

GOLDEN AXE

THE ESSENTIAL GUIDE

Great music, good graphics and taxing game-play. It's certainly one of the most testing games around, and definitely separates the men from the boys. If you are getting diced 'n' sliced too often and are in need of some good advice, then look no further. This is the definitive lowdown on Golden Axe (and there's even a POKE for all you gutless wimps)

WHO'S WHO

Ooh, choices, choices. Axe Battler is an incredibly powerful bloke, but he's also a little on the sluggish side. He may be able to slay enemies with a single hearty swipe but getting out of tight situations is not his forte. Gillius Thunderhead is a tough



little fellow too, and his magic is the most effective. However his combat techniques leave a lot to be desired. So, I would suggest that you plumb for the sultry Tyriss Flare - she's almost as tough as Kati Hamza and she packs a mean punch.

Her magic is also totally devastating, as are her rather more than ample physical attributes. To be honest, it won't really affect the game if you choose any one of the three characters - what you feel comfortable with is the important thing. Well, that and winning...



LEVEL 1 THE WOOD

A nice, gentle introduction to the game. The ogres are pretty docile and are often quite slow on their feet. They can be slain using three piledrivers or five swipes (opt for the piledriver - ogres usually stay in the same place, making them easy to hit). You will encounter a dragon for the first time here and you can ride it. If you want to stay on it for a long time, keep on the move. You quickly find, however, that these dragons are not as powerful as they first seem (dragons take twice as long to kill an enemy). Anyway, 13 ogres must be killed before tackling two giants at the end of the level. Save up your magic for such end-of-level beasts.

LEVEL 2 WOOD/VILLAGE

Things start to speed up a little now. The Amazon women require four piledrivers or six swipes before they meet their maker and there are two types of Amazon: slow ones and fast ones. Kill ten of these undesirable females and you come face to face with the huge knights. Again, full strength magic comes in very handy for dealing with characters who are this mean. If you are forced to fight them hand-to-hand, it's best to piledrive them a couple of times and then butt them away and repeat the process. Knights have a rather vicious slash (!) so take care!

LEVEL 3 TURTLE VILLAGE

This level is the tester; from here on it gets tough (with an extremely large and bold capital 'T'). The soldiers are quite tricky to slay, requiring four piledrivers or eight swipes. They move about constantly, so it really helps to master changing your direction when piledriving. If a soldier runs towards you, you can be certain that he will try to whack you in the back - run! The best method is to kick them away then piledrive. After tackling 13 of these terrorists, you again encounter two giants. They are much faster than before! Oh, be careful when jumping the bridge; it is very easy to fall.

LEVEL 4 EAGLE ISLAND

Sorry, did I say tough? I meant Bloomin' Impossible! The skeletons stand up until you deliver four piledrivers or a mammoth 14 swipes. They are agile and extremely powerful. This is the level you should

save your continue-plays for. As you progress into the depths of the level, the enemies become faster and more intelligent. Piledriving takes a heck of a lot of skill. Defeat 13 skeletons (phewee!) to reach another two knights. These blighters are well 'ard - full magic doesn't even scratch their armour!

LEVEL 5 THE CASTLE

The final level! The impossible level! Basically, it's just a case of defeating 18 skeletons (!) before the showdown. Forget what I said about saving your magic - use it at every opportunity (there is a final chance to top up your magic just before you meet old Death Adder). Actually, Death Adder isn't too bad! Soften him up with a burst of full strength magic, then piledrive him a couple of times. It is wise to keep on the move, though - he has got the Golden Axe, after all.

Once he has been quashed, put your feet up and watch the ever so lovely end sequence (which features some kids playing the Golden Axe coin-op - nice one). Then, of course, have a nervous breakdown. If you're that way inclined and you also happen to own an Action Replay cartridge, you could always enter POKE 13158,173 for infinite lives (it must be re-entered on each level). So there are no excuses, don your leather pants and cast iron boob tube and do some real damage.

FRIEND OR FOE?

Here is a sprinkling of the folk you're likely to meet along the way. The Amazon Woman is a right old cow and no mistake. Four piledrivers will see her off. The little Elf should be kicked senseless to obtain magic, but be quick. That fat geezer (middle right) is a Giant from the end of level one. Use magic on these as it'll take all day to kill them otherwise. The Ogres, while not the toughest of creatures, are large in number so perseverance is the key. The Dragon can be mounted to great effect, but be careful. If you're hit, the beast disappears.

