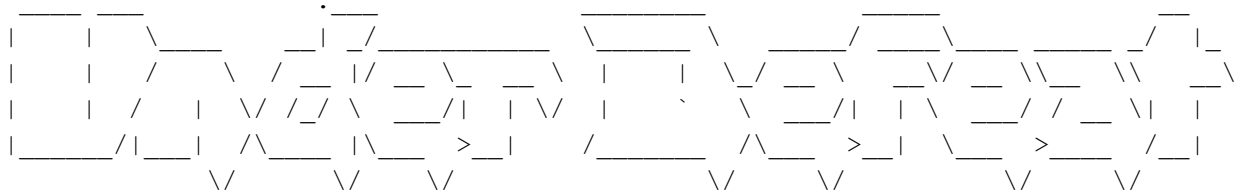


Under Defeat (Import) FAQ/Walkthrough

by phpchef

Updated to v1.1 on Sep 2, 2008



Author: David Patricola
Email : dpatricola(at)mail(dot)com

=====O
| Table of Contents |
O=====

1. Introduction.....	(0001)
2. Basics.....	(0002)
3. Weapon System.....	(0003)
I - Default Weapons.....	(0004)
II - Optional Weapons.....	(0005)
4. Full Walkthrough.....	(0006)
I - Stage 1.....	(0007)
II - Stage 2.....	(0008)
III - Stage 3.....	(0009)
IV - Stage 4.....	(0010)
V - Stage 5.....	(0011)
VI - Alternate 2-1 World.....	(0012)
5. Points and Multipliers.....	(0013)
6. Version History.....	(0014)
7. Legal.....	(0015)
8. Disclaimer.....	(0016)

=====
Introduction

=====(0001)=====

Under Defeat was created by G.Rev and released in Japanese arcades 2005, then ported to the SEGA Dreamcast (JP) 2006, one of the last games ever released for the system, 5 years after it's official end in the console race.

The game is a vertical shooter with 4 resolution modes (hitting L will rotate between them), with the last one rotating the entire viewable screen 90 degrees so that the actual game (and not the optional sidebar graphics) takes up the whole screen. Your television must be able to swivel the 90 degrees or rest it on its side (not recommended for CRTs).

The game takes place in an alternate reality based on World War II, and, in a controversial twist, players control German-speaking characters with uniforms that resemble those of the Nazi SS. Whether you are on the "Empire" or Allies" team is unclear (translation, please), but it seems all of Europe has been taken over by the Empire.

=====
Basics

=====(0002)=====

Difficulty: Still working on what differences the difficulty levels have

* Easy -

* Normal -

* Hard -

Controls:

* Joypad - Move your heli around the screen

Your helicopter can move it eight directions, up, up-right, right, down-right, down, down-left, left, up-left, up. Your actual movement speed is fixed, unlike other shooters where you can increase/decrease your agility during play. You also choose whether you wish to invert the horizontal controls of your heli. Normal is move left, shoot left, for example. If you invert, move left is shoot right.

* A button - Fire your heli's primary weapon. Hold down the button for continuous firing.

* B button - Launch bomb, which covers entire screen. You are also invincible from all damage during this time.

* L button - Switch between 4 resolution modes.

Damage and Lives:

You start out with 5 lives and 3 credits. You do not earn extra lives in the game, though you do increase the amount of credits the more you play, eventually reaching Free Play after a certain number of hours (unknown currently).

Your helicopter is destroyed after either hitting an enemy or getting hit by enemy fire. The actual surface area that your helicopter is vulnverable to is a small portion of the entire craft; in and around the cockpit area only. Enemy fire can go through your tail and you won't be destroyed.

Boss Timer:

Each boss battle is accompanied by a timer that counts down to 0. The unique aspect of this game is that you don't have to destroy the boss if it proves too tough to vanquish, you can merely wait out the timer. The boss will self-desctruct at zero. While you will accumulate less points you will progress regardless.

=====
Weapon System

=====(0003)=====

There are two sets of weapons used throughout the game: those equipped with the helicopter and those that you can modify with certain "dropped" on-screen items by enemies. They are available at the beginning of the game. Everyone can collect them so the playing field is neutral. It comes down more to a matter of when, not how, you use the weapons provided.

Default Weapons

----- (0004) -----

These are the weapons that you have at all times during the game.

* Machine Gun - Your helicopter a stream of bullets when you hold down the A button.

* Bomb - Screen-encompassing explosion. Wipes out all small enemies and heavily damages larger ones. Each life starts with 4 bombs. You are able to store up to 6 at once.

Certain enemies will drop bombs, a red glowing object in the shape of a classic hydrogen/atom bomb.

