

Dual Blades FAQ/Move List

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Dual Blades FAQ/Movelist

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Version 1.0

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x. Introduction

"It is 150 B.C. amidst the Hun Empire. You must possess the power to slay your enemies and execute insane combos. The fearsome Alperen has harnessed incredible energy by merging his soul and the immortal sword to create the legendary weapon of Dual Blades. Survive battle after battle and face the ultimate test to topple Alperen, gain the sword and become immortal!"

Dual Blades is a fighting game that seems to be a cross between Street Fighter and most SNK fighting games. It took me 2 days to beat the game and write the faq. This is my first Fighting Game FAQ, so be gentle :) Anyways on with the FAQ...

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xx. Disclaimer

I used to skip this section of a FAQ before, but now that its me writing this one I see all the hard work that goes into making one. Even though this wasn't as tough as some of the other ones, there was alot of typing involved and many hours spend on this FAQ. So the rules are simple. You are free to use this FAQ to help you in your game. But please don't steal it and say that you wrote it. Nor are you allowed to make money from it, ie This faq is NOT to be included in anything that requires any form of payment to get. Also if you have something to contribute to the FAQ please sent it to tatewaki_kuno2@yahoo.com with the subject as Dual Blades Info, if not it will end up in the trash. Now one last thing, my time is very limited and I will no longer respond to emails with questions that are answered in the FAQ. Everything I know about the game was put into this FAQ. With that said go enjoy the game!!

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I. Menu Options

The main menu is pretty straight forward.

Arcade Mode : This is the main game

Vs Mode : where you and a friend can duke it out

Battle Mode

Time Attack : Can you beat all 25 opponents in 99 seconds?

Survival : How long can you last?

Training

Normal Mode : Where you can practice your moves

Press start to get these options:

Back	: Back to the action
Action	: Stand Guard Jump Attack
Powers	: 1x3 1x4 2x3 2x4
Powerbar	: Manual Blue Red Max
Difficulty	: Easy Normal Hard Deadly
Buttons	: Change the default buttons
Command List	: See a list of basic and personal moves
Change Fighter	: Choose a different fighter
Quit	: Back to the main menu

Combo Mode : Your given a set number of combos to complete

Options

Difficulty	: Easy Normal Hard Deadly
Bouts	: 1 3 5
Fight Speed	: Normal - Extra - Fast - SuperFast
Rage Mode	: On/Off
Healing	: On/Off
Music	: On/Off
Buttons	
Slash	A Button
Big Slash	B Button
Kick	L Button
Power	R Button
Default	Sets buttons back to above list
Exit	hmm, I wonder what this does :P

BackUP...

Exit	
Load Data	
Save Data	
Auto Save/Load On/Off	
Clear Data	

Exit

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II. Basic Controls

Here are the basic controls for Dual Blades. Every character can do these moves.

Key:

Slash (SL) Big Slash (BS) Kick (K) Power (PW)

Weak Slash ->+(SL)
Weak Kick ->+(K)
Torso Attack (SL) while Holding (PW)
Dash ->-> or <-<-
Throw (Close) ->+BS
Block Tap -> when opponent hits you
Recovery (R) Hold (SL)+(BS) to finish a move immediately! Requires some Power Energy.
Breaker <-+(SL)+(BS) while taking some damage. Requires MAX powerbar
Taunt (Charges Powerbar) (PW) (PW)

III. Characters

Key

UB U UF
B + F
DB D DF

a. Efe

Lived during the decline of the Ottoman Empire. A good servant of the Empire, he demonstrated plenty of courage to help the Empire recover from the decline. Although he couldn't do anything to save the Empire, he now has an unexpected chance to change the destiny of his beloved country.

Flash Bomb	DF(SL) or DF(BS)
Sneak Bomb	DB(SL) or DB(BS)
Huge Slash	BF(BS)
Double Slash	BF(SL) then 'Huge Slash'
Deep Smash	FB(SL) or FB(BS)

Powers:

#1 Power Bomb	DF(PW)
#2 Blade Rusher	DF(PW) Hold B or F to select range
#3 Ottoman Slap	FD(PW) Hold (PW)
#4 Ottoman Siege	DD(PW) makes all moves cancelable!!

b. Kanae

Was born in a small Japanese village with her twin sister Mirei in 1750. Her father was an important governor and sword master. When she was only one, ninjas came and killed everybody in the village, including her mother. Her badly injured father managed to escape and took Kanae and Mirei to a good friend, a fellow sword master. Unfortunately Kanae's father died shortly after. She grew up with the aid of the sword master and learned the skills of sword combat. She and her sister have only one purpose in life: avenge their father's death! But it is impossible for just the two of them to defeat the ninja clan. Luckily, Alperen comes and offers them to fight in his tournament. Kanae agrees to join so she can gain the extra powers she desperately needs.

