

Fate/unlimited codes FAQ/Move List

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F A T E / U N L I M I T E D C O D E S

Walkthrough by MJ

-
- Controls
 - General Moves
 - Advance Moves
 - Move List
 - Combos
 - Unlockables

Controls

These are the defaults. Can be changed in options menu.

L Attacks - Square
M Attacks - Triangle
H Attacks - Circle
Reflect Guard - X
L + M Attack - L shoulder
M + H Attack - R shoulder

Up - Jump
Back - Guard High/Mid attacks
Down - Crouch
Forward - Walk Forward
Down-Back - Guard Low attacks

Select - Restart Tutorials / Missions

General Moves

Dashing:

Press Back, Back or Forward, Forward

Some characters can run by holding the direction. Also back dashing makes you invulnerable for a second.

Double Jump:

Press Up twice.

High Jump:

Press Down and Up. Can't double jump afterwards.

Slash Rave:

Press L, M, H in that order. This is how you start combos.

Gaurd:

Hold Back for high attacks. Down-Back for low attacks.

Throwing:

While close to an opponent: Press Forward + L and M. Also Back + L and M changes position with opponent.

Side Stepping:

Press M + H or Down + M and H.

Magic Burst:

When Magic gauge is at 1 stock (100%), press L + M + H at the same time.

Holy Grail Burst:

When you have Holy Grail Adavantage and 300% Magic Gauge (Max).

Press L + M + H at the same time.

Advance Moves

Advance Guard:

While blocking, press Back + L + M. It drains some Magic guage but pushes back opponent.

Air Recovery:

After being hit while in the air press L + M + H at the same time. You will land

on your feet. Recovery varies by button press.

Ground Recovery:

While on the ground after being knocked down press L or M or H. Recovery varies by which button you pressed.

Defensive Burst:

When the magic gauge is 200% or higher perform a magic burst while blocking or being hit. It negates life recovery.

Offensive Burst:

While hitting a opponent press L + M + H at the same time. Need 1 magic stock. Use this to cancel attacks for longer combos.

Reflect Guard:

Deflect most mid/low attacks. Press X when the opponent attacks. Leaves opponent vulnerable when successful.

Reflect Counter:

Attack after a Reflect guard. Look for the most effective attack.

Guard Cancel:

While guarding, press Forward + M and H. Drains some magic gauge. Knocks opponent down.

Throw Escape:

As soon as you get grabbed press Back + L and M or Forward + L and M. Can't escape if you are crouched.

Special Move Canceling:

Do any regular attack into a special move. Combine with Slash Rave for big damage.

Jump Canceling:

After sending the opponent to the air press Up to cancel into a jump. You can continue attacks in the air. Canceling a mid air attack will allow you to jump again too.

Air Slash Rave:

During a Jump Cancel do a Slash Rave. You can perform a mid-air Jump Cancel into a second Air Slash Rave.

Reflect Dash:

While attacking, use Reflect Guard, then move forward to continue attacks. Drains Magic Gauge. Once used there is some downtime before it can be used again

Instant Jump Cancel:

After performing a move that is possible to Jump Cancel you can chain

a special or super move to cancel the jump part for combo possibilities.

Move List:

Bazett

Unique Move #1: Forward + L
Unique Move #2: Forward + M
Unique Move #3: Forward + H

Specials

Stun Knuckle: Forward, Forward + L or M or H
Ebb Left: Forward, Back + L
Ebb Right: Forward, Back + M
Ebb Forward: Forward, Back + H
Ebb Followup: Any Ebb > press L or M or H
Grasshopper: Back, Forward + L or M
Grasshopper/Moonsault: Back, Forward + H
Endow Runes: Down, Down + L or M
Parry: Down, Down + H
Iron Fists: Hold any attack button then release (5 seconds)
Triple Spinner: Back, Back + L (Can be done in air)
Charging Dash: Back, Back + M (Can be done in air)
Heel Lance: Back, Back + H (Can be done in air)

Super Move

Red Branch/High Lance: Down, Forward, Down, Forward + L
Fragarach: Down, Forward, Down, Forward + M
Answerer: Down, Back, Down, Back + L or M or H

Holy Grail Burst Super Move

Fragarach: During Holy Grail Burst and opponent is performing a Super move:
L + M + H

Toole/Fragarach: With 2 or more Fragarachs set: Down, Forward, Down, Forward + H

Rider

Unique Move #1: Forward + M (overhead attack)

