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## [Gunz the Duel - Stunt Moves and Advanced Control Options](#)

*Speed is of essence; tricks come second*

Beside basic movement options like going forward, backwards, to the side, jumping and shooting, there are many advanced combos available to the inventive player. Gunz the Duel is a very micro intensive game where skill and reflexes play an important role in either success or failure. Be sure to work out those fingers and read the following strategic combinations which allow nearly unlimited freedom of movement. First off, you need to understand how to properly use canceling to gain a free action while moving about. Canceling is doing a primary attack with a melee weapon. Do a wall jump and cancel; dash back to the wall and do another wall jump. Cancel is a vital advanced move enabling you to better dodge bullets and getting swiftly to remote places. Mastering the technique is an important move in advance Gunz the Duel playing.

**Stunt moves**

**Safe fall** - If you are struck with a stun attack, there is a way to prevent yourself from being paralyzed on the ground. When you are hit with a stun attack, you will be airborne for a few moments (both the sword and dagger attacks will put you in the air). While you are in the air, start hammering the space bar. This will cause you to do a flip in the air and land on your feet. Now you can quickly strike back against your attacker.

**Moonwalk**- This glitch can only be used when holding a sword. Slash, block, wait for 2 seconds, and then move around. Your character should be doing moon walk now. For a killer looking combo of moonwalk and dance, simply press 0 afterwards.

**Wall jump** - This move can only be performed in the air. After jumping towards a wall, press the space bar when you are against it to jump off it and launch yourself upwards and back. This move can be used to quickly jump up to a higher level.

**Wall climbing** - When standing against a wall, face it and start running towards it. Walk against it and press the space bar to run vertically up the wall. Your character will run a short distance and end with a flip. You can jump off the wall early by pressing the space bar mid-run. This move will allow you to scale walls and reach high areas.

**Wall running** - Run diagonally towards a wall and press the space bar when you touch it. Your character will start running along the wall for a short distance. Press the space bar while running to leap away from the wall. This move can be used as both an evasive maneuver and an effective way to clear areas with no floor.

**Wall hanging** - With a melee weapon out, jump up to a wall and hold down the right mouse button. Your character will stab the wall and hang from it. Pressing the space bar will make your character jump away from the wall, but if you hold down the forward key while jumping, you will be able to jump vertically up the wall. You can then hold down the right mouse button again and hang once more. You can use the move to easily scale very tall walls and hide from enemies.

**Advanced control options**

**Dash** - This move is only available when you have a melee weapon. Simply tap a movement key twice to dash in that direction. Dashing propels you forward a short distance but once you finish the dash, you can double-tap to dash again as many times as you want. The good thing is that you can dash both on the ground and in mid air, attacking at the same time.

**Tumble** - Not unlike dash, tumble will only be available once you have a gun selected. This combo is executed by double tapping a movement key. Unlike dash, tumbling will cause you to dive in that direction instead of dash quickly. This causes you to briefly lose control of your character until the tumble is finished. Tumbling is a necessary skill to avoid enemy gunfire. You can shoot while tumbling, but your turning radius will be limited. Be careful where you're tumbling or you could get stuck in a corner.

**Blade Guard** - With a sword or kodachis selected, hold down the guard key (default is Shift), or hold down both mouse buttons to put your character in a guard stance. While guarding, you can block most melee attacks and a limited amount of bullets. Blocking attacks will cause you no damage. It

doesn't work for the lower half of your body and you can't block massive strikes or stun attacks. Blocking is very important during melee duels. If you attack someone while they are blocking, you will be stunned in place for a small amount of time, leaving you vulnerable to attack. In addition to stunning the other person when you block an attack, your sword will become charged for a massive strike for a short amount of time. **Massive Strike** - With a melee weapon out, press and hold the left mouse button. Your character will attack once, and then stand still for a moment. Your weapon will become charged and start glowing brightly. Once the charge is finished, your character will come out of the stance and be able to move again. Press the attack button again to perform a massive strike attack. The massive strike is stronger than a normal attack and will stun anyone it hits for a moment. The massive strike is also unblockable. As said above, if you successfully block an enemy's melee attack, your weapon will become charged for a brief moment, allowing you to counterattack with a powerful massive strike. **Stunning** - With a melee weapon out, press the right mouse button to perform a stun attack. If you strike a person with the attack, they will become paralyzed and lay on the ground motionless for a short amount of time. If you are wielding a sword or kodachis, the stun attack will launch the victim several meters into the air, from where they will then fall back to the ground. If you are using a dagger, pressing the right mouse button will cause you to launch yourself forward with the dagger held out. Hitting anyone with the attack will blow them backwards and then fall to the ground. **Slash shot** - This technique is the basis of attacking of all Korean-style players. You can move at fast speeds and attack, thus dodging and shooting at the same time. If you're close, the slash kicks in and stuns opponent for half a second, leaving him open. Timing is pretty easy to handle: Dash (quickly) > Jump during dash > slash > change to weapon to shoot > switch to sword and dash again. The idea of this slashshot is that the quick dash gains you velocity, and you propel forward on whichever direction. Also, during the slash and the transition of weapons, you can cancel the shot and change to the sword quickly in mid air and dashing off or wall running.