

# Unbound Saga FAQ/Walkthrough

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U N B O U N D            S A G A

Walkthrough by MJ

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## CONTROLS:

Block	- L Button
D-pad/Analog	- Movement
Select	- Character switch
Start	- Menu
Run	- Left or Right twice (hold second press)
Dodge	- Up or Down twice

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## DIFFICULTY:

Easy: Enemies don't block, do less damage. No challenge really.

Normal: Enemies do block often, do ok damage on you. I would start with this one first for a challenge.

Hard: Enemies block a lot. Harder to kill. Do this one when you have your

skills maxed out.

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GAMEPLAY:

It plays as a standard beat-em up. You clear each panel before going on to the next. If you remember Sega's Comix Zone then thats pretty much how this game plays. Theres 10 stages that last about 15 minutes each. The game is fairly short.

You have 2 characters that can be switch at any time by pressing select. They each have there own life bars. If one is near death then quickly switch to the other before dieing. If you die it's game over. You have to start the stage all over again.

The blue bar below the health bar is the characters stamina. Using special moves will deplete the stamina. Standing still will make the bar refill faster. Sometimes the characters will glow a golden aura. This will power up your characters attacks for a very short time, killing most enemies when attacked.

Tokens: Sometimes enemies and bosses will drop tokens. These tokens are used to power up your skills. Go to the menu screen to access the skill list. The skills is like a tier list. You have to use one point to access the next skill on the line. Each skill has 3 levels to power up. The more points used on a skill the more powerful it will become. Press start again to confirm your choices. Once you press start you cannot change your selection.

Health/Stamina

power-ups: You can find these on enemies and even sometimes inside boxes on the stages. You can refill both your characters gauges with these. Since Lori can self heal I would give the health to Rick (if needed).

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CHARACTERS:

|Rick|

Combos - Mule Kick: Circle, Square, X  
Iron Grip: Circle, Square, Triangle

Crackdown: X, Square, Circle  
Spin Kick: X, Square, X  
Whirlwind: X, Square, Triangle  
Fist of Thunders: Circle, Square, Circle

Slams - Bodyslam: Square, Square  
Put Down: Square, Circle  
Backbreaker: Square, X

Talents - Weapon Master - More Weapon Damage  
Bodybuilder - More HP  
Wrestler - More Slam damage  
Regeneration - Refill HP (slow)  
Critical Strike - chance of 2x damage

Power - Iron Fists - More Punch/Kick damage  
Americana - More combo damage  
R.I.P - chance of instant kill

Moves - Grab: Square  
Weapon Grab: R-Shoulder button  
Throw: Triangle  
Lunge: While running - Circle  
Dropkick: While running - X  
Stomp: While enemy on ground: X  
Elbow drop: While enemy on ground: Circle

The stronger of the two Rick has good damage and better HP than Lori. His grabs are cool but he can be hit out of them, so use it on single enemies mostly. His regeneration is very slow even on level 3. Combos are good but a bit slow sometimes, and require some stamina. His best feature is that you can grab weapons, enemies, and objects throughout the stages and use them on the enemies. This is where he does the most damage.

His best moves: Grabs, Throw, Lunge (it's unblockable), and all Talents/Power, Put Down to clear enemies.

|Lori|

Combos - The Zipper: Circle, Square, Circle  
Dirty Trick: Circle, Square, X  
The Windpipe: X, Square, Circle  
Viper Strike: X, Square, X  
The Ankle Biter: Circle, Square, Triangle  
Hammer Heel: X, Square, Triangle

Shadow - Heal: Hold R, Hold Left, Release R  
Mind Control: Stamina refills faster  
Venom Cloud: Hold R, Hold Up, Release R  
Confuse: Hold R, Hold Right, Release R

Shadow Fighter: Hold R, Hold Down, Release R

Talents -	Metabolism Control	- Move faster
	Boiling Blood	- Attack faster
	Pain Control	- take less damage
	Dodge	- increase chance to auto-dodge
Power -	Ninjutsu:	Invisibilty
	Vanish:	Hold Down, press X
	Critical Strike:	increase chance of 2x damage
	Assassinate:	increase chance of instant kill
Moves -	Jump:	Square
	Select Spell:	R-Button
	Jump Kick:	Jump, X or Circle
	Flip attack:	While running - Circle
	Multi Kicks:	While running - X
	Stab attack:	While enemy on ground: Circle
	Legdrop:	While enemy on ground: X

The weaker of the two, she makes it up with speed. She has complete mobility on screen because she can jump. She also has great magics in her arsenal. She can heal at any time with enough stamina. Her second best magic is Venom Cloud which can attack all enemies on screen at once. This you will be most likely using a lot, it also can kill off most enemies in 2 or 3 blast. Her combos are ok but again shes the weaker of the two so it's best to stick with the magics. Confuse and Shadow Fighter don't last long. Her jump kick attacks are her most damaging moves, use them a lot. Not only does she have great spells but she has shadow spots in the game. These blue spots let you become invincible, which means you have a great place to hide to heal or refill stamina. Some enemies can uncloak you but it is temporary. Out of the two shes my favorite. Did I mention she has meat cleavers for weapons?