Specials

Arrest Chain: Forward, Forward + L or M or H (Can be done in air)
Arrest Chain Pull: During Arrest Chain, L
Restive Strike: During Arrest Chain, M
Arrest Chain Throw: During Arrest Chain, H
Storm Strike: Forward, Back + L or M or H
Rising Strike: Back, Forward + L or M or H
Stride Strike: Back, Back + L or M or H
Stance: Down, Down + L or M
Stance Followup: During Stance, L or M or H
Assault Attack: Down, Down + H

Super Move

Bellephon: Down, Forward, Down, Forward + L
Breaker Gorgon: Down, Forward, Down, Forward + M

Holy Grail Burst Super Move

Bellephon: Down, Forward, Down, Forward + H

Berserker

Unique Move #1: Forward + M
Unique Move #2: Forward + H

Specials

Augeas: Forward, Forward + L or M or H
Nemea: Back, Back + L or M or H
Stymphalians: Back, Forward + L or M or H
Capturing Crete: 360 motion on pad + L or M or H
Howl of Heracles: Down, Down + H

Super Move

Gelonus: Down, Forward, Down, Forward + L
Gigantomachia: Down, Forward, Down, Forward + M

Holy Grail Burst Super Move

Nine Lives: Down, Forward, Down, Forward + H

Saber

Unique Move #1: Forward + M

Specials

First Air: Forward, Forward + L or M or H
Second Air/Hold: During First Air, L
Second Air/Defeat: During First Air, M
Second Air/Break: During First Air, H
Third Air: During any Second Air, L or M or H
Wing Air: Back, Forward + L or M or H
Wing Air/Thrust: During M or H Wing Air, press H
Elfin Dance: Back, Back + L or M or H
Elfin Dance Followup: Any Elfin Dance, press L or M or H

Super Move

Strike Air: Down, Forward, Down, Forward + L
Excalibur: During Magic Burst: Down, Forward, Down, Forward + L
Avalon: During Magic Burst: Down, Back, Down, Back + H

Holy Grail Burst Super Move

Excalibur: Down, Forward, Down, Forward + H

Archer

Unique Move #1: Forward + M
Unique Move #2: Forward + H

Specials

Kakuyoku Niren: Forward, Forward + L or M or H
Kakuyoku Niren/In: During Kakuyoku Niren, L
Kakuyoku Koukyuu/Shuu: Back, Back + L or M or H
Kakuyoku Shukyuu/Nagi: Back, Forward + L
Kakuyoku Shukyuu/Shou: Back, Forward + M
Kakuyoku Shukyuu/Totsu: Back, Forward + H
Gradation Air: Down, Down, + H (Can be done in air) - Changes weapon
Link Shot: Bow mode - Forward, Forward + L or M or H (Can be done in air)
Trap Shot: Bow mode - Back, Back + L or M or H
Blade Dance: Down, Down, + H (only during UBW)

Super Move

Kakuyoku Sanren: Down, Forward, Down, Forward + L
Hrunting: Bow mode - Down, Forward, Down, Forward + L
Caladbold II: Bow mode - In air, Down, Forward, Down, Forward + L
UBW Aria: (UBW activation: 6 Arias + 300% Magic Burst)
- Down, Forward, Down, Forward + M

Rho Aias: During Magic Burst, When opponent's projectile Super Move is activated: L + M + H

Unlimited Blade Dance: During UBW, Down, Forward, Down, Forward + H

Caster

Unique Move #1: Forward + M

Unique Move #2: Forward + H

Specials

Jupiter/Rod: Forward, Forward + L (Can be done in air)
Persephone: Forward, Forward + M (Can be done in air)
Hecate: Forward, Forward + H (Can be done in air / chargeable)
Colchis: Back, Back + L or M or H (Can be done in air)
Nereids: Back, Forward + L (Can be done in air)
Etna: Back, Forward + M (Can be done in air)
Jupiter/Rock: Back, Forward + H (Can be done in air)
Ocypete: Forward, Back + L or M or H
Celaeno: In air, Forward, Back + L
Aello: Forward, Down, Back + H
Arachne: Down, Down + L
Ariadne: Down, Down + M
Atlas: Down, Down + H

Super Move

Rule Breaker: Down, Forward, Down, Forward + L
Corycian: Down, Forward, Down, Forward + M
Hecate Gaeae: Down, Forward, Down, Forward + H

Holy Grail Burst Super Move

Hecate Gaeae: Down, Forward, Down, Forward + H

Gilgamesh

Unique Move #1: Forward + H

Specials

Style Change: Down, Down + H
Nintu: Forward, Forward + L
Suen: Forward, Forward + M
Ishtar: Forward, Forward + H
Ea: Back, Forward + L (chargeable)
Shamash: Back, Forward + M
Anu: Back, Forward + H

