

DuckTales NES

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DuckTales NES

All DuckTales on NES related

Any% Marathon Strats

Different than the "normal" Any%, these strats are tailored for marathon/live events for a no-reset blindfolded run completion. (And because too often RNG game stink)

Path

Level order: Himalayas, African Mines, Transylvania, Amazon, The Moon, Transylvania bis.

You take a detour in Himalayas going for the extra health route, then falling in purpose to respawn but with full health, also taking the hidden 1UP on the path to the boss.

Then you go for the extra Treasure in African Mines, to have more than 3M\$ (extra full life refill) before Transylvania.

Another smaller detour in Transylvania to collect the 5th HP slot, in order to go through more hits from Magica de Spell.

Blindfolded Strats compilation

Moon Skip (by Civel)

My FINAL version of The Moon Skip manip for blindfolded speedruns!

- ⚠ No fast fall start!!! VERY IMPORTANT!!! So you can't take the previous level chest from above: you have to swing the chest from the side and walk to the treasure from the side.
- Upon entering the Moon level, buffer D+R+B for instant pogo until after passing under the top chest.
- Scrooge have to be hit the 2nd flying duckbot to despawn the 3rd one, and normalise the first jump sequence.
- Ennemi manip for the clip: second jump sequence starts with the music: [counting double time = 8/8]
 - 16 beats DR+A+B > R,
 - jump at 5 after, release jump at 6, D at 7,
 - release D at 10-10.5 (keep R pressed to walk right and avoid being hit)
- THE CLIP: Just hug the green wall and without moving left: input D+L+B. The bot will hit and clip you into the ground.

<https://cdn.discordapp.com/attachments/1497872310055604287/1531044161841664000/2026072622423500-CE6E43D2AC2352B0DEA636A56082262A.mp4>