

Death Duel FAQ/Walkthrough

by Seraph 0

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1. Introduction

Death Duel may not look like much, but it is a fun and challenging game to play. Similar to Super Nintendo's Battle Clash, you battle giant monsters, cyborgs, and other creatures in the cockpit of a giant robot. One of the best features of the game is the ability to blow off the body parts of you opponent, making it strategic then just simply holding down the button.

2. Story

There is a lengthy text intro if you do not touch any of buttons on the controller, but here is a summary of it.

The Intergalactic Council has declared that any feud between races must be death with a one on one battle to the death. The duel is a bidding contract, so the winner gains control of whatever intergalactic traffic lanes that the loser's race controls. You are Barret Jade, the sole hope to win the duels and reclaim the traffic lanes for the federation. You pilot the most advanced robot that the federation can built and you will face the Super Nine, the most ruthless and menacing of their races, and only by destroying them will you win the prize.

Here is the lengthy text intro.

According to the Intergalactic Council's ruling XXT73.B, section VIII, in the year 20140 A.D., all intergalactic disputer must be settled by duel to the death. All duels represent the final and binding decision between the galaxies' super powers.

You represent the Federation's greatest hope of winning the war against its enemies to regain control of the Intergalactic Traffic Lanes throughout the universe. You operate a Land Based, Artificially Intelligent, Dynamic Composition A7 Trinity Rote Cyborg.

In a recent incident, the other nine galactic super powers seized control of the Intergalactic Flight Paths. The loss of control over these passages has severely damaged the Federation's commerce and food supply, and subjected your spaceways to cruel and merciless pirates controlled by the other nine super powers. The Federation's future and very existence rest in this duel challenge, so they have chosen the best, you, Barrett Jade, to duel the "Super 9's" merciless and ruthless warriors. You must win each Duel in order to rescue the Federation from its accelerating plunge into the dark, abysmal grasp of the "Super 9".

Do not simply hold down the fire button and blast away! If you do, you will not be successful! Dead Duel is not a "Shooter"!

Get to know how your targeting system works and learn to select the proper weapons from the Weapons Shop! No two weapons or opponents are the same. A good warrior studies the weaknesses of his opponent and plans the proper strategy to take advantage of them.

Good luck!

3. Controls/Tips

D-Pad - Move Robot/Move Reticule
Start Button - Confirm/Pause/Mode
A Button - Left Shoulder Cannon
B Button - Head Cannon
C Button - Right Shoulder Cannon

duel Round

- The bottom of the screen shows your statues. It indicates your Life Bar, and the ammunition of your weapons.
- The top of the screen shows the amount of time you have left, (which starts at 90 seconds), and the Life Bar of your enemy.
- Pressing the Start Button in the middle of battle will change your Mode. This is indicated by your Reticule.
- The Octagon Reticule is your Stationary Mode, which immobilizes you, but allows you to aim anywhere on screen.
- The Arrow Reticule allows you to move the Robot, but you can only aim in a certain amount of area.
- Watch your weapon trajectory, because the Left and Right Shoulder Cannons fire at an angle and may not be exactly where you aim.
- Although the enemies can hide behind the barriers for protection, does not mean that you can use them either.
- If you stop moving and wait, you will regenerate you Life Bar. However, this does not repair you damaged areas.

Qualifying Round

- Note that after every duel, you will enter a Qualifying round, were you have win a certain amount of points to qualify for the next duel and win the bonus Pheelae.
- You have to shoot the creatures that move across the screen to earn Pheelae.
- The faster and smaller the creature is, the more points you gain from killing it.
- In the Qualifying Rounds, DO NOT SHOT ANY OBJECTS THAT RESEMBLE A HAPPY FACE. These creatures will remove bonus Pheelae. They are round, come in different colors and move in different patterns, so watch your fire.

4. Weapons/Repair Shop

The Weapons/Repair Shop will open after your first duel. You will be allowed to buy weapons and then repair any damage you took in the last duel. To purchase weapons and repair you robot, you will need to gain Pheelae, {the currency of the game}, which of course in won after every duel and Qualifying Round. Also, there is a sign under the shopkeeper that tells you what Weapons are on sale. Note that some weapons, like the Energy Ring, will not work on stronger opponents. Note that you can only have a maximum of X3 for each cannon.

Machine Gun

Cost: 1,000
Ammo Per Purchase: 20
Strength: Weak
Rate of Fire: Fast

The Machine Gun is the weakest weapon in the game as well as the cheapest. They appear as small gray spheres when fired and travel a straight path. I would not recommend buying this weapon after the second duel, however, if you have little Pheelae then by all means buy it.