Enlil and Nergal: Babylon mode only - Forward, Forward + L or M or H
(Can be done in air)
Enkidu: Babylon mode only - Back, Forward + L or M or H (chargeable)
Enkidu: Back, Back + L or M or H
Enkidu Pull: Hit with Back, Back + H then Forward, Back + H
Gate of Babylon: During 300% Magic Burst: Down, Down, Reflect Button
(chargeable)

Super Move

Enuma: Down, Forward, Down, Forward + L
Gate of Babylon: Babylon mode only - Down, Forward, Down, Forward + M
(Can be done in air)

Holy Grail Burst Super Move

Uta-Napisthim: Down, Forward, Down, Forward + H
Followup Command: Forward, Back + [H + L + M x2] - Back, Forward + H

Luviagelita

Unique Move #1: Forward + M
Unique Move #2: Forward + H

Specials

Gand Shot: Forward, Forward + L or M or H (Can be done in air)
Call: Back, Forward + L or M or H
Call/Grace: During Call, Forward + L or M or H
Call/Grace/Emerald: During Call/Grace, Forward + L
Call/Grace/Carmine: During Call/Grace, Forward + M
Call/Grace/Aquamarine: During Call/Grace, Forward + H
Jewel Squash #1: Forward, Back + L
Jewel Squash #2: Forward, Back + M
Jewel Squash #3: Forward, Back + H
Hunting Lady: Down, Down + H
Stance Cancel: During Hunting Lady, Reflect Guard Button
Transfer Drop: During Hunting Lady, L
Ground Tackle: During Hunting Lady, M
Spear Tackle (Mount): During Hunting Lady, H
Queen Slap: During Mount, Back, Forward repeatedly
EleGand: During Mount, M x 8
Spangle Necklace: During Mount, H, M, L, M, H and L + M + H
Backdrop: 360 + L or M or H

Super Move

EleGand/Celebrity: Down, Forward, Down, Forward + L (Can be done in air)
Lady Forklift: Down, Forward, Down, Forward + M

Holy Grail Burst Super Move

Ultimately Edelfelt: Down, Forward, Down, Forward + H

Sakura

Unique Move #1: Forward + H

Specials

Think you can dodge this?: Forward, Forward + L or M or H (H is chargeable)

Up you go!: Forward, Back + L

Got you!: Forward, Back + M

Pay more attention!: Forward, Back + H

Get out of my way!: Back, Back + L (Can be done in air/chargeable)

Watch out!: Back, Back + M (Can be done in air/chargeable)

You won't get away!: Back, Back + H (Can be done in air/chargeable)

Go ahead and block this!: Back, Forward + L or M or H (Can be done in air)

You're mean...: Down, Down + L or M (Can be done in air)

That belongs to me!: Down, Down + H (chargeable)

Super Move

Heaven's Fall: Down, Forward, Down, Forward + L

I'm hungry!: Down, Forward, Down, Forward + M (chargeable)

Holy Grail Burst Super Move

Art Angra Mainyu: Down, Forward, Down, Forward + H

Lancer

Unique Move #1: Forward + H

Specials

Red Branch/Thurisaz: Forward, Forward + L or M or H

Red Branch/Thurisaz Followup: During Red Branch/Thurisaz, L or M or H Repeated

Red Branch/Algiz: During Red Branch/Thurisaz Followup, L or M or H Repeated

Red Branch/Sowilo: During Red Branch/Algiz, L or M or H Repeated

Red Branch/Eihwaz: Back, Forward + L or M or H

Red Branch/Ehwaz: Back, Back + L or M or H

Red Branch/Ys: During Red Branch/Ehwaz, Reflect Guard button

Red Branch/Cen: During Red Branch/Ehwaz, L

Red Branch/Tir: During Red Branch/Ehwaz, M

Red Branch/Hagal: During Red Branch/Ehwaz, H

Red Branch/Uruz: In air, Forward, Forward + L or M or H

Super Move

Gae Bulg: Down, Forward, Down, Forward + L
(Can be done in air)
Ato Gola: Down, Forward, Down, Forward + M
Gae Bulg: Soaring: In air, Down, Forward, Down, Forward + M

Holy Grail Burst Super Move

Gae Bulg: Soaring: Down, Forward, Down, Forward + H

Shiro

Unique Move #1: Forward + H

Specials

Kakuyoku Niren: Forward, Forward + L or M or H
Kakuyoku Souren: Back, Forward + L
Kakuyoku Koukyuu/Shuu: Back, Forward + M
Kakuyoku Shukyuu/Shou: Back, Forward + H
Trap Shot: Forward, Back + L
Link Shot: Forward, Back + M or H
Dash/Feint: Back, Back + L
Dash/Strike: Back, Back + M
Dash/Knee: Back, Back + H

