : Red Branch/Ehwaz  
Input : 4 4 L/M/H  
Damage : None  
Description : A low dash.  
Comments : Uses to approach the opponent, then perform the next move.

- \* Name : Red Branch/Ys  
 Input : Red Branch/Ehwaz > Reflect Guard button (X)  
 Damage : ?  
 Description : Unknown effect. Just an approach?
  
- \* Name : Red Branch/Cen  
 Input : Red Branch/Ehwaz > L  
 Damage : ?  
 Description : Performs a rising kick after approaching. Knocks the opp up.  
 Comments : Uses as a sudden attack.
  
- \* Name : Red Branch/Tir  
 Input : Red Branch/Ehwaz > M  
 Damage : ?  
 Description : Same above.  
 Comments : Same above.
  
- \* Name : Red Branch/Hagal  
 Input : Red Branch/Ehwaz > H  
 Damage : ?  
 Description : Performs a quick thrust after approaching.  
 Comments : Same above.
  
- \* Name : Red Branch/Uruz  
 Input : (In air) 6 6 L/M/H  
 Damage : ?  
 Description : An aerial thrust (high/mid/low).  
 Comments : Uses if you like.

-----o-o----< >---o-o-----

c) Super Move

=====

- \* Name : Gae Bulg: Barbed Spear that Pierces with Death (SP-A)  
 Input : 8 6 8 6 L (OK in air)  
 Damage : 2700  
 Description : A powerful piercing thrust.  
 Comments : Powerful, but costs 200% Magic Gauge! Remember this.
  
- \* Name : Ato Gola: The Four Branches of the Shallows (SP-A)  
 Input : 8 6 8 6 M  
 Damage : ?  
 Description : Just an energy charge? Unknown effects.
  
- \* Name : Gae Bulg: Soaring Spear that Strikes with Death (SP-A)  
 Input : (In air) 8 6 8 6 M  
 Damage : 2000  
 Description : A downward launching spear.  
 Comments : Good. Uses as a sudden attack.

-----o-o----< >---o-o-----

d) Holy Grail Burst Super Move

=====

- \* Name : Gae Bulg: Soaring Spear that Strikes with Death (EX)  
 Input : 8 6 8 6 H  
 Damage : 7000

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-----  
\* Comments : She's a bit slow, but powerful and easy to use.

\* Rating : 4/5  
-----

## a) Unique Move

=====

\* Input : L

Damage : ?

Description : A smash.

\* Input : M

Damage : ?

Description : A thrust.

\* Input : H

Damage : ?

Description : A downward smash.

\* Input : 6 L

Damage : ?

Description : A thrust.

\* Input : 6 M

Damage : ?

Description : A horizontal slash.

\* Input : 6 H

Damage : ?

Description : A swing. Knocks the opponent up.

\* Rave Slash : L.M.H

Damage : 1213

-----o-o---< >---o-o-----

## b) Special Move

=====

\* Name : Grand Spin

Input : 6 6 L/M/H

Damage : 930/1010/1178

Description : A spinning attack. Knocks the opponent down (M&H).

Comments : Uses as a sudden attack.

\* Name : Grand Swing

Input : 4 6 L/M/H (H costs Magic Gauge)

Damage : 880/1040/1264

Description : Swing attacks. Knocks the opponent down (M&H).

Comments : Same above.

\* Name : Grand Slash

Input : 4 4 L/M/H

Damage : 880/1040/1264

Description : Jump and slash. Knocks the opponent down (M) or up (H).

Comments : Keep a distance, then perform.

\* Name : Grand Whirlwind



Input : 6 4 L/M/H  
 Damage : ?  
 Description : A swing slash (high/mid/low). Knocks the opponent down.  
 Comments : Uses as a sudden attack.

\* Name : Grand Whirlwind (Final Attack)  
 Input : Grand Whirlwind > 4 L/M/H  
 Damage : Depends on the move.  
 Description : Perform a final blow after Grand Whirlwind.  
 Comments : Uses with Grand Whirlwind.

NOTE: You must use different inputs! For example, after performing 6 4 L,  
 just press 4 M or 4 H, not 4 L again!

-----o-o----< >---o-o-----

c) Super Move

=====

\* Name : Riesen/Geschrei/Drehung (SP-A)  
 Input : 8 6 8 6 L  
 Damage : 2200  
 Description : A multiple spiral attack.  
 Comments : Nothing.

