

# Golden Axe FAQ/Walkthrough (w/ SteCIsTheTTWG)

by Beautiful Affair

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## Golden Axe (Genesis) FAQ/Walkthrough

- **Version:** 1.01
- **Last Updated:** 7 February 2014
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## Version History

### Version 1.01 | 7 February 2014

- Minor change in contact details for Stephen (new GameFAQs user profile link).

### Version 1.00 | 13 November 2012

- The first, complete posted version of this FAQ/Walkthrough.

## Introduction

### Ryan Intro

Hello and welcome to our FAQ/Walkthrough for *Golden Axe*. This is the second time both Ste C and I have teamed up to cover a classic Genesis beat-'em-up; we first co-wrote a complete FAQ for *Streets of Rage*, another popular Genesis beat-'em-up title. So, although it's long overdue, here's our Golden Axe FAQ! This file provides a complete walkthrough for both **Beginner** and **Arcade** modes, as well as an overview of **The Duel** mode. We will also provide the basics and appendices relevant to the game, and any secrets to be found. Although not as well-known amongst gamers today, this game has still held its own against time and remains a favourite among retro gamers. It's still as fun to play as ever as it was upon its time of release, so for fans of the 2D hack 'n' slash genre, why not give this one a go?

### Stephen Intro

This is just the thing I need to revive my fledgling career of guide-writing. The walkthrough for *Golden Axe* in particular has been on the cards with my personal friend and fellow FAQ writer Ryan Harrison for years and now the summer break from work and college has given us a yet another opportunity to get it started again. The game itself is very much easy to master when compared to today's scene so constructing this guide will be no tough feat at all. Despite that, we're definitely overdue for another collaborative effort!

SEGA has always enjoyed re-releasing the old titles again and again, and much more so in the recent *Ultimate Genesis / Mega Drive Collection* for the Xbox 360 and the PS3 with hi-def graphics, you might be interested in how this game works and should be played like it was in the Genesis days. Wherever you're a newbie getting killed off by Death Adder or having that weird feeling of nostalgia, please enjoy this guide.

## Story

Yuria is a strange land, with evil oppressors. Death Adder's soldiers have invaded every village. And Death Adder himself has massacred thousands.

Finally, he's kidnapped the King and his daughter, the Princess, and seized the Golden Axe. Only the strongest and craftiest warriors now have any chance of defeating him.

Three warriors appear to challenge Death Adder. Ax-Battler, the terrible Barbarian, arrives from the far plains. His mighty strength and courage is a match for any enemy.

Tyris-Flare, the Amazon, appears from the deep jungles to overcome the oppressors. With sword-skill and Lightning Magic she vows to save the Kingdom.

Gilius-Thunderhead, the Dwarf, swings a deadly axe. His tricks and speed in battle can outwit even the most brutal giant.

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  1. Legal Disclaimer
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These three, like many others, have lost cherished loved ones in the war against the reptile fiend, Death Adder. Now they swear to defeat him - even at the cost of their lives.

The challenge is overwhelming: defeat all of Death Adder's soldiers and beasts, travel the treacherous route to his castle, demolish Death Adder Jr., and then face their most powerful enemy, Death Adder himself.

The reward: saving the lives of the King and Princess and returning peace to the Kingdom.

That's the plan. But there could be a surprise ending!

## Characters

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### Ax-Battler

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^sr1|Ax-Battler

**Height:** 5'10

**Weight:** 200 lbs.

**Speciality:** Long Sword

The Barbarian, with blue clothing and the long sword. His mother was killed by Death Adder. The well-rounded of the three characters.

### Ax-Battler's Magic: Earth

**Level 1 (1-2 pots):** Small geiser-like eruptions.

**Level 2 (3-4 pots):** A mixture of large and minor volcanic blasts clutter the screen.

**Level 3 (5 pots):** Several major blasts.

**Level 4 (6 pots):** A volcanic eruption appears in the centre of the screen, shooting out devastating boulders.

### Tyris-Flare

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^sr2|Tyris-Flare

**Height:** 5'08

**Weight:** ? lbs.

**Speciality:** Magic

The Amazon with a sword. Her parents were killed by Death Adder. She specialises in magic and has higher level spells. A good selection for beginner players.