Dragon Slash	DD(SL) or DD(BS)
Slash Uppercut	BF(SL) or BF(BS)
Dragon Flight	DF(K)

Slicer	BD(SL) or BD(BS)
Falling Death	DF(SL) or DF(BS) In air only
Magic	FB(SL) or FB(BS)

Powers:

#1 Slash Dance	BF(PW)
#2 Dragon Tail	BF(PW)
#3 Samurai Slicer	DF(PW)
#4 Sudden Death	DF(PW) Hold U to rush up

c. Brandon

An adventurer and a skilled sword fighter, Brandon had heard the legend of a special sword that gives unimaginable power and immortality to its' possessor. He spent many years searching for the sword to discover its' powers. His undiminished vigor brings the soul of the Dual Blades to him with an invitation to join a tournament where the special sword could become his!

Upper-Sonic	DF(SL) or DF(BS)
Sonic Slash	BF(SL) or BF(BS)
Double Kick	BF(K)
Headbutt	FD(BS)
Low Magic	DB(SL)
Magic	DB(BS) also in air

Powers:

#1 Cut'n Roll	DF(PW)
#2 Death Rain	DF(PW) in air only
#3 Super Headbutt	DD(PW) Close
#4 Typhoon	DD(PW) hold (PW)

d. Shin

Very little is known about this mysterious, dark person. To Alperen he looked a bit Asian but to find him in front of a Goblin Lair really confused him. But Alperen could see Shin's obvious hunger for power and his readiness and willingness to do anything to obtain it! Shin is very effective in both close and long range combat - other fighters must also watch out for his crows!

Dark Chopper	DD(SL) DD(BS)
Blade of Blood	FD(BS)
Dark Friend	DF(SL) or DF(BS)
Claws of Darkness	BF(BS)
Axe Kick	FD(K)

Powers:

#1 Dark Messenger	DB(PW) use 'Dark Friend' to make crows Attack! Maximum 4 crows
#2 Silent Cutter	DF(PW)
#3 Deadly Fellowship	FB(PW)
#4 Secret Weapon	FB(PW)

e. Duke

A great knight from a kingdom with its' last stronghold under siege, Duke must do everything to rout this siege. While Duke's task seems quite insurmountable, his unmeasured will for victory is felt by the Dual Blades. It's up to Duke to take full advantage of this single opportunity to save his kingdom with his great sword and limited magic.

Sword Rush	BF(SL)
Deadly Rush	BF(BS) Hold (BS) to charge
Sword of Flames	DB(SL) or DB(BS)
Holy Guard	DF(BS)
Holy Guard (low)	DF(SL)
Knight Drill	DD(BS) in air
Knight Special	DF(BS) x4 While throwing

Powers:

#1 Knight's Fury	DF(PW) Close
#2 Reflection	DF(PW) Counters Attacks
#3 Red Dragon	DD(PW)
#4 Holy Armour	DD(PW)

f. Nagasapa

A sweet and innocent-looking old lady from middle Asia, Nagasapa is in fact a true sorcerer with powers to control and affect the souls of any creature. But she can only do this for the good of the human race. One day Nagasapa received an important message from her favorite soul - a most dangerous and powerful force held inside a sword. Nagasapa quickly left her Oba (a traditional old Turkish village) to destroy this unholy power and the sword that holds it! Nagasapa is not very effective in close range with her short Khazak whip but does have powerful magic.

Spirit of Might	BF(SL) or BF(BS)
Spirit of Crush	DD(SL) or DD(BS)
NoJump Curse	DF(SL)
Confusion Curse	DF(BS)
NoSpecials Curse	DB(BS)
Guard Reverse	DB(SL)
Spirit Mine	FBF(BS)
Teleport	FB(BS) or FB(SL) to air
Soul Flight	Hold (B) or (F) during dash

Powers:

#1 Ghost Army	BF(PW)
#2 Soul Smash	BF(PW)
#3 Guard Curse	DD(PW) use (BS) to curse!
#4 Spirit Impact	DD(PW)

g. Rungard

This black magic master from middle Europe during the times when chaos ruled, one day felt the power of the Dual Blades. With this untold power increase he can now become the destroyer he's longed to be. He possesses the elemental magic that the holder of the Dual Blades wishes they had!

Inferno	DF(SL) or DF(BS)
Ice Blot	BD(SL) or BD(BS)
Lightning Attack	BF(SL) or BF(BS)
Teleport Crush	DU(SL) or DU(BS)
Buster	Tap (SL) or (BS)
Evil Dash (Forward)	DF(K)
Evil Dash (Backward)	DB(K)

Powers:

#1 Meteor	DB(PW)
#2 Inferno Circle	DB(PW) Tap (PW)
#3 Armageddon	BF(PW)

h. Jaman

is a warrior from the Underworld whose people have always been rejected by the Outerworld for centuries. Jaman has claws and a pet beast (the result of living in the Underworld for years) to unleash on to his opponents. Jaman wants to save his kind from becoming more like mutants and free them so they can live as they wish. The time for revenge has beckoned....