\* Name : Beten/Weiss (SP-A)  
 Input : 8 6 8 6 M (available in Magic Burst)  
 Damage : None  
 Description : Unknown effect. Maybe a boosting?

-----o-o----< >---o-o-----

d) Holy Grail Burst Super Move

=====

\* Name : Drei/Umlauf (EX)  
 Input : 8 6 8 6 H  
 Damage : 7000

-----\  
 10/ Luviagelita (LVI) \-----  
 -----

~~~~~  
 * Comments : Well-balanced for both ranged and close combats. However, she is
 not so powerful, and a bit hard to use.

* Rating : 3/5
 ~~~~~

a) Unique Move

=====

\* Input : L  
 Damage : ?  
 Description : A slap.

\* Input : M  
 Damage : ?  
 Description : Same above.

\* Input : H  
 Damage : ?

Description : A low shot.

\* Input : 6 M  
Damage : ?  
Description : A punch.

\* Input : 6 H  
Damage : 900  
Description : A spiral attack.

\* Rave Slash : L.M.H  
Damage : 943

-----o-o---< >---o-o-----

## b) Special Move

=====

\* Name : Gand Shot  
Input : 6 6 L/M/H (OK in air)  
Damage : Depends on distance. Normally 976.  
Description : Like the name.  
Comments : Weak. Just for distracting the opponent.

\* Name : Call  
Input : 4 6 L/M/H  
Damage : ?  
Description : An elemental upward attack (wind/fire/ice). Knocks the opponent up (M&H).

\* Name : Call/Grace  
Input : Call > 6 L/M/H  
Damage : Variable  
Description : The followup attack of Call.

\* Name : Call/Grace/Emerald  
Call/Grace/Carmine  
Call/Grace/Aquamarine  
Input : Call/Grace > 6 L/M/H  
Damage : Variable  
Description : The final attack of Call.

Comments : For Call series, just uses as a sudden attack, or with your combo.

\* Name : Jewel Squash/Echoes of Green Horses  
Input : 6 4 L  
Damage : ?  
Description : A swing attack.  
Comments : Uses as a sudden attack, or with your combo.

\* Name : Jewel Squash/Scarlet Birds of Prey  
Input : 6 4 M  
Damage : ?  
Description : Same above. Knocks the opponent down.  
Comments : Same above.

\* Name : Jewel Squash/Sheeding Indigo Scales  
Input : 6 4 H  
Damage : ?  
Description : Same above. Stuns the opponent.

Comments : An useful move. After stunning the opponent, attack with your combo!

\* Name : Hunting Lady  
 Input : 8 8 H  
 Damage : None  
 Description : A preparing pose for the next attack.  
 Comments : Like the description.

\* Name : Stance Cancel  
 Input : Hunting Lady > Reflect Guard (X)  
 Damage : None  
 Description : Cancels the Hunting Lady.  
 Comments : Like the description again.

\* Name : Transfer Drop  
 Input : Hunting Lady > L  
 Damage : None  
 Description : Switches place with the opponent.  
 Comments : Depends on your purpose, so use as you want.

\* Name : Ground Tackle (Mount Switch)  
 Input : Hunting Lady > M  
 Damage : None  
 Description : Knocks the opponent down, then mount.  
 Comments : After performing, prepare for the next attack.

\* Name : Spear Tackle (Mount Switch)  
 Input : Hunting Lady > H  
 Damage : None  
 Description : Same above.  
 Comments : Same above.

\* Name : Queen Slap  
 Input : Mount > 6 4 6 4 (continuosly)  
 Damage : Variable. About 400.  
 Description : After mounting, slap, slap and slap.  
 Comments : Just for fun.

\* Name : EleGand  
 Input : Mount > M x 8  
 Damage : ?  
 Description : Shots after mounting.  
 Comments : Useless!

\* Name : Spangle Necklace  
 Input : Mount > H M L M H. (L+M+H)  
 Damage : ?  
 Description : Unknown.  
 Comments : I couldn't perform this move.

\* Name : Backdrop  
 Input : 6 9 8 7 4 1 2 3 6 (full round forward) L/M/H  
 Damage : ?  
 Description : A German suplex. Unblockable. Stand close.  
 Comments : Uses as you want.

-----o-o----< >----o-o-----

=====

\* Name : EleGand/Celebrity (SP-A)  
Input : 8 6 8 6 L (OK in air)  
Damage : 2400  
Description : A multiple Gand Shot.  
Comments : Just use it.