Missile

Cost: 3,000
Ammo Per Purchase: 6
Strength: Moderate
Rate of Fire: Slow

The Missile is a cheap and decent weapon. The Missile appears as any other missile and travels in a low arc. This is a good all-round weapon to use through out the game.

Laser Gun

Cost: 4,000
Ammo Per Purchase: 24
Strength: Moderate
Rate of Fire: Fast

Basically a more powerful version of the Machine Gun. The Laser Gun appears as red translucent spheres and travel in a straight line. Another excellent all-round weapon to use through out the game. The Laser Gun projectiles also ricotta of the ground.

Skimmer

Cost: 4,000

Ammo Per Purchase: 20
Strength: Moderate
Rate of Fire: Fast

Basically like the Laser Gun, but with larger bullets, which will allow for more accuracy. The Skimmer appears as large black spheres and travel in a straight line. Skimmers can also ricochet off of the ground. I consider this the overall best weapon to use throughout the game.

Lob Grenade
Cost: 4,000
Ammo Per Purchase: 3
Strength: Weak
Rate of Fire: Slow

This red grenade does not seem to do very much damage and just turns the enemy red. The Lob Grenade travels in a high arc. I never had to use this, nor have I wanted to, so I suggest you stay clear of it.

Grenade
Cost: 5,000
Ammo Per Purchase: 6
Strength: Moderate/Heavy
Rate of Fire: Slow

Unlike the Lob Grenade, this silver Grenade does pretty good damage. The Grenade travels in a high arc. Even though this grenade is slightly stronger than the Missile, it is difficult to aim with the Grenade. I never saw the need for this weapon and I doubt you will either.

Energy Ring
Cost: 7,000
Ammo Per Purchase: 2
Strength: NA
Rate of Fire: Slow

The Energy Ring is a special weapon that does no damage but turns the opponent blue and stops the opponent from moving for five seconds. The opponent can however, still attack. The Energy Ring appears as a large red ring with a red sphere in the middle. Can be useful for the fast opponents, but only when necessary.

SloMo Cloud
Cost: 7,000
Ammo Per Purchase: 2
Strength: NA
Rate of Fire: Slow

The SloMo Cloud is similar to the Energy Ring, but is a larger projectile, travels in a low arc and turns the opponent green. The SloMo Cloud appears as a large yellow translucent sphere. Again, can be useful for the fast opponents, but only when necessary.

Lob Mine
Cost: 10,000
Ammo Per Purchase: 1
Strength: Heavy
Rate of Fire: Slow

Next to the Homin' Missile, the strongest weapon in the game. Because this is a

mine, The Lob Mine appears as a large silver cylinder with fins, and a red blinking light at the top. It travels in a high arc, but will fire at a low altitude. The obvious setbacks are the cost, and the fact it will only cause damage to the lower parts of the opponent. Only use when necessary and against enemies that are low to the ground.

Homin' Missile

Cost: 15,000

Ammo Per Purchase: 1

Strength: Heavy

Rate of Fire: Slow

The strongest and most accurate weapon in the game. The Homin' Missile will target the center of the opponent, then the Homin' Missile will launch and strike. The Homin' Missile appears as a normal white missile with red fins and travels in a low arc. The obvious setbacks are the high cost and low ammo. Only buy when necessary.

5. Walkthrough/The Super Nine

*Before starting, you may want to raise Tries Left to 5

Name: Shanox Moisail	Strength: 83
Age: 529	Agility: 81
Race: The Krag	Victories: 12

Abilities: Fire Breath
Regeneration
Flight

Weaknesses: Head/Neck

Description:

In the eyes of humans, the reptilian Krag appear as dragons of myth. Shanox is a green, bipedal dragon with silver kneepads and shoulder pads. Its only attack is to exhale fireballs in rapid succession. It swirls its head in circles while exhaling fireballs, allowing the fireballs to increase its area of effect and accuracy. It has another ability that can be bothersome. Shanox has the ability to regenerate lost limbs such as arms and legs. It does not however, have the ability to regenerate its own head and I believe it cannot regenerate its wings either. It also has the ability to fly, but it rarely does and only in small leaps.