### Tyris-Flare's Magic: Fire

**Level 1 (1-4 pots):** Fire birds circle the screen and cover the ground with patches of fire.

**Level 2 (5 pots):** Pillars of fire shoot up from the ground.

**Level 3 (6 pots):** Two fire spirits circle the screen, then form into one to cause considerable damage to your foes.

**Level 4 (7 pots):** A wave of fire engulfs any enemies in range as it moves from left to right.

**Level 5 (8 pots):** Similar in some ways to Ax-Battler's top spell, an overflowing volcano appears in the centre of the screen to spit out balls of magma.

**Level 6 (9 pots):** A huge dragon descends in from the heavens to sweep the screen with a huge cloud of flame.

### Gilius-Thunderhead

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^sr3|Gilius-Thunderhead

**Height:** 5'03

**Weight:** 151 lbs.

**Speciality:** Broad Axe

The Dwarf with a huge axe, who wears a green tunic. His brother was killed by Death Adder. What he lacks in terms of magic, he makes up for with good fighting skills. Good for expert players.

### Gilius-Thunderhead's Magic: Lightning

**Level 1 (1 pot):** A channel of lightning surrounds Gilius and small waves of electrical current spout across the screen.

**Level 2 (2-3 pots):** Two lightning bolts sweep the screen.

**Level 3 (4 pots):** Channels of lightning rain down upon Gilius and all enemies on-screen.

## Game Overview

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### Controls

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**NOTE:** These are based on the game's default control settings.

Control	Action
D-Pad	Move cursor in menu screens
	Change options (such as life counter, sound test) in menu screens
	Move character in the direction pressed
Start	Start the game from the Title Screen
	Skip story screens
	Make selections in menu screens
	Pause the game during play; press again to resume play
A	Make selections in menu screens
	Use magic
B	Make selections in menu screens
	Attack with weapon
	Perform attacking move when used in conjunction with other buttons
C	Make selections in menu screen
	Jump
B + C	Perform reversal attack

## Basics

### Options

From the logo screen, pressing **Start** will bring up the main menu. If you have just one controller plugged in or press Start on Controller 1, this puts the game into **1-Player mode**. If you have 2 controllers plugged in, press Start on Controller 2 to put the game into **2-Player mode**.

**ARCADE:** Lets you play the original Arcade version of Golden Axe.

**BEGINNER:** Lets you play the first 3 levels of the game with a few minor differences - there are no night scenes, Death Adder Jr. is the boss of the third level, and casting magic costs 2 Magic Pots rather than all of them. If you are new to the game or just need a quick warm-up before playing the full **Arcade** version, then this is for you.

**THE DUEL:** Lets you duel various opponents in a round-by-round basis. After you win 12 rounds, you get to see a dumbed-down version of the game credits. In a 2-Player game, it is a battle of Player 1 vs Player 2.

#### OPTIONS:

- **LIFE METER:** Instead of a difficulty setting, you get this - the life meter allows you to set how many bars you have for when you are playing. You can choose 3, 4 or 5 bars. Obviously, with more bars you can take more damage before you lose a life, so you'll last a bit longer.
- **CONTROL:** Change the function of the A, B and C buttons on your Genesis controller with this sub-option (while highlighted, press the Left/Right buttons). The different function layouts are as follows:

Button	Action					
	Layout 1	Layout 2	Layout 3	Layout 4	Layout 5	Layout 6
A BUTTON	MAGIC	MAGIC	JUMP	JUMP	ATTACK	ATTACK
B BUTTON	ATTACK	JUMP	ATTACK	MAGIC	JUMP	MAGIC
C BUTTON	JUMP	ATTACK	MAGIC	ATTACK	MAGIC	JUMP