\* Name : Lady Forklift (SP-A)  
Input : 8 6 8 6 M  
Damage : 2400  
Description : A spiral throw and an Izuna drop. Unblockable. Stand close.  
Comments : Uses as you want.

-----o-o---< >---o-o-----

d) Holy Grail Burst Super Move

=====

\* Name : Ultimately Edelfelt (EX)  
Input : 8 6 8 6 H  
Damage : 7000

-----\  
11/ Rider (RID) \-----  
-----

~~~~~  
* Comments : Easy to use, agile and good for both ranged and close combats.
* Rating : 4/5
~~~~~

a) Unique Move

=====

\* Input : L  
Damage : ?  
Description : A low kick.

\* Input : M  
Damage : ?  
Description : A mid kick.

\* Input : H  
Damage : ?  
Description : A thrust.

\* Input : 6 M  
Damage : ?  
Description : A crescent kick.

\* Rave Slash : L.M.H  
Damage : 892

-----o-o---< >---o-o-----

b) Special Move

=====

\* Name : Arrest Chain  
Input : 6 6 L/M/H (OK in air)  
Damage : ?  
Description : A chain throw (high/mid/low).

Comments : Prepares for the next attack.

\* Name : Arrest Chain Pull  
Input : Arrest Chain > L  
Damage : ?  
Description : Pulls the opponent back.

\* Name : Restive Strike  
Input : Arrest Chain > M  
Damage : 1020  
Description : Performs a kick after pulling the opponent.

\* Name : Arrest Chain Throw  
Input : Arrest Chain > H  
Damage : 1000  
Description : Like Arrest Chain Pull.

About Arrest Chain attacks, they have long range and can be used well with your combo.

\* Name : Storm Strike  
Input : 6 4 L/M/H  
Damage : ?  
Description : A dashing kick. Knocks the opponent back (M&H).  
Comments : Uses as a sudden attack.

\* Name : Rising Strike  
Input : 4 6 L/M/H (H costs Magic Gauge)  
Damage : ??/1068  
Description : A low rising kick. Knocks the opponent up.  
Comments : Uses as a sudden attack, or with your combo.

\* Name : Strider Strike  
Input : 4 4 L/M/H  
Damage : ??/738  
Description : A sweep kick. Knocks the opponent down (M&H).  
Comments : Same above.

\* Name : Assault Attack  
Input : 8 8 H  
Damage : ?  
Description : Warps, then perform a diving kick.  
Comments : Can be guarded easily. Uses if you want.

\* Name : Stance  
Input : 8 8 L/M  
Damage : None  
Description : Performs a backward (L) or forward (M) jump.  
Comments : Prepares for the next attack.

\* Name : Stance Followup  
Input : Stance > L/M/H  
Damage : ?  
Description : Performs a rising kick (L), sweep kick (M) or an Assault Attack (H) after Stance.  
Comments : Uses as a sudden attack.

c) Super Move

=====

- \* Name : Bellephon: Reins of Pegasus (SP-A)
- Input : 8 6 8 6 L
- Damage : 2000
- Description : Looks like a meteor shot.
- Comments : Just use it.
  
- \* Name : Breaker Gorgon: Self Seal/Dark Temple (SP-A)
- Input : 8 6 8 6 M
- Damage : ?
- Description : Rider removes her mask. That's all?
- Comments : Unknown effect.

"After Rider remove her mask and I got Magic Gauge reach max. I use Magic Burst it will appear the big eyes on Rider. This will slow enemy movement speed and attack speed until Magic Gauge empty".

~ Credit to Nutthawut Singh ~

"She removes her blindfold. You then activate a 300% magic burst, and it slows down the opponent significantly."

~ Credit to Andrew Kennedy ~

-----o-o----< >---o-o-----

d) Holy Grail Burst Super Move

=====

- \* Name : Bellephon: Reins of Pegasus (EX)
- Input : 8 6 8 6 H (Stand close)
- Damage : 7000

-----\  
 12/ Rin (RIN) \-----  
 -----

~~~~~  
 * Comments : Cute, easy to use, good at both ranged and close combats. She is one of my favourite characters.
 * Rating : 5/5
 ~~~~~

a) Unique Move

=====

- \* Input : L
- Damage : ?
- Description : A slap.
  
- \* Input : M
- Damage : ?
- Description : A high kick.
  
- \* Input : H
- Damage : ?
- Description : A low shot.
  
- \* Name : Gand Shot
- Input : 6 H
- Damage : 900
- Description : A low triple shot.

