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Fate/Stay Night~ A Commentary

November 18, 2008 by [eharper256](#)

Like I said before, it seems like quite a few individuals were searching my blog for something of this description. (as in, my evaluations of the other routes of FSN). Obviously, however, this didn't exist, so here I am, rectifying that.

There will be **BIG BAD SPOILERS HERE**. If you want to appreciate FSN by yourself, skip by this post!!!



Unlimited Blade Works

aka. The Rin Route

- This all starts when you choose not to let Saber slash Archer in the third day. You even waste a command seal over the affair! This *isn't* possible if you *haven't* already cleared the True End of the Fate route, by and the by.
- It has a pretty GAR Shirou (not as manly as the one in Heavens Feel, mind you). He kinda loses some points for his obsession about being a Superhero. Which is REALLY in full force here. However, he does drop most of his chauvanism that is present in the Fate route.
- He is, however, a disgustingly good fighter. He becomes entranced by Archer's fighting style and his usage of [Kanshou](#) and [Byakuya](#); the twin chinese swords. He learns to summon these blades early on this route.
- The big highlight, for me, in this route, is seeing Shirou and Rin team up to fight Soichiro and Caster. This fight is epic amazing. So much so, that they ended up including this part of the UBW route into the Fate/Stay Night Anime, despite the fact such a fight never occurs in the Fate route (which the anime mostly follows).
- The prelude to this is going to try to team up with Ilya, but finding her dead and having to team up with Lancer instead. Lancer ([Cu Culainne](#), the hero of Irish Myth) is a REALLY nice guy in this route, and has a pretty soft spot for Rin. Whilst Rin and Shirou scrap with Caster and Soichiro, Lancer and Archer have a second fight; unleashing most of their powers in the process. This has the insane scene of the [Gae Bolg](#) vs. [Rho Aius](#). As in, the Lance which always strikes vs. the Shield which always deflects. Talk about dividing by zero!
- In the meantime, Shirou uses projection to fight with (and distract) Soichiro and his uber-martial arts; pulling the pressure off Rin; and allowing her to have a Magic Battle with Caster (!). Naturally, Rin is somewhat disadvantaged here; having to burn a gem just to block each of Caster's attacks. But, she has a trump card: chinese martial arts! Caster (The tragic sorceress [Medea](#), from Greek Myth) might have a slight edge in magic power; but hasn't the smidgen of martial training. So, Rin gets to beat the crap out of her after closing to melee distance!

- And, as I mentioned before, it all ends with Shirou taking on **Gilgamesh**, king of heroes...and winning, after he finally figures out the secret to using Unlimited Blade Works. You have all the artifacts...of the world? I have them too, bitch! Nothing says a copy can't beat an original. And so WTFPWN occurs.
- **Rin** is obviously classic Tsundere in this route. Though that's not necessarily a bad thing; I find it to be super-cute. (Yeah, Rin is still my favourite girl from FSN~ She always manages to have a great part in all the routes) And both endings are enjoyable (though the good ending is a bit 'WTF, lol, you pimp Shirou').



Fate

aka. The Saber Route

- This is the original story. And also the source of Shirou's classic line '*People die when they are killed*'.* (O RLY, you don't say? ROFL) In the other routes, Shirou always manages to lose Saber's service somehow (She becomes Rin's servant instead in the Unlimited Blade Works; and becomes evil Dark Saber in Heavens Feel). It's also what the anime is (mostly) based upon.
- **Ilya** gets to be slightly spooky and evil in this route (rather than fairly cute as she is in Heavens Feel), with all those '*I've come to kill you, Onii-chan...*' moments. And you can get loads of Bad Ends with her too here, LOL. The Taiga workshops following these bad ends are pretty funny too...
- It has the classic **Saber** vs. **Berserker** fights, the first of which where the street ends up looking like it's been through a mincer, and the second where Caliburn gets summoned by Shirou and he is destroyed. (But not without some help from Archer taking 5 of his lives and Rin chopping off another 2 or 3 with a concentrated gemstone blast).
- Obviously, in case it wasn't obvious with Caliburn; this is main route where we learn of Saber's history as our great legendary king of England, **Arthur**. Though all the legends imply King Arthur was a man; Nasu obviously screwed with this. Not that we really care. Arthuria sounds cool anyway.
- Gilgamesh ends up being the final boss here too; much like it was implied that he was in the scenario of Fate/Zero. Only, of course, it's Saber fighting him rather than Shirou in UBW. (and, technically, Sakura in HF, though he eventually gets pwned pretty easy there).
- Shirou is at his worst here, as many have pointed out. He's a chauvanistic, hardheaded prat, to put it fairly nicely. He also happens to be practically invincible, since he has Avalon, sheath of Excalibur, implanted inside of him.
- **Saber** is pretty cute. She has troubles expressing herself as a girl; and I suspect if Shirou HADN'T have been so conscious of her femininity, he probably wouldn't have fazed her. So it's all okay at the end of the day. Obviously, this route has only one end, the True one, which is a little sad, but actually pretty nice.

*= Actually, I always thought this might've been a subtle reference to Tsukihime, with the whole thing about Arcruid **not** dying when Shiki kills her. (since she has her epic regeneration)



Heavens Feel

aka. The Sakura route

Yeah; this is a reprint, with stuff, like, added...

- This starts if you build up Sakura love-points starting at the first day, and escort her home in time to see her grandfather. It can only occur if you've already got the True end or the Good end from Unlimited Blade Works.
- Shirou is even more GAR in this route. The Heavens Feel version accepts a broken woman, gives her reason to live, discards his own ideals for her, and even manages to project both Berserker's Sword and even (in the normal end) Excalibur itself.
- **Ilya** does indeed get quite a big role in this route. And we properly learn about Kiritsugu, and the Einzbern's millenia long quest to create the Holy Grail. (though I had already got some of this when I read the online translation of Fate/Zero, its nice to see it backed up by the core material)
- **Kotomine** is a much more three dimensional character in this route too. I really sympathised with him. He has a hilarious curry scene, and he also gets to use the Black Keys like **Ciel** from Tsukihime, which is pretty awesome.
- **Rider**, also, gets to be awesome here. And this is only route that actually reveals her true identity as Medusa with her eyes of petrification. She gets to throw Assassin around like some kind of Shot-Putt, which is hilarious.
- Shockingly, **Gilgamesh** dies really easily here too. Not to mention poor Lancer being skewered by Zabanaya.
- This route also has *True Assassin* in it. As in the one based on the Hassan, the original assassins, rather than the wielder of the Monohoshizhao.
- And yeah, I want my own **Zeltretch** jewelblade after seeing a certain scene... "You may have inexhaustable power, but I have limitless power!" Wow...Rin, you're awesome...beating the power of the holy grail with the power of the infinite dimensions...just yikes...
- **Sakura** is scary and adorable in equal measure, and possessed of the most epic amount of willpower you could ever imagine. She's also disturbingly horny. Her Normal End is really, really depressing, but her True end is of course generally accepted as being the canon ending (and the one Fate Hollow Ataraxia follows from).

!!SPOILERS END!!

Yeah, so go and buy it! Its an absolutely awesome game, and deserves it!

And go over to [mirror moon](#) and give them many thanks for translating this awesomeness.

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