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Star wars force unleashed duel mode

Duel Mode is a mode exclusive to the Wii. You can play as many as 27 characters however some appear to be unlocked. They all seem to use Galen Marek's abilities, which may change though. It displays characters from Force Unleashed and other parts of the Star Wars universe. Examples are: Assaj Ventress (outside FU)[1] Rahm Koto (in FU) DuelingSedit Content When duelingSedit, you need both players to choose characters, and planets. You fight in the same way you would in single player mode. You can do force locks and lightsaber locks. You get the time and can choose a certain amount of times duelists have to beat each other to win. EnvironmentSedit Raxus Prime Felucia Coruscant Orbit Hoth Tatooine Bespin Geonosis Kashyyyk CharactersEdit Power-Ups Edit Power-Ups make you more powerful in du duel mode. Reinforcements- Give you reinforcements and attack other players Launched- Give you unlimited red cloud force power- Give you more power lightsaber Blue Triangle- Give you unlimited health Golden Triangle- Give you more force power Community content available under CC-BY-SA unless otherwise noted. At the Nintendo Media Summit, LucasArts showed off the Wii-only duo mode in its multi-platform game, Star Wars: The Unleashed Force. These battles require two players - no AI option - but otherwise feel almost as they could have shipped as a indalone game. I swung my sword against fellow writers and was impressed by the amount of depth in matches. Each player chooses one of 27 characters - including about 11 costume variations on a player's anc worker - and the fights take place in nine Star Wars locations. The characters include young Luke, Darth Maul, General Grievous, and others not related to The Force story. And their moves are all about the same as in single-player games, so Luke uses lightning strikes alongside dark characters. Match locations affect matches, with players immediately losing a life if they fall into the sarlacc pit, Smash Bros.-style. Otherwise, Hoth, Jedi temples, and other locations include objects to toss around at each other, for each location differs in sophistication. These settings, and deep attacks, counterattacks and blocks should add a lot of ways to play these matches. This diversity makes me anticipate its September 16 release. Plus, there's a whole other single player story to beat. Oh boy, we're really worried now about the plethora of Wii-it is and other Wii-traumatic stories coming in September. We wrote about our practice time with Star Wars: The Unleashed Force for the Wii, especially the duo mode, but G4TV has a video LucasArts producer Dan Wasson shows Morgan Webb of the X-Play how to use the driver in hand-to-hand mode. To summarize: the game recognizes five different directions -- left, right, up, down and crashing -- for different directions Strikes, while force powers are exercised with nunchuk and can be combined for combos. We can easily see how this can get out of hand (literally) in hot player matches, what with someone strangled with nunchuk wire and another wireless Wii remote sent via big screen TV. Help us, Wiimote Glove Kenobi, you are our only hope. Hope.

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