\* Rave Slash : L.M.H  
Damage : 820

-----o-o---< >---o-o-----

b) Special Move

=====

- \* Name : Thaumaturgic Jewel Throw  
Input : 6 6 L/M/H (OK in air, costs Jewels)  
Damage : Variable  
Description : Throws magic jewels (fire-low, ice-mid, light-high). Ice attack can stun the opponent, so you know what's the next.  
Comments : Like the description.
- \* Name : Renkantai (like Kotomine)  
Input : 4 6 L/M/H (H costs Magic Gauge)  
Damage : 830/970/1116  
Description : A double kick. Knocks the opponent down. H is a triple kick, knocks the opponent up and down.  
Comments : One of the best moves! Just do it.
- \* Name : Houken  
Input : 6 4 6 L/M/H  
Damage : ?  
Description : A forward punch.  
Comments : Prepares for the next attack.
- \* Name : Thaumaturgic Jewel Smash  
Input : Houken > H  
Damage : 1110/1210/1360  
Description : Ends with a flame punch. Knocks the opponent back (L&M) or down (H).  
Comments : Uses as a sudden attack.
- \* Name : Air/Ice/Stun Grenade  
Input : 4 4 L/M/H (costs Jewels)  
Damage : ?  
Description : Jumps backward, and throw a jewel. Knocks the opponent down (L&H) or stun the opponent (M).  
Comments : Just for distracting the opponent.
- \* Name : Rimon Chouchuu  
Input : 8 8 L/M/H  
Damage : ?  
Description : A dashing elbow.  
Comments : Uses as a sudden attack.

-----o-o---< >---o-o-----

c) Super Move

=====

- \* Name : Koutei Shihaku (SP-A)  
Input : 8 6 8 6 L  
Damage : 2000  
Description : A quadruple punch.  
Comments : See the next move below.
- \* Name : Cutting Seven Colors (SP-A)  
Input : 8 6 8 6 M (OK in air)

Damage : 2550 (2450 in air)  
Description : Attacks with energy rays.  
Comments : Better than Koutei Shihaku. Just use it.

-----o-o---< >---o-o-----

d) Holy Grail Burst Super Move

=====

\* Name : Jeweled Sword of Zelretch (EX)  
Input : 8 6 8 6 H  
Damage : 7000

-----\  
13/ Saber (SAB) \-----  
-----

~~~~~  
* Comments : Well-balanced for all fields with lots of formidable attacks.
Easy to use as well. In my opinion, she is the best character.
* Rating : 5/5
~~~~~

a) Unique Move

=====

\* Input : L  
Damage : ?  
Description : A mid slash.

\* Input : M  
Damage : ?  
Description : A mid thrust.

\* Input : H  
Damage : ?  
Description : A downward slash.

\* Input : 6 M  
Damage : ?  
Description : A mid slash.

\* Rave Slash : L.M.H  
Damage : 1123

-----o-o---< >---o-o-----

b) Special Move

=====

\* Name : First Air  
Input : 6 6 L/M/H

\* Name : Second Air/Hold  
Input : First Air > L

\* Name : Second Air/Defeat  
Input : First Air > M

\* Name : Second Air/Break  
Input : First Air > H



\* Name : Third Air  
Input : Any Second Air > L/M/H

You can create various moves from these ones. Try it out.

\* Name : Wing Air  
Input : 4 6 L/M/H (H costs Magic Gauge)  
Damage : ?/1098/1456  
Description : An upward slash. Knocks the opponent up (M&H).  
Comments : Prepares for the next move.

\* Name : Wing Air/Trust  
Input : Wing Air (M/H) > H (costs Magic Gauge)  
Damage : 1598/1956  
Description : Finish with a dashing slash.  
Comments : One of the best moves. Uses as you want.

\* Name : Elfin Dance  
Input : 4 4 L/M/H  
Damage : None  
Description : A back dashing.  
Comments : Uses to fall back, or prepare fot the next move.

\* Name : Elfin Dance Followup  
Input : Any Elfin Dance > L/M/H  
Damage : Variable  
Description : Performs an attack after Elfin Dance. L is a low slash and knocks the opponent down. H is a rising slash, knock the opponent up. L is a low thrust, and you can perform a series of Air Attacks.  
Comments : Like the description.

-----o-o----< >---o-o-----

c) Super Move

=====

\* Name : Strike Air: Hammer of the Wind King (SP-A)  
Input : 8 6 8 6 L  
Damage : 1500  
Description : Creates a cyclone from a swing.  
Comments : Not so powerful.