Her best moves: Heal, Venom Cloud, Mind Control, Jump Kicks, Pain Control, Metabolism Control

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STORY MODE:

Episode 1  
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Pretty straight forward here. Beat up the goons and keep going right. Grab the stop sign and whack the enemies with it, it has good range. When you reach the boss focus on him and not the other enemies. Simple attacks will take him down. He will drop a token, use it for upgrades. At the last panel a enemy

will drop another token, grab it before the level ends! I would save the skill points for Lori on Episode 2.

## Episode 2

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Now you can switch between Lori and Rick with Select. Beat up the goons and climb the ladder up. Since your partner never takes damage it's a good strategy to let the goons fight her and you just throw objects at them. Do this if you're low on health. When fighting the military enemies grab the metal debris to kill them even faster.

When you get switched to Lori use the blue spots to hide from enemies. I would get the Heal, Venom Cloud, and Mind Control (if you have enough) skills first before proceeding. Venom Cloud is good to kill multiple enemys at once. Disable the switches from left to right with the Circle button. Kill the rest of them to finish this level.

## Episode 3

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When you get to the fan blades use Rick to move the objects to hit the switch. Then bash the fan. You will meet up with a new friend here. Let him do most of the attacking and you just do Venom Clouds. Destroy the generator to proceed. Find the 2 switches on the wall (one is on the far right of the room) to free Rick. More butt kicking in the later rooms. Throw the red object at the fan (or bash it with Rick) to end the level.

## Episode 4

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Protect Rick while he holds the door. Destroy the hive structure or they will keep coming out. A few jump kicks will destroy it. Hit the switches on all 3 sides to open the door. Destroy the next hive in the next panel. More butt kicking and you're pretty much done here.

## Episode 5

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The only thing to look out for on this level are the falling stalactite's. If you get hit by one it might be game over, (unless you buffed up damage control you might survive barely). The rocks and ice shards on this level are great to kill them even faster with two or more hits, pick those up and bash away. The werewolfs can be tough for Lori, she needs to Venom cloud them 3 or 4 times to kill them off, let Rick take care of them for her.

## Episode 6

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More of the same here. Rocks do great damage on them. When you reach the boss use Venom Cloud to kill the boss in 3 hits. When you get to the radiation part switch to Lori and use jump kicks with Venom Clouds to kill them fast before oxygen runs out. Rick is just to slow for this part.

## Episode 7

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Nothing out of the ordinary on this level. Enemies are getting tougher but you should be powered up on skills by now. Venom Cloud is still awesome to use and take out multiple enemies at once with. Destroy the elevator with jump kicks to stop the enemies from coming. She does more damage then Rick on objects which I find weird. Stay away from the flames on the ground which does damage to you. Press the switch in the fan room or enemies will keep coming out. The rest of the level is just beating up the goons til the end.

## Episode 8

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Stay away from the traps on the ground inside the temple, they are highlighted. Press the switches to deactivate the door. To deactivate the next switches in the next room have one stand on each side, press the switch then select the next person and press there switch. Hit the levers in the following letters W-O-L-F-R-U-N in that order to deactivate the gas. The boss is easy, let Lori cloud the goons and Rick just clobber him. After you talk to the boss attack him again for a free token!

## Episode 9

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Heres some tips for the cage fight:

- \* Use running lunge back and forth in the cage. It's a unblockable move and you can hit multiple enemies with it at a time.
- \* Regenerate while grabbing someone. If you need health and you only got one enemy in the cage hold them while you heal before you fight the next bunch. He heals slow but grabbed enemies can't break his grab hold.
- \* Use dodge alot during combos. They like to block a lot of hits so dodge after you do a combo that is blocked.

The rest of the level is just fighting the goons. Done.

## Episode 10

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The boss can be tough if you are using Rick because the other enemies will gang up on him. I would use Lori and hide in the blue spot and cast Venom Cloud til it dies. After the cutscene the game is done. Quite a ridiculous story if you ask me :P

All skills and additional points are saved for the next game, if you really want to play this again.

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SURVIVAL MODE:

This is just a endless fight of enemies to get a top score. You gain nothing from it so if you just want to bash enemies for points then here you go. You can select a stage from the story mode to fight in and pick either Lori or Rick. The damage multiplier goes up until you get hit, then you have to start it up again. Lori is best suited for this with her cloud spell. Enemies can uncloak her so watchout!

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VIEW COMICS:

View all the comic cutscenes in story mode. Joy!

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