Default Weapons: Missile X2
Machine Gun X2
Skimmer X2

Strategy:

Shanox Moisail is the easiest of the Super Nine. It will usually try to stay behind a wall, but you can draw it out by moving away from it. He also does not use his Fire Breath frequently. First attack one of Shanox's legs to blow it off and immobilize it. Then quickly attack the head until it blows off. Now just attack the base of the neck, until it blows off and you will be victorious. For extra points, destroy the rest of the limbs before you blow off the neck.

Name: Forsal Jeraba Strength: 48
Age: 655 Agility: 61
Race: The Lairden Victories: 26

Abilities: Hand Cannons
 Quad Cannon Tail

Weaknesses: NA

The Lairdens are a race of large scorpion-like creatures. Dull yellow in color, Forsal Jeraba has a cannon for each hand, {it is unknown whether the these cannons were mounted on or is normal for this race}, which fire silver spherical projectiles. Forsal also has a tail that opens up to four chambers, which can fire four larger silver spherical projectiles simultaneously.

Recommended Weapons: Machine Gun X1
 Skimmer X1
 Machine Gun X1

You do not really need any more weapons, but if you want to be safe, add another ammo deposit to Skimmers.

Strategy:

Forsal Jeraba should pose little problem. They only annoying thing is that it tends to run off to the side of the screen, which means you have to switch to Stationary Mode to attack. The other small problem is that you have to destroy all the body parts, before you attack the head. First, move all the way to one side of the arena and switch to Stationary Mode. When Forsal appears, use Skimmers to blow off both sets of legs and then attack its arm cannons. Now you have to attack the Quad Tail Cannon, but you have to wait for it to open up. Once the tail is destroyed, you can finally destroy the head and the brain will die.

Name: Krax Xarkton Strength: 64
Age: 43 Agility: 47
Race: Xerian Orge Victories: 21

Abilities: Wrist Cannons
 Shoulder Cannons
 Spiked Carapace
 Jet Propulsion
 Head Replacement

Weaknesses: Head

Xerian Orges are a race of large humanoid, one-eyed giants. The green giant wears silver armor similar in appearance to that of samurais, which covers his torso and legs. It also wears a samurai like helmet with a large spike protruding from the top. Krax carries a half of a spiked sphere on each of his shoulders. Krax can crouch and incase himself with both halves to protect himself from harm, as well as roll. Krax armament consists of two Shoulder Cannons and Wrist Cannons, which fire large silver spherical projectiles. Krax can also replace his legs with Jet Propulsion, when they are blown off. Krax also has the ability to replace his head with a strange white arc structure.

Recommended Weapons: Machine Gun X1
 Skimmer X3
 Machine Gun X1

You should only need the Skimmers, but if you feel like you need more fire power, replace one of your Machine Guns with a Skimmer.

Strategy:

This guy can be annoying, mainly because it likes to incase himself in his Spiked Carapace and roll around. However, he rarely attacks and is not terribly hard to kill. First blow off its head and it will be replaced. Then destroy his arms and legs, and it will use its Jet Propulsion to move about. Krax will probably use his Spiked Carpace more often now, but all you have to do is destroy the head again and you will be victories.

Name: Darrius Morb Strength: 93
Age: 42 Agility: 97
Race: Sorellium Cyborg Victories: 89

Abilities: Ion Repeater
 RPG Repeater
 Body Transformation
 Ion Cannon
 RPG Cannon

Weaknesses: Head/Body

Nothing is known about the race of Darrius Morb, other then they are humanoid cyborgs. Darrius pilots a robot like you, but carries powerful custom weapons. The robots left hand is a Ion Cannon, which fires several yellow spherical projectiles in rabid succession. In the robots right hand is a RPG Repeater, which fires several rocket propelled grenades. Darrius also has the ability to replace his body, once the legs and arms are destroyed. The robots head becomes the body and grows a coil foot, which allows Darrius to hop about. The robot also grows a Ion Cannon on the left side and RPG Cannon right side of the body. These weapons are essentially the same as the last weapons, only that they do not fire in rapid succession, but once every second or so.

Recommended Weapons: Skimmer X2
 Missile X1
 Skimmer X2

Missiles are a must. because they can destroy Darrius Morbs weapon systems with one shot. As for Skimmers, the ammo recommended should be enough.

Strategy:

Darrius Morb can be a pain in the ass, but is not terribly hard to destroy. Your main concern is to destroy the arms first, because they can cause massive damage if you do not dodge the projectiles. Darrius will follow you closely, so stay out in the open and use Stationary Mode. Using a single Missile for each arm will destroy them. Afterwards, you have to take out the legs, which are quite strong and can take up to five direct hits with Skimmers. However, attack the feet not the legs themselves. Now Darrius will transform into its second form. This form is not that difficult either, and all you have to do is attack it with Skimmers about five times.