- **SOUND TEST:** Here, you can listen to the game's various music soundtracks. Here is the complete list:

**WILDERNESS**  
**TURTLE VILLAGE 1**  
**TURTLE VILLAGE 2**  
**FIEND'S PATH**  
**DEATH ADDER**  
**BATTLE FIELD**  
**SHOWDOWN**  
**GAME OVER**  
**THE BATTLE**  
**THIEF'S THEME**  
**OLD MAP**  
**CONCLUSION**  
**SUTAKORA, SASSA!**

**FADE OUT**

**S.E NO.01 - 35**

**VOICE 1**  
**VOICE 2**

**EXIT** (takes you back to previous menu)

## Moves

- Simply tap the attack button to swing your weapon. When you hit an enemy, you can tap the button repeatedly for combos.
  - The first combo consists of three attacks - two normal hacks of the weapon, then hold Left/Right (depending on which side of you the enemy is) and press the attack button once more for a powerful blow, which knocks the enemy back.
  - After two or three normal attacks, while the enemy is stunned, you can quickly hold Left/Right and walk into them, and while still holding the direction, press the attack button to throw them (this works only on the small enemies and hammer-wielding giants).
  - The five-hit attack is simply getting close enough to the enemy and tapping the attack button repeatedly for five moves - two hacks, two whips and a kick.
- Tap the attack + jump buttons simultaneously to perform a special reversal attack (the character swivels round to knock down an enemy behind them).
- Press the jump button, and while in midair, press the attack button to perform an aerial attack, which knocks enemies down.
- Double-tap Left or Right to run in those directions (keeping the button held on the second tap to keep running). There are also attacking moves you can perform while running:
  - Press the attack button to perform a charge attack.
  - Hold the jump button, and at the apex of the jump, press the attack button to perform a very powerful dropping attack. The enemies usually walk away to avoid this move, but a good way to sucker them into it is by getting them at the very bottom of the screen. This is the strongest normal attack you can perform, and can take out a lot of the weaker enemies in one hit if you can make contact.

## Magic

Each warrior has the ability to cast magic when you collect Magic Pots, and the more pots you collect, the stronger the spell. However, you'll lose your Magic Pots by casting spells, so resort to magic only when surrounded by too many foes, or against the stronger enemies (such as Death Adder, Knights, etc.). The cost of Magic Pots is as follows:

- In **ARCADE** mode, casting magic uses up ALL your Magic Pots you have collected.
- In **BEGINNER** mode, casting magic uses up 2 Magic Pots from your meter.

Now, here are what the three warriors' magic meters look like:

+---+---+---+---+  1  2  3 4            +---+---+---+---+ Ax-Battler	+-----+---+---+---+---+  1  2 3 4 5 6                +-----+---+---+---+---+ Tyris-Flare	+---+---+---+  1 2  3            +---+---+---+ Gilius-Thunderhead
--	--	---

As you can see, collecting pots fills up the boxes, and when the pot count goes up to a numbered box, this will be the strength of the spell that is cast. A Level 3 spell will be stronger than a Level 1 spell, but you will need to save up more Magic Pots in order to reach Level 3.

## Bizarrians

Bizarrians are large animals that both you and your enemies can ride and use to attack. When you knock an enemy off a Bizarrian, you can then walk over the lying beast to mount it, and you can press the attack button to use their speciality attack. Do be aware, however, after a certain number of times you are knocked off a Bizarrian by an enemy, the Bizarrian will run away.

### Blue Dragon

^sr4|Blue Dragon

**Description:** Breathes out a cloud of flame that will knock down any enemy within range in front of it.

**Length:** 10'10

**Weight:** 1227 lbs.

**Speciality:** Flame

### Chicken-Leg

^sr5|Chicken-Leg

**Description:** Swivels round to knock down an enemy within range, with its tail.

**Length:** 8'10

**Weight:** 756 lbs.

**Speciality:** Wagging Tail

### Red Dragon

^sr6|Red Dragon

**Description:** Shoots a fireball projectile that travels left or right without stopping until it hits an enemy.

**Length:** 10'10

**Weight:** 1227 lbs.

**Speciality:** Fire Ball

## Continue Game

Both players begin the game with 3 lives, and however many bars you choose to have in your life meter. Every time you lose all bars in your life meter, you lose a life. When you lose a life, it's Game Over.