Flash Claw	DF(SL) or DF(BS)
Crawling Beast	BF(SL) or BF(BS)
Beast Trap	DB(SL)
Beast Blow	DB(BS)
Falling Beast	DD(K)
Beast Tornado	BFD(SL) B or F or move
Rising Tornado	BFD(BS)
Hyper Jump	DU During Dash

Powers:

#1 Beast Roll	DF(PW)
#2 Thunder Claw	DF(PW)
#3 Vengeance	DB(PW) in air
#4 Loyalty	DD(PW)

i. Alperen (Boss)

The fighter every one wants to defeat and must beat to gain the coveted immortality of the Dual Blades!

Press (PW) twice to switch between Soul Mode and Weapon Mode

Soul Mode

Soul Pincers	BF(SL) or BF(BS)
Energy Wall	DDD(BS)
Protectors	FD(SL) or FD(BS)

Powers:

#1 Soul Blades	DDD(PW)
#3 Soul Trap	FDB(PW)

Weapon Mode

Combo 1	(SL) , (SL) , D(SL) , B(SL) , (BS) , F(BS)
Combo 2	(BS) , (BS) , F(BS) , D(SL) , D(SL) , B(SL) , F(BS)
Combo 3	D(BS) , D(SL) , D(BS) , D(BS) , (SL) , (SL) , B(SL) , (BS)

Powers:

#2 Soul Axe	DDF(PW)
#4 Soul Spear	BDF(PW)

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IV. Endings

When you beat the Boss you first get this message:

You've fought well brave warrior... You earned the respect of the blades. Now you're their master, But be aware! Don't live too long! When it's your time to die. Don't delay it...

Efe's Ending

The dual blades infused efe's very spirit, mixing their violent ways with his warrior spirit! The power within let him feel and understand the reasons that the empire was crumbling...But they also let him understand that there is always a delicate balance, and that must come to an end in time. With that knowledge Efe let the empire fall, and left to chase balance.

Kanae's Ending

At last kanae's dreams for vengeance would be fulfilled. She is burning with impatience! When she finished the ninja assassins, the next one was the ninja lord who ruined her life and forced her to live for vengeance! And now he is dead, his life taken in fury. After a life of chasing vengeance, what now? What future will kanae face? She does not know..

Brandon's Ending

With the blades in hand, brandon finally had what he had come all this way for! But the words of the warrior he had beaten had confused him. Time to die? All brandon knew was that he was now the master of the dual blades, and that his 'time to die' would not be any time soon...or, with the dual blades it would be never!!

Shin's Ending

The dual blades awesome powers seemed as natural to shin as his crows. Shin would enjoy the power like the previous owner, but would not waste his time waiting for the warriors to come to him! Shin travelled through time, spreading destruction and death in search of the greatest warriors, killing anyone or anything that would interfere. In good time he may find his match...

Duke's Ending

With this victory, the dual blades belonged to duke at last. With the weapon came incredible power. Power that could be used for good...duke returned to his kingdom to lift the siege. The dual blades allowed duke to wade through the invaders like a tornado through a field of wheat. The siege was lifted and duke's kingdom saved. The blades had power... incredible power...

Nagasapa's Ending

As nagasapa approached the dual blades to release the spirit inside, they jumped into her hands and melded into her soul. Although used to handling spirits and ghosts, this spirit was much stronger. And much worse. She had not expected such a power such a strong will hidden within the blade. Would her kind soul and mystic ways be able to contain the power of the spirit...?

Rungard's Ending

Rungard could sense the power of the dual blades, and longed for their soul scarring embrace. He joined with the blade and felt the power build deep within him... it grew, and grew, and grew. And shattered rungard's body! The power of the elements, combined with the power of dual blades was too much for a human body. Cursed with eternal life, Rungard now had his world of destruction.

Jaman's Ending

The power of the blades is jaman's now!! With the power as part of him, he gathered his people about him, and they roared their approval he knew what needed to be done...gathering his soldiers about him, he laid waste to the humans near his lands, and his fame and terror spread. Soon he would be able to lead them across the land, soon the humans would all pay!

Alperen's Ending

While hoping to be defeated, alperen slayed everyone! He looked completely dejected, and dual blades still in his hands, sat motionless...with the fear that he may never die!

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V. Secrets

To unlock Alperen you need to beat Arcade mode on a normal or better difficulty with all the characters.

To Unlock Counter Mode you need to beat Arcade Mode 4 times with any fighter.

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VI. Cheats

As of yet there aren't any...

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VII. Credits

First and foremost I want to thank CJayC for running www.gamefaqs.com!!

To Scott, Darius and Jermey for having to put up with my bitching and whining while making this FAQ!

Character descriptions were taken from an interview between Planet Nintendo and Mevlut Dinc. The full interview can be read here...

<http://www.planetnintendo.com/features/gba/articles/dualblades/index.shtml>

You for reading it!

And Me for writing it!

See you in my next faq...