\* Name : Excalibur: Sword of Promised Victory (SP-A)  
Input : During Magic Burst 8 6 8 6 L  
Damage : 2200  
Description : Attacks with a light sword.  
Comments : Good move. Uses as you want.

\* Name : Avalon: The Everdistant Utopia (SP-B)  
Input : During Magic Burst 8 4 8 4 H (while being attacked)  
Damage : 2200  
Description : Creates a shield and counter-attack.  
Comments : Same above.

-----o-o----< >---o-o-----

d) Holy Grail Burst Super Move

=====

\* Name : Excalibur: Sword of Promised Victory (EX)  
Input : 8 6 8 6 H

Damage : 7000

-----\  
14/ Saber Alter (SAL) \-----  
-----

~~~~~  
* Comments : Could also be called as "Dark Saber". Her moves are different
from Saber, and more formidable, in my opinion. This is my most
favourite character.
* Rating : 5/5
~~~~~

a) Unique Move

=====

- \* Input : L  
Damage : ?  
Description : A mid slash.
  
- \* Input : M  
Damage : ?  
Description : A downward slash.
  
- \* Input : H  
Damage : ?  
Description : A low thrust.
  
- \* Input : 6 M  
Damage : ?  
Description : A mid slash.
  
- \* Input : 6 H  
Damage : 900  
Description : A rising slash. Knocks the opponent up.
  
- \* Rave Slash : L.M.H  
Damage : 1185

-----o-o----< >---o-o-----

b) Special Move

=====

- \* Name : Burst Air  
Input : 6 6 L/M/H  
Damage : ?/1161/1276  
Description : Creates an impulse wave. Can attack from distance (L&M).  
Comments : One of the best moves. Just use and you'll see.
  
- \* Name : Liner/Air  
Input : 4 4 L  
Damage : 805  
Description : A low thrust.
  
- \* Name : Liner/Negative  
Input : 4 4 M  
Damage : 976  
Description : Performs a low thrust, then switch place.
  
- \* Name : Liner/Sparks

Input : 4 4 H  
Damage : 1294  
Description : Performs a series of thrust.

Liners can be used as sudden attacks, or use with your combo.

\* Name : Elfin Bolt  
Input : 4 6 L/M/H (H costs Magic Gauge)  
Damage : 976/1220/1294  
Description : A rising slash. Knocks the opponent up.  
Comments : Same as Liners.

\* Name : Tyrant Clap  
Input : 6 4 L/M/H  
Damage : 600/1000/1200  
Description : Grabs the opponent with a dragon hand.  
Comments : One of the best moves. Uses as a sudden attack. M is an upward attack, effective against jumping opponents.

\* Name : Helm Breaker  
Input : (In air) 6 6 L/M/H  
Damage : ?/1100/1352  
Description : A down-swing.  
Comments : Uses as an aerial attack.

-----o-o---< >---o-o-----

c) Super Move

=====

\* Name : Excalibur: Sword of Promised Victory (SP-A)  
Input : 8 6 8 6 L  
Damage : 2500  
Description : Attacks with a dark sword.  
Comments : A powerful move. Just use it.

\* Name : Vortigern: Hammer of the Vile King (SP-A)  
Input : 8 6 8 6 M  
Damage : 1000  
Description : Attacks with a dark sword.  
Comments : More powerful if you use the followup below.

\* Name : Followup Command (drains 100% of each gauge)  
Input : Vortigern > 8 6 8 6 M > 8 6 8 6 M  
Damage : 3800 (total)  
Description : Attacks 2 times more.  
Comments : Powerful, but costs Magic Gauge. Uses as you want.

-----o-o---< >---o-o-----

d) Holy Grail Burst Super Move

=====

\* Name : Excalibur/Morgan: Sword of Promised Victory (EX)  
Input : 8 6 8 6 H  
Damage : 7000

-----  
\* Comments : She is a formidable character with lots of irritating attacks.  
            However, she is slow. I didn't use her much.  
\* Rating   : 3/5  
-----

a) Unique Move

=====

\* Input      : L  
  Damage     : ?  
  Description : Attacks with dark tapes.

\* Input      : M  
  Damage     : 462  
  Description : Same above.

\* Input      : H  
  Damage     : 604  
  Description : Same above.

\* Input      : 6 H  
  Damage     : ?  
  Description : A low attack with tapes.