Name: Borb Eubistapcia Strength: 82
Age: 698 Agility: 71
Race: The Slate Victories: 121

Abilities: Plasma Breath
Regeneration
Flight

Weaknesses: Head/Neck

The Slate are another race of dragon-like creatures. These blue skinned reptiles are slightly larger than the Krag and seem to be more powerful. Like Shanox Moisail, it has the ability to exhale a powerful version of Fire Breath called Plasma Breath. Borb can also regenerate quicker and even has the ability to regenerate its head. Borb also can fly and does so for longer periods of time.

Recommended Weapons: Skimmer X3
Missiles X3
Skimmer X3

Two full stocks of Skimmers is a must. As for the Missiles, it is not necessary to have a full stock, but it is a precaution.

Strategy:

Borb Eubistapcia is basically a more powerful version of Shanox Moisail. The strategy is still the same, however it will take more time. Borb tends to move around a lot and it does not help when it flies around for ten seconds. Destroy the wings first, this will prevent it from flying. Then destroy both sets of legs, and make sure to destroy them again if they regenerate soon after. Note that you do not need to destroy the forearms, however I believe it helps to destroy Borb completely. Now is the annoying part, where you have to destroy the head and shoot the base of the neck, but the head will regenerate after a few seconds. You will have to destroy its legs and head as they regenerate and continue to attack the base of the neck until Borb finally dies.

Name: Karl Borgas Strength: 86
Age: 16 Agility: 73
Race: Antillian Cyborg Victories: 38

Abilities: Twin Barreled Cannon
Shoulder Missile Launcher
Arm Recovery
Ejection
Laser Pistol

Weaknesses: Cockpit

Another cybernetic humanoid that pilots a robot, which resembles a humanoid manta ray. The young Karl Borgas has two weapons equipped to the robot. Its left hand is twin barrel cannon, which fires large silver spherical projectiles. Its other weapon is a shoulder cannon, which fires missiles. If the Twin Barreled Cannon is blown off, its right hand can reattach it. If all limbs are destroyed, as well as the cockpit, Karl can eject out of the torso and fight on foot. While on foot, Karl is armed with a Laser Pistol

Recommended Weapons: Skimmer X2
Missile X1
Skimmer X2

This armament should suffice, but if you wish to be careful then add a Skimmer.

Strategy:

This duel is quite easy, compared to the last few. Your main concern is to destroy the Twin Barreled Cannon. Karl Borgas usually hops behind walls, so you will have to draw it out. Destroy the right arm first, then quickly destroy the other. Next your going to have to take out the legs, which can be annoying with all the hopping about. Once the legs are destroyed, you can now attack the cockpit, which is located at the top of the robots body. You can see Karl walking back and forth if you look closely. Once the cockpit is destroyed, Karl will eject and run about the field. You should be able to destroy him with two Skimmers.

Name: Kuros Tizrak Strength: 81
Age: 38 Agility: 91
Race: Ovinian Ogre Victories: 118

Abilities: Acid Spray
 Head Replacement

Weaknesses: Head

Ovinian Ogres are a race of slug-like creatures with pincers. Kuros Tizrak only has one weapon, her pincers. The pincers open up and have a chamber inside, which launches powerful clouds of acid. However, Kuros sight is based on movement and will not attack if the opponent stands still. Kuros also has a secondary head, once the first head blows off.

Recommended Weapons: Skimmer X2
 Machine Gun X1
 Skimmer X2

This armament should suffice, but adding another Skimmer would not hurt.

Strategy:

This duel is quite easy, especially when you know the trick to defeating Kuros Tizrak. DO NOT MOVE, because if you do, Kuros will launch its Acid Spray from its pincers and they can do quite a bit of damage. Switch to Stationary Mode and Kuros will not attack. Other then that, the only problem is that Kuros likes to move back and forth quite a bit. First destroy Kuros' pincers and then its arms. All you have to do now is destroy its first head, then the second and you will be victories.

Name: Yorgik Somtix Strength: 68
Age: 21 Agility: 61
Race: Silenian Ogre Victories: 76

Abilities: Wrist Cannon
 Triple Barreled Cannon
 Shoulder Cannon

Weaknesses: Head

Silenian Ogres are another green skinned behemoth race. Yorgik Somtix has mounted himself on a tank tread, and equipped himself with armor and powerful weapons. The Tripled Barreled Cannon and Wrist Cannon fire large gray projectiles, while the Shoulder Cannon fires small silver projectiles.