However, you are also given the option to Continue your game from where you lost your last life if you wish to do so. Each player can do this a certain number of times, depending on however many Continue credits you have. In a 1 Player game, there are 4 credits; in a 2 Player game, there are 6 credits (shared between the players). You cannot change your amount of credits. When you lose all your lives in the game, the following message will appear at the bottom of the screen:

3 CREDITS

.--. CONTINUE? 9 (counts down to 0)

|\_\_| YES <- NO

Simply use Left or Right to choose "YES" if you wish to continue, or "NO" if, for some reason, you don't. Press **Start** to confirm your choice; if you selected "YES" you will resume playing the game from the very spot where you lost your last life. If you selected "NO", or you have no credits remaining, it is Game Over, and you are taken to the Score screen and will have to start your adventure again from the beginning. Better luck next time!

## Scoring

You are taken to the Score Board screen at the end of a game; whether you beat the game or get Game Over. Your game score is calculated by comparing your **TOTAL SCORE** and **USED PLAYER** (amount of lives you lost) to calculate your **STRENGTH** rating. The class you are rated in is judged by your Strength score, and the table is like so:

C L A S S		
100~	A+++	00
~100	A++	00
~60	A+	00
~55	A	00
~50	B	00
~45	C	00
~40	D	00
~35	F	00

The numbers on the right-hand side of the table indicates the number of times you have achieved that grade during your current sitting of the game.

## Game Screen

**STAGE #:** Shown in the top-left corner of the screen, the level number in which you are currently playing. There are 8 levels in total.

**MAGIC:** Shown just to the right of the Stage number. This shows your characters' magic meter, and how many magic pots you have collected.

**Life Meter:** Shown at the bottom of the screen; how many lives you have, as well as how many bars in your life meter. This goes down as you suffer damage at the hands of enemy attacks; you can bump it up by collecting Meat from the Green Thieves.

## Beginner Mode Walkthrough

### Stage 1: In The Woods

As you head right towards the fighting field, a Silver Heninger and a silver Longmoan will approach you. Each will pose no threat as you can take them down with a long string of attacks or a couple of throws. A purple tougher pair of Heningers and Longmoans appear after the grey dudes are down. Beware of their charging attacks that can catch you offguard; however in this mode, the purple enemies are just as weak as the grey ones. **GO!**

Quickly swipe two potions from the Blue Thief so you can carry on towards the next swarm of enemies. As you come to a branched path, a Grey Heninger and a Grey Longmoan riding a Chicken-Leg creature are there for you to slay. You can ride on the Chicken-Leg to deal stronger damage with one tail swing. One Gruzia - a purple Amazon warrior - will follow suit and may knock you off your beast if you don't stop her soon. **GO!**

Take either path as you go along. The Blue Thieves will appear on each path containing a total of three potions. Now if you're riding the Chicken-Leg and are using the bottom path you can't actually jump onto the rocky path above. Don't worry, just keep your potion count high and let a second player take care of him. **GO!**

Get ready to encounter a Grey Heninger and a Grey Longmoan as the path breaks back down in one. **GO!**

The sky will turn to orange, so be prepared for the first Boss Battle before you reach Turtle Village! One Heninger will charge at you and another riding a Chicken-Leg are the first to kill before you deal with the Bad Brothers. Strike one too soon, and he'll start to attack. Or you can keep a safe distance and take down the Heningers first, and the Bros. will begin to fight. Not only they will charge and take a bar of health off you, they also like to kick when you're a close distance with them. Keep charging at them yourself / use a jumping attacks / or if you're lucky to ride a Chicken-Leg at this point, two swipes will bring each giant down.