\* Rave Slash : L.M.H  
  Damage     : 847

-----o-o---< >---o-o-----

b) Special Move

=====

\* Name       : Think you can dodge this?  
  Input      : 6 6 L/M/H (Only H is chargeable)  
  Damage     : Variable  
  Description : Creates an impulse wave.  
  Comments   : Slow and not so powerful. Just for distracting the opponent.

\* Name       : Up you go!  
  Input      : 6 4 L  
  Damage     : ?  
  Description : Knocks the opponent up.  
  Comments   : Uses as a sudden attack.

\* Name       : Got you!  
  Input      : 6 4 M  
  Damage     : ?  
  Description : Stuns, then knocks the opponent down.  
  Comments   : You can use combo afterward.

\* Name       : Pay more attention!  
  Input      : 6 4 H  
  Damage     : ?  
  Description : Knocks the opponent down.  
  Comments   : Uses as a sudden attack.

\* Name       : Get out of my way!  
  Input      : 4 4 L (OK in air, chargeable)  
  Damage     : 976  
  Description : Knocks the opponent up.

\* Name : Watch out!  
Input : 4 4 M (OK in air, chargeable)  
Damage : 1073  
Description : Knocks the opponent down.

\* Name : You won't get away!  
Input : 4 4 H (OK in air, chargeable)  
Damage : ?  
Description : Stuns, then knocks the opponent down.  
Comments : You can use combo afterward.

In these moves, charge mode can move the wave forward. However, it's a bit useless. Therefore, you should use them without charging.  
One more thing, they costs Magic Gauge as well.

\* Name : You're mean...  
Input : 8 8 L/M (OK in air)  
Damage : None  
Description : A warp.  
Comments : Like the description. Just use as you want.

\* Name : That belongs to me!  
Input : 8 8 H (chargeable)  
Damage : ?  
Description : Unknown effect.

-----o-o---< >---o-o-----

c) Super Move  
=====

\* Name : Heaven's Fall: Cursed Layered World/  
Garbhadhatu Mandala (SP-A)  
Input : 8 6 8 6 L  
Damage : 2200  
Description : Attacks with dark tapes. Unblockable.  
Comments : Nothing. Just use it.

\* Name : I'm hungry! (SP-A)  
Input : 8 6 8 6 M (chargeable)  
Damage : 2700  
Description : Attacks with a dark ball.  
Comments : Uses without charging.

-----o-o---< >---o-o-----

d) Holy Grail Burst Super Move  
=====

\* Name : Art Angra Mainyu: Cursed Layered World/  
Festival of Evil (EX)  
Input : 8 6 8 6 H  
Damage : 7000

-----\  
16/ Shiro (SRO) \-----  
-----

~~~~~  
* Comments : See the comments about Archer again. However, Shiro is a bit better. Use him and you'll see.

* Rating : 3/5

~~~~~  
a) Unique Move

=====

- \* Input : L  
Damage : ?  
Description : A knee press.
  
- \* Input : M  
Damage : ?  
Description : A mid elbow.
  
- \* Input : H  
Damage : ?  
Description : A downward smash.
  
- \* Input : 6 H  
Damage : ?  
Description : A low smash. Knocks the opponent down.
  
- \* Rave Slash : L.M.H  
Damage : 865

-----o-o---< >---o-o-----

b) Special Move

=====

- \* Name : Kakuyoku Niren  
Input : 6 6 L/M/H  
Damage : Variable  
Description : Creates 2 blades and throw, like Archer.
  
- \* Name : Kakuyoku Souren  
Input : 4 6 L  
Damage : ?  
Description : A downward smash. Knocks the opponent down.
  
- \* Name : Kakuyoku Koukyuu/Shuu  
Input : 4 6 M  
Damage : ?  
Description : A jumping smash. Stuns the opponent.  
Comments : You can use combo afterward.
  
- \* Name : Kakuyoku Shukyuu/Shou  
Input : 4 6 H (costs Magic Gauge)  
Damage : ?  
Description : A rising smash. Knocks the opponent up.
  
- \* Name : Trap Shot  
Input : 6 4 L  
Damage : 720  
Description : A falling arrows shot.  
Comments : Just for distracting the opponent.
  
- \* Name : Link Shot  
Input : 6 4 M/H  
Damage : 976/?  
Description : A horizontal shot. Knocks the opponent down (H).  
Comments : Uses as a sudden attack.

\* Name : Dash/Feint  
Input : 4 4 L  
Damage : None  
Description : Just a forward dash.