Super Move

Caliburn: Down, Forward, Down, Forward + L
Kakuyoku Sanren: Down, Forward, Down, Forward + M

Holy Grail Burst Super Move

Nine Lives: Down, Forward, Down, Forward + H

Rin

Gand Shot: Forward + H

Specials

Jewel Throw: Forward, Forward + L or M or H (Can be done in air)
Renkantai: Back, Forward + L or M or H
Houken: Forward, Back, Forward + L or M or H
Jewel Smash: During Houken, H

Air Grenade: Back, Back + L
Ice Grenade: Back, Back + M
Stun Grenade: Back, Back + H
Rimon Chochuu: Down, Down + L or M or H

Super Move

Koutei Shihaku: Down, Forward, Down, Forward + L
Cutting 7 Colors: Down, Forward, Down, Forward + M (Can be done in air)

Holy Grail Burst Super Move

Jeweled Sword: Down, Forward, Down, Forward + H

Assassin

Unique Move #1: Forward + L
Unique Move #2: Forward + M
Unique Move #3: Forward + H

Specials

Oroshi: Forward, Forward + L or M or H
Kazaguruma: Forward, Back + L or M or H
Suzume: Back, Forward + L or M or H
Sekka: Back, Back + L
Shunrai: Back, Back + M
Shibire: Back, Back + H
Oni: Down, Down + L or M
Kaze: Down, Down + H (Can be used during guard)

Super Move

Hiken: Down, Forward, Down, Forward + L
Hiken: When Kaze connects, Down, Forward, Down, Forward + L

Holy Grail Burst Super Move

Hiken/Enbu: Down, Forward, Down, Forward + H

Kotomine

Unique Move #1: Forward + H

Specials

Sword Throw: Forward, Forward + L or M or H (Can be done in air)
Renkantai: Back, Forward + L or M or H
Rimon Chouchuu: Back, Back + L
Daikai: Back, Back + M
Fujinkyaku: Back, Back + H
Gaimon: Back + L (Final attack)
Senkyutai: Back + M (Final attack)
Zesshou: Back + H (Final attack)
Tenzutsui: Forward, Back + L or M or H
Tetsuzankou: Forward, Back, Forward + H
Shinkyaku: Down, Down + H

Super Move

Zekken: Down, Forward, Down, Forward + L
Azi: Down, Forward, Down, Forward + M

Holy Grail Burst Super Move

Angra: L, L, Forward, M, H

Leysritt

Unique Move #1: Forward + L
Unique Move #2: Forward + M
Unique Move #3: Forward + H

Specials

Grand Spin: Forward, Forward + L or M or H
Grand Swing: Back, Forward + L or M or H
Grand Slash: Back, Back + L or M or H
Grand Whirlwind: Forward, Back + L or M or H
Grand Whirlwind: During Grand Whirlwind, Back + L or M or H

Super Move

Riesen: Down, Forward, Down, Forward + L
Beten: Down, Forward, Down, Forward + M

Holy Grail Burst Super Move

Drei: Down, Forward, Down, Forward + H

Saber Alter

Unique Move #1: Forward + M

Unique Move #2: Forward + H

Specials

Burst Air: Forward, Forward + L or M or H
Liner/Air: Back, Back + L
Liner/Negative: Back, Back + M
Liner/Sparks: Back, Back + H
Elfin Bolt: Back, Forward + L or M or H
Tyrant Clap: Forward, Back + L or M or H
Helm Breaker: In air, Forward, Forward + L or M or H

Super Move

Excalibur: Down, Forward, Down, Forward + L
Vortigern: Down, Forward, Down, Forward + M
Followup: (Drains 100% of each gauge) - During Vortigern,
Down, Forward, Down, Forward + M > Down, Forward, Down, Forward + M

Holy Grail Burst Super Move

Excalibur: Down, Forward, Down, Forward + H

Zero Lancer

Unique Move #1: Forward + M
Unique Move #2: Forward + H

Specials

Halvan's Murder/Prologue: Forward, Forward + L
Halvan's Murder/Destroy: Forward, Forward + M
Halvan's Murder/Swift: Forward, Forward + H
Millstone Drop: Forward, Back + L or M or H
Galva's Three Murders: Back, Forward + L
Galva's Six Murders: Back, Forward + M
Galva's Nine Murders: Back, Forward + H
Backdash: Back, Back + L or M
Seven Gate Barrier: Back, Back + H
Aphorism for Ducos: In air, Forward, Forward + L
Aphorism for Fincos: In air, Forward, Forward + M
Aphorism for Trencos: In air, Forward, Forward + H