Level finished! On the next screen, you can gather 3 potions from the Blue Thief including one of your own that he stole, the twit!

### Stage 2: Turtle Village

Drop down the ledge and kill the Red Heninger, the stronger variation of the weak warriors. Try to move to right of him and charge or throw him into the river bed by the left screen for a quick defeat! **GO!** once he's gone.

A Red Longmoan suddenly appears for a cheap hit, so repeat the instant death in the river or hack him down. **GO!**

Closer to the village...at this point, don't fall into the river since you're dangerously close to losing a valuable life on that narrow path. A Red Longmoan and a Red Heninger will attack you from both sides. Watch out for the Longmoan as he's likely to charge into you first. Go to the upper-left screen for a wide birth of land if you need more space to fight these two. **GO!**

Four young villagers will leave the village with their lives in vain. This can't be good... because a Gruzia riding a Blue Dragon is scaring them away. She is followed by another Gruzia and a Grey Heninger will then come behind you. Quickly knock the dragon-riding Amazon off her beast and mount the dragon to burn the nearby enemies. **GO!**

More villagers will try to leave the village but watch out for the Blue Thief carrying three potions among them. **GO!**

Now the second Boss encounter will ensue. Kill the Grey Heninger and attack one of the two Lemanaya to get them moving. After the Lemanaya are gone, prepare for an onslaught of a Skeleton and two Gruzia, one riding a Red Dragon that shoots out fireballs. If you have a Blue Dragon and get knocked down, knock the enemies to the floor as fast as possible before remounting the creature. Nevertheless you and your partner will have two different powerful dragons at your disposal until off the enemies are slain.

The rotten Blue Thief will take away two of your potions. Beat him down to receive three more (max. 5!). Oh, and keep an eye out on the Food-carrying Green Thief if you're short on health.

### Stage 3: Crossing from Turtle Island to the Mainland

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Now you're on board a giant turtle. Seriously. Progress to the right and tackle a Grey Heninger for a fast, off-screen plunge to the deadly pit below. Watch your back as a Grey Longmoan and a Gruzia will pursue, who is fond of lunging at the player. **GO!**

Use a running attack to make the jump over the cliff - a normal jump might not be enough to make it to the mainland. Try not to knock the Blue Thief down into the pit if you need four potions. **GO!**

Get ready for a pair of Lemanaya vixens blocking your path. A long weapon combo and a takedown will do. **GO!**

The Bad Brothers return as they come through a large door. It's okay to use the potions you stocked up on your adventure especially as it's tough to survive being sandwiched by the giants' kicking and charging. **GO!**

Before the third Boss fight, hit the two Blue Elves until they drop five potions. **GO!**

First on the menu (ahem!), two Gold Heningers and a Gold Longmoan who like to charge a lot. Keep your distance and charge them back; weapon combos will only lure you into their trap and you'll easily lose a health bar at a time. Once they're done in, two Skeletons will appear and... Death Adder Jr. makes his grand entrance. Let rip with your potions if you've been wise enough to keep them up at your characters' max. stock. In this mode, you can do this until you run out of potions. This will surely leave the Skeletons crumbling for sure, but Death Adder Jr. will likely live. Move out of harm's way when he launches a fireball at you and only approach from above or below. Strike when you almost make contact with him and do him in with a combo. Follow these tips, and you will kill him after two or three combos.

The next screen will prompt you to try the game in **Arcade Mode**. Your score will be tallied up nevertheless, but for now...