\* Name : Dash/Strike  
Input : 4 4 M  
Damage : ?  
Description : Dash, then finish with a slow kick. Knocks the opp down.

\* Name : Dash/Knee  
Input : 4 4 H  
Damage : ?  
Description : Dash, then finish with a knee press. Knocks the opp down.

These Dash moves are slow, and can be guarded or counter-attacked easily.  
Therefore, just ignore them, or use if you want.

-----o-o---< >---o-o-----

c) Super Move  
=====

\* Name : Caliburn: Golden Sword of the Victorious (SP-A)  
Input : 8 6 8 6 L  
Damage : 2100  
Description : Creates the Excalibur and attack.  
Comments : Nothing. Just use it.

\* Name : Kakuyoku Sanren (SP-A)  
Input : 8 6 8 6 M (Unblockable)  
Damage : 1000  
2500 (if the opponent is blocking)  
Description : Creates 2 blades and throw.  
Comments : Use when the opponent is blocking your attacks!

-----o-o---< >---o-o-----

d) Holy Grail Burst Super Move  
=====

\* Name : Nine Lives Blade Works: One Hundred Arrow Strikes (EX)  
Input : 8 6 8 6 H  
Damage : 7000 (Unblockable)

" For Shiro's Holy Grail move if you use his move againsts Kotomine then it changes into a different move".  
~ Credit to Matthew Cassel ~

-----\  
17/ Zero Lancer (ZLC) \-----  
-----

~~~~~  
* Comments : He is a good character. However, his Super Moves are weak! You can ignore him, and use Lancer instead!
* Rating : 3/5
~~~~~

a) Unique Move

=====

- \* Input : L  
Damage : ?  
Description : A swing.
  
- \* Input : M  
Damage : ?  
Description : A thrust.
  
- \* Input : H  
Damage : 630  
Description : A double theust.
  
- \* Input : 6 M  
Damage : ?  
Description : A low attack.
  
- \* Input : 6 H  
Damage : 800  
Description : A jumping attack.
  
- \* Rave Slash : L.M.H  
Damage : 1090

-----o-o---< >---o-o-----

b) Special Move

=====

- \* Name : Halvan Murder/Prologue  
Input : 6 6 L  
Damage : ?  
Description : A low dashing thrust.  
Comments : Uses as a sudden attack.
  
- \* Name : Halvan Murder/Destroy  
Input : 6 6 M  
Damage : ?  
Description : Same above.  
Comments : Same above.
  
- \* Name : Halvan Murder/Swift  
Input : 6 6 H  
Damage : 744  
Description : A multiple thrust.  
Comments : Uses as a sudden attack, or with your combo.
  
- \* Name : Millstone Drop  
Input : 6 4 L/M/H  
Damage : 880/970/1144  
Description : They're double attacks. Knocks the opponent down.  
Comments : Same above.
  
- \* Name : Galva's Three Murders  
Input : 4 6 L  
Damage : 900  
Description : A rising attack. Knocks the opponent up.  
Comments : Same above.
  
- \* Name : Galva's Six Murders  
Input : 4 6 M



Damage : 1088  
Description : Same above.  
Comments : Same above.

\* Name : Galva's Nine Murders  
Input : 4 6 H (costs Magic Gauge)  
Damage : 1248  
Description : Same above. Knocks the opponent up, then down.  
Comments : Same above.

\* Name : Backdash  
Input : 4 4 L/M  
Damage : None  
Description : Like the name.  
Comments : Uses to fall back.

\* Name : Seven Gate Barrier  
Input : 4 4 H  
Damage : ?  
Description : While being attacked, use this move to counter-attack.  
Comments : Like the description.

\* Name : Aphorism for Ducos  
Input : (In air) 6 6 L  
Damage : ?  
Description : Dives backward.

\* Name : Aphorism for Fincos  
Input : (In air) 6 6 M  
Damage : ?  
Description : Dives downward.

\* Name : Aphorism for Trencos  
Input : (In air) 6 6 H  
Damage : ?  
Description : Dives forward.

Uses them as an approach, then perform the next attack if you want.

-----o-o----< >---o-o-----

#### c) Super Move

=====

\* Name : Gae Buidhe: Yellow Rose for Mortality (SP-A)  
Input : 8 6 8 6 L  
Damage : 1500  
Description : Thrust with a yellow rose.  
Comments : Weak. Uses if you want.