Super Move

Gae Buidhe: Down, Forward, Down, Forward + L
Gae Dearg: Down, Forward, Down, Forward + M
Followup: (Drains 100% of each gauge) - During Gae Dearg,
Down, Forward + M > Down, Forward + M

Holy Grail Burst Super Move

Tale of Tragic Love: Down, Forward, Down, Forward + H

Combos

Bazett - 7-Hit:

Forward + L, Forward + M, Forward + H, Back, Forward + L, Jump + L,
Jump + M, Jump + H

13-Hit:

Forward + L, Forward + M, Forward + H, Back, Back + M, Reflect Dash,
L, M, H, Back, Forward + L, Jump + L, Jump + M, Jump + H

27-Hit:

Forward + L, Forward + M, Forward + H, Forward, Forward + M, Burst,
Forward + L, Forward + M, Forward + H, Back, Forward + L, Red Branch

Rider - 9-Hit:

M, Down + M, H, Back, Forward + L, Jump + L, Jump + M,
Jump + Forward, Forward + L

10-Hit:

M, Down + M, H, Reflect Dash, L, M, Down + M, H, Forward, Forward + M,
H

21-Hit:

M, Down + M, H, Forward, Back + M, Burst, Down, Down + H, M, H,
Down + H, Back, Forward + H, Bellaphon

Berserker - 7-Hit:

L, M, Down + H, Back, Forward + L, Jump + L, Jump + M, Jump + H

11-Hit:

L, M, Back, Back + H, Reflect Dash, L, Down + M, Down + H,
Back, Forward + L, Jump + L, Jump + M, Jump + H

11-Hit:

L, M, Back, Back + H, Burst, Forward + H, L, Down + M, Down + H,
Back, Forward + H, Gigantomachia

Saber - 7-Hit:

M, H, Down + H, Back, Forward + L, Jump + L, Jump + M, Jump + H

11-Hit:

Forward, Forward + L, L, L, Reflect Dash, L, M, H, Down + H,
Back, Forward + L, Jump + L, Jump + M, Jump + H

30-Hit:

M, H, Forward, Forward + L, Burst, L, M, H, Back, Forward + H,
Strike Air

Archer - 7-Hit:
M, Forward + M, H, Back, Forward + M, Jump + L, Jump + M, Jump + H

11-Hit:
M, Forward + M, H, Back, Forward + L, Reflect Dash, M, H,
Back, Forward + M, Jump + L, Jump + M, Jump + H

57-Hit:
M, Forward + M, H, UBW, M, Forward + M, H, Back, Forward + L,
Unlimited Blade Dance

Caster - 6-Hit:
Down + M, M, Down + H, Jump + L, Jump + M, Jump + H

?-Hit:
Down + M, M, Back, Back + L, Down + M, M, Down + H,
Forward, Forward + H, Reflect Dash, M, Down + H, Aello

Gilgamesh - 8-Hit:
M, Down + M, H, Forward, Forward + L, Forward, Forward + H

24-Hit:
M, Down + M, H, Forward, Forward + L, Forward, Forward + H,
Down, Down + H, Down + H, H, Down + H, Jump H,
Forward, Forward + M

46-Hit:
Back, Forward + H, Down, Down + H, H, H, H, H, Down + H,
Forward, Forward + M, Burst, Down + H, Forward, Forward + M,
Gate of Babylon

Luviagelita - 9-Hit:
M, Down + M, Forward + M, H, Down + H, Back, Forward + L,
Jump + L, Jump + M, Jump + H

12-Hit:
M, Down + M, Forward + M, Back, Forward + L, Forward + L,
Reflect Dash, L, M, Down + M, Forward + M, Forward + H

21-Hit:
M, Down + M, Forward + M, H, Down + H, Back, Forward + L,
Forward + H, Forward + M, Burst, Forward, Forward + L, EleGand

Unlockables

Beating the game with each character in Arcade Mode will unlock Illustrations, Movies, Character Models, Stages, System Voices and new costumes for the fighters.

Hidden Characters

Leysritt - Clear Arcade mode 5 times

Saber Alter - Clear Arcade mode 15 times

Zero Lancer - With both Leysritt and Saber Alter unlocked, use any character that you beat arcade mode with before and use a super to KO at least once. Zero Lancer will show up at Stage 6, defeat him to unlock.

New modes

Endless Survival Mode - Beat survival mode once (16 wins)

Survival Mode - Beat arcade mode with Bazett, Saber Alter, and Leysritt

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