Optional Weapons

(0005)

These options, dropped by certain enemies or when you are killed, provide you with 3 possible additional attacks. Any that appear on screen stay on screen until you touch it. Each option icon is color-coded, and change every 5 seconds allowing you to wait for the one you wish to employ.

Weapon	Color of Item	Strength	Attack	Recharge
Machine Gun	Yellow	Minimum	Rapid Fire	Fastest
> Fires in direction your heli is facing only, though it will target subsequent enemies on occassion;				
Cannon	Green	Moderate	8 missles	Medium
> Aims at specific target before firing in any forward facing direction (unlike Machine Gun)				
Rocket Grenade	Blue	Powerful	1 attack	Slowest
> Targets specific object before firing#				

#Note - The Rocket Grenade can actually miss hitting the first stage boss during its phase where it flies back and forth across the screen, as it moves quicker than the Rocket Grenade travels.

After each option exhausts its attack stock, it has to recharge. While the bar is green the option attacks, until it turns entirely red (as the option is attacking). First, you have to wait for the bar to fade to black. Then, so long as you're not firing your primary weapon, the option bar will turn green again, but if you fire before it fully becomes green again, it resets to black. You can use your selected option as many times as you want, but must allow for the reload time if you want to use it again.

NOTE: If the option itself (not the weapon it fires) makes contact with an enemy it'll be destroyed and you'll have to wait to recharge before using again.

=====
Full Walkthrough
=====

(0006)

The following will provide a brief description of each boss, general tactics and best weapons to use. Your mileage may vary with the boss fights, though I

will provide what to expect. While the Bomb is a great rescue attack for all the boss battles, they're more useful against certain bosses than others due to multiple factors.

Stage 1-1 - Bridgehead

----- (0007) -----

-Stage description to come-

*Boss - Large, twin-blade helicopter (2 phases)

It enters the screen coming all the way forward before retreating back to the top half of the screen. It's second pattern, when facing away from you, is the more difficult to maneuver around.

*Time - 90 seconds

*Damage areas

Front Propeller weapons, 2 engines in its tailfin

*Best weapon - Rocket Grenade

The boss is small enough that a well-placed rocket grenade can take out multiple parts at once, though you do have a chance of missing him entirely during the 1st phase attack as his back and forth weave is rather quick.

His second phase has him facing away from you, firing two attacks from his tailfin.

One is a 45 degree angle of bullets, and the other is missiles fired more directly south in timed intervals. The tailfin does swivel so the arc position does change, making your ability to stay in one area very difficult.

Stage 1-2 - Battleship

----- (0008) -----

-Stage description to come-

*Boss - Massive battleship (4 phases)

A significantly larger battleship than the ones you squared off against earlier in the stage, you battle both sides, its front turrets and lastly the control tower. Small helicopters will join occasionally, adding to the attacks you must avoid.

*Time - 120 seconds

*Damage areas

Anything firing at you as well as some non-threatening pieces that are only for points.

*Best weapon - Cannon

This battle can easily become bullet hell, so saving a few bombs to clear the screen are of high importance. Also, the Cannon option is best here since it can take out the smaller firing turrets in one attack. While the Rocket Grenade can wipe out a multitude at once, the recharge time here is a heavy liability when you have plenty of other turrets trying to take you out, but that's your call. Just do your best to not stand in one place for too long.

The last part of the battle has you squaring off against the ship's main command center. It will first fire a steady stream of bullets which have gaps to doge though, then it'll fire a wide stream in timed fashion that you can easily doge in betwen. Then it starts over again.

Stage 1-3

----- (0009) -----

-Stage description to come-

*Boss - Large, two-prop airplane (3 phases)

Now the boss battles really get difficult. A swivel gun turret in the middle of the plane is your first target, making sure to avoid the missle that come from behind. The second phase has you being in front of the plane avoiding both missles and gunfire. The missles can be knocked into the plane for damage if you hit them at the right time. The last phase has you avoiding 2 timed bursts of fire that explode in 4 directions.

*Time - 120 seconds

*Damage areas

Both engines, swivel gun turret, tail fin

*Best weapon - Rocket Grenade

Launch that sucker into its tailfin and gun turret first, as getting rid of this part of the boss is first and foremost. This elminates a homing gun turret on you. Two missles will appear from behind, following you. Avoid them and let them attack the plane, which does damage, but they launch shrapnel in an outward arc.

The plane them moves to the bottom of screen, forcing you above. Avoid the twin guns' continual stream and try to attack the two additional missles so they crash into the plane. The bomb is primarily good here for saving your bacon if you have trouble weaving through the constant fire in front of the plane, or if an exploded missile's shrapnel leaves you no room to avoid.