\* Name : Gae Dearg: Crimson Rose of Exorcism (SP-A)  
Input : 8 6 8 6 M  
Damage : 750  
Description : A charged thrust.  
Comments : More powerful if you use the followup below.

\* Name : Followup Command (drains 100% of each gauge)  
Input : Gae Dearg > 8 6 M > 8 6 M  
Damage : 2500 (total)  
Description : Attacks 2 times more.  
Comments : More powerful, but costs Magic Gauge. Uses as you want.

d) Holy Grail Burst Super Move

=====

\* Name : Tale of Tragic Love: Devotion to Grainne (EX)  
Input : 8 6 8 6 H  
Damage : 7000

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- - <<< VII. UNLOCKABLES >>> [ULK] -  
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' \ / \_\_\_\_\_ \ /

~~~~~  
I've finished Arcade Mode with all characters (Leysritt, Saber Alter and Zero Lancer are the last), and some other modes as well. Here are some unlockables that I got.
Maybe they're not quite correct. However, I have no time to check again. Therefore, please check it yourself.
~~~~~

- \* Unlockable(s) : System Voice, Illustrations and Character Models  
(Character Models are not available for all)  
How to : Clear Arcade Mode with a respective character.
- \* Unlockable(s) : Illyasviel's System Voice  
How to : Clear Arcade Mode with Random Character.
- \* Unlockable(s) : Leysritt  
How to : Clear Arcade Mode 5 times.
- \* Unlockable(s) : Saber Alter  
How to : Clear Arcade Mode 6 times.
- \* Unlockable(s) : Zero Lancer  
How to : After unlocking Leysritt and Saber Alter, play Arcade Mode again, you'll meet him around stage 6. Defeat him.
- \* Unlockable(s) : Saber Lily  
How to : Clear Arcade Mode with Saber Alter.
- \* Unlockable(s) : Survival Mode  
How to : Clear Arcade Mode with all characters.
- \* Unlockable(s) : Survival Mode (unlimited)  
How to : Clear Survival Mode once with any character.
- \* Unlockable(s) : Final Illustration of the character.  
How to : Clear Survival Mode with this character.

| ADDITIONAL CHARACTER MODELS | HOW TO UNLOCK                          |
|-----------------------------|----------------------------------------|
| Dragon Fang Warrior         | Clear Arcade Mode with Caster twice    |
| Illyasviel                  | Clear Arcade Mode with Berserker twice |

| ADDITIONAL STAGES                 | HOW TO UNLOCK                      |
|-----------------------------------|------------------------------------|
| Kotomine Church                   | Clear Arcade Mode with Bazett      |
| Fuyuki City                       | Clear Arcade Mode with Zero Lancer |
| MOVIES THEATER                    | HOW TO UNLOCK                      |
| Opening Movie - Arcade            | Default                            |
| Announcement Trailer -Comiket 73- | Clear Arcade Mode with Bazett      |
| Trailer - Arcade                  | Clear Arcade Mode with Archer      |
| Tiger Collosseum Upper Movie      | Clear Arcade Mode with Luviagelita |
| Trailer - PlayStation 2 version   | Clear Arcade Mode with Sakura      |

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- - <<< VIII. CONTACT ME >>> [CTM] -
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```

Real name : Pham Hong Quan  
Nick name : LethalRedArmy

If you want to contact me, please check one of these links below to get my e-mail:

- < <http://www.gamefaqs.com/features/recognition/49700.html> >
- < <https://www.neoseeker.com/members/profiles/LethalRedArmy/> >
- < [http://www.cheathappens.com/show\\_user.asp?userID=71215](http://www.cheathappens.com/show_user.asp?userID=71215) >

-----o-o----< >---o-o-----

As I said, I nearly have no time and no intention to play this game again. Therefore, maybe no more content updates for this FAQ later. However, if you have sth to ask, you can email me. I will try to answer as soon as I can.

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/ \ /
- - <<< IX. SPECIAL THANKS >>> [TKS] -
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- \* Capcom, Eighting, Type Moon, Cavia - for making this game.
- \* GameFAQs - for posting my FAQ.
- \* All the webmasters who posted my FAQs legally - for introducing my guides to a larger community.
- \* Lazy Zefiris - for the correction about control buttons.
- \* Gregory Joiner - for the tips about Gilgamesh's EX move.
- \* Matthew Cassel - for the tips about Shiro's EX move.
- \* Nutthawut Singh and Andrew Kennedy - for the tips about Rider's Super Move.

\* And you - for reading my FAQ.

October, 6th, 2009

[ THE END ]

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