Recommended Weapons: Skimmer X2
Missile X1
Skimmer X2

This armament should suffice, but an extra Skimmer would not hurt.

Strategy:

Yorgik Somtix is not that difficult, but his weapons can do a bit of damage. However, he rarely uses his Wrist and Triple Barreled Cannon. The only other problem is that Yorgik move back and forth quite a bit, but not as much as Kuros Tizrak. Start by destroying his Wrist and Triple Barreled Cannons. Then destroy his legs and make sure you aim for the armored pieces near the waist and not the tank tread around Yorgiks feet. All you have to do now is to blow off his head, but make sure you dodge his Shoulder Cannon fire.

Name: Simas Julies Strength: 100
Age: 48 Agility: 100
Race: Treesian Cyborg Victories: 99

Abilities: RPG Shoulder Launcher
Missile Shoulder Launcher
HC Cannon
Phase Cloak

Weaknesses: Head/Cockpit

Simas Julies is another cybernetic humanoid that pilots a robot, which is a silver humanoid colossus. It is armed with two powerful shoulder cannons and a high caliber cannon for its right hand. The silver colossus is also armed with a Phase Cloak, which turns Simas invisible and allows for instant movement from one place to another.

Recommended Weapons: Skimmer X3
Missile X3
Skimmer X3

Considering this is your last duel, you might as well fill up to maximum stock. Also, you may want to replace a Skimmer with Lob Mines, but it is not necessary.

Strategy:

This is the last and toughest duel in the game. Your main concern is to dodge the shoulder launcher fire, because they can easily take you down in a several shots. The other problem is Simas' Phase Cloak, which is quite irritating. When the Phase Cloak is on, keep moving to the left or right side of the field until Simas turns the cloak off. Although Simas has a cannon for an arm, it is rarely ever used. First destroy both arms, but once you do this, Simas tends to fire the shoulder launchers more often. Once the arms are destroyed, destroy the legs. He will not be able to move now, so I suggest you get in a position where Simas is at one side of the screen. Now you can turn on Stationary Mode and blow off Simas' shoulder launchers, without being attacked. Once the shoulder launcher are destroyed, finish Simas off by destroying the head/cockpit. Simas will then wave the white flag, but do not be fooled. Destroy finish off the body and you won the game.

Ending

Scene: A blonde woman appears, {nude?}, and speaks to you.

"The council has promised me to the champion. The duels of ended. There will be no pain for you today. The road was not easy, but you have shown yourself to be a worthy hero. Take some time off now Barret Jade and prepare for the terror that awaits in Death Duel II. I always leave with the champion!!"

6. Review

Graphics = 3/5
Sound/Music = 1/5
Gameplay = 3.5/5
Overall = 3/5

Graphics = 3

I was going to give a 2.5 in the Graphics department, but the detail they put in the Super Nine, gore, and the Weapons/Repair Shop, persuaded me to give it a 3. The amount of detail they put in your opponents is quite good, as well as your robot and the Weapons/Repair Shop. Seeing a bone protruding through a blown off limb is quite cool, as well as the amount of blood and gore. It is too bad that the backgrounds are quite plain and uninteresting. Also, the weapons were not very impressive looking.

Sound/Music = 1

*Note that in my opinion, the Sega Genesis has the worst Audio Chip of the 16bit Era

This is were the game takes a major dive. The music is just plain horrible, as well as the Sound FX. All the tracks, (which total eight), sound the same, only they change the pitch and speed. Another problem with the Music is that they do not play the track during the duels. As for Sound FX, there is barely any and the ones they have are just copied from others, but slightly altered like the Music tracks. The only reason I give this department a one is because I somewhat like one track and the music fits the game.

Gameplay = 3.5

Here is of course the most important portion of the game, Gameplay. They did an excellent job in the fun factor. It is easy to pick up and not to difficult to master. Its fun trying to figure out what is the best way to take out your opponent. With the ability to disable your opponent by destroy its legs and/or weapons, make its quite entertaining and strategic. Its too bad however that is more or less the same strategy though. Usually you either just have to blow off the head, or completely destroy the body. It is also disappointing that the weapons were not very entertaining and must are quite useless.

Overall = 3

Overall this is a fun game to play more then once, even though once you find out how to take out the opponent, it becomes quite easy. It would have been nice for more options, such as a higher difficulty. To bad there was no Death Duel II, because they could have improved on a really entertaining game.

7. Copyright

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