Lastly, the plane will move up again, and you'll have your change to take out the last of its engines. This time, though, it will launch drones that randomly fire 4-way bullet streams across the screen, looking like a weave pattern.

Stage 1-4

----- (0010) -----

-Stage description to come-

*Boss - Twin-gun turret with multiple smaller turrets (2 phases)

The main turret has a spotlight that will blind you from anything on screen, so that's your first priority. After that's destroyed, it fires steady streams at you, which can be evaded. While you can destroy all the smaller turrets around you, they come back eventually so don't focus too much on them.

*Time - 150 seconds

*Damage areas

Center of main turret, between twin gatling guns

*Best weapon - Cannon

Let this puppy do its work taking out the annoying secondary turrets while you focus your fire on the main one. The Rocket Grenade could work here, but sometimes a secondary turret will pop up in front of the main and will decoy your attack, thus rendering it futile. Do all you can to remove the search light quickly as getting directly into its path blinds you from all screen attacks.

Stage 1-5

----- (0011) -----

-Stage description to come-

*Boss - City-sized tank with far too many turrets and cannons (3 phases)

*Time - 180 seconds

*Damage areas

Anything that fires, though in final phase only the main turret is vulnerable, either via Rocket Grenade or by firing directly into the main canon.

*Best weapon (only weapon in this case) - Rocket Grenade

All your dodge and weave abilities will come into play here.

The first phase is the most chaotic with 9 separate guns firing at you. Do not stop weaving back and forth or else you will get caught in a hail of bullets. Watch out for the occasional tank that appears in the bottom middle, as it could sneak attack you from the rear.

The second phase has 5 larger guns, with 4 working as pairs.

-The middle one is one big cannon that fires straight and spreads bullets out in left and right arcs. Take this one out first as it is the hardest to avoid.
-The outermost two fire 4 bursts that explode and spread in different areas.

Take them out next.

-The middle two are chain guns that fire back and forth across the screen twice. If you watch the spread pattern you can weave between rounds easily. Take them out last.

The final phase is a grand poobah canon that follows you, cocking once before firing. It fires off screen, having a massive stream of bullets come back in 2 attacks. You can get inbetween these rows of bullets to avoid easily in the first attack. The second one, though, has a plume of dirt and wind push you to the top of the screen, making it harder to see your craft and to swerve out of the bullets' path. Rocket grenades damage it about 8% at a time, though firing your main guns into the turrent directly does damage, too, but you risk getting a direct shell if you wait too long after it cocks. It is best to have the turrent point directly south because the bullet streams return vertically, which is easier to maneuver through than from some acute angle.

=====
Alternate 2-1 World
===== (0012) =====

Welcome to bizarro world, where all the stages you just completed are now flipped 180 horizontally. So long as you now attack right instead of left with the areas you memorized you'll be good to go. But there's more than that.

1. Enemies fire quicker, longer streams of bullets
2. Certain structures or pieces of bosses, when destroyed, release a starburst of bullets
3. More small helicopters appear during the stage and some boss battles to add to your misery.
4. Each stage looks very familiar in color (except stage 2). No more snow or desert distinctions.

You do get alternate between-stage shots of the female pilots, this time in cheesecake poses and outfits.

I have yet to beat this version, however.

=====
Points and Multipliers
===== (0013) =====

The weapon options' secondary benefit is multiplying your score. Any destructible item that the option destroys doubles the points earned. This can be as little as 100 (represented as x100) and as large as 80,000 (reserved for bosses). Points in and of themselves do not contribute anything other than trying to top your previous hi-score.

So long as the option attack deals the final blow you earn the multiplied points. The exception to this are when fighting the 3-shot tanks. With these, the option attack has to disable the tank, not destroy the charred remains. You also earn bonus points at the end of each stage. The categories are:

- * Percent of enemies destroyed on stage x 100
- 100% destroyed doubles multiplier

- * Bombs remaining; 10,000 each
- * Time left after fighting stage boss X 10

=====
Version History
=====

=====(0014)=====

1.0 - 07/10/2008 - Basic draft. Will fill in minutae later

1.1 - 08/28/2008 - Added details to boss fights

=====
Legal
=====

=====(0015)=====

This document is copyright (c) 2008 David Patricola

If you need to contact me for some reason that is not covered above,
then you can reach me at [dpatricola\[at\]mail\[dot\]com](mailto:dpatricola@mail.com).

=====
Disclaimer
=====

=====(0016)=====

Thanks, Stefan, for introducing me to this game. 30+ hours and counting

Link to FAQ: <http://www.gamefaqs.com/console/dreamcast/file/931286/53447>

ASCII title is care of: http://www.rootsecure.net/?p=ascii_generator

This document is copyright phpchef and hosted by VGM with permission.