**MORE TRAINING AWAITS YOU HERE!!**

## Arcade Mode Walkthrough

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### Stage 1: In The Woods

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As you head right towards the fighting field, a Silver Heninger and a silver Longmoan will approach you. Each will pose no threat as you can take them down with a long string of attacks or a couple of throws. A purple tougher pair of Heningers and Longmoans appear after the grey dudes are down. Beware of their charging attacks that can catch you offguard. **GO!**

Quickly swipe two potions from the Blue Thief so you can carry on towards the next swarm of enemies. As you come to a branched path, a Silver Heninger and a Gruzia riding a Chicken-Leg creature are there for you to slay. You can ride on the Chicken-Leg to deal stronger damage with one tail swing. One Gruzia - a purple Amazon warrior - will follow suit and may knock you off your beast if you don't stop her soon. **GO!**

Take either path as you go along. The Blue Thieves will appear on each path containing a total of three potions; one on the top branch and down on the bottom. Now if you're riding the Chicken-Leg and are using the bottom path you can't actually jump onto the rocky path above. Don't worry, just keep your potion count high and let a second player take care of him. **GO!**

Get ready to encounter a Silver Heninger and a Silver Longmoan as the path breaks back down in one. **GO!**

The sky will turn to orange, so be prepared for the first Boss Battle before you reach Turtle Village! Use your magic once everyone appears onscreen if you can, and deal some good damage to everyone before attacking. One Silver Heninger will charge at you and another riding a Chicken-Leg are the first to kill before you deal with the Bad Brothers. Strike one too soon, and he'll start to attack. Or you can keep a safe distance and take down the Heningers first, and the Bros. will begin to fight. Not only they will charge and take a bar of health off you, they also like to kick when you're a close distance with them. Keep charging at them yourself / use a jumping attacks / or if you're lucky to ride a Chicken-Leg at this point, two swipes will bring each giant down.

Level finished! On the next screen, you can gather 3 potions from the Blue Thief including one of your own that he stole, the twit!

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Four young villagers will leave the village with their lives in vain. This can't be good... because a Gruzia riding a Blue Dragon is scaring them away. She is followed by another Gruzia (they're purple, remember?) and a Silver Heninger will then come behind you. Quickly knock the dragon-riding Amazon off her beast and mount the dragon to burn the nearby enemies. **GO!**

More villagers will try to leave the village but watch out for the Blue Thief carrying three potions among them. **GO!**

Now the second Boss encounter will ensue. Kill the Silver Heninger and attack one of the two Lemanaya to get them moving. After the Lemanaya are gone, prepare for an onslaught of a Skeleton and two Gruzia, one riding a Red Dragon that shoots out fireballs. At this point you can use all the magic you've collected to ensure an easy fight. If you have a Blue Dragon and get knocked down, knock the enemies to the floor as fast as possible before remounting the creature. Nevertheless you and your partner will have two different powerful dragons at your disposal until off the enemies are slain.

The rotten Blue Thief will take away two of your potions. Beat him down to receive three more (max. 5!). Oh, and keep an eye out on the Food-carrying Green Thief if you're short on health.

### Stage 3: Crossing from Turtle Island to the Mainland

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Now you're on board a giant turtle. Seriously. Progress to the right and tackle a Silver Heninger for a fast, off-screen plunge to the deadly pit below. Watch your back as a Grey Longmoan and a Gruzia riding a Blue Dragon will pursue, who is fond of lunging at the player. Ride on the dragon if you can, and **GO!** straight ahead.

Use a running attack to make the jump over the cliff - a normal jump might not be enough to make it to the mainland. Try not to knock the Blue Thief down into the pit if you need four potions. **GO!**

Get ready for a pair of Lemanaya vixens blocking your path. A long weapon combo and a takedown will do. **GO!**

The Bad Brothers return as they come through a large door. It's okay to use the potions you stocked up on your adventure especially as it's tough to survive being sandwiched by the giants' kicking and charging. **GO!**

Before the third Boss fight, hit the two Blue Elves until they drop five potions. **GO!**

First on the menu (ahem!), two Gold Heningers and a Gold Longmoan who like to charge a lot. Keep your distance and charge them back; weapon combos will only lure you into their trap and you'll easily lose a health bar at a time. Once they're done in, a Silver Heninger and a Silver Longmoan will appear and Col. Bitter will barge out from the top screen. Let rip with your potions if you've been wise enough to keep them up at your characters' max. stock. Deal with the weaker guys first and then approach Col. Bitter from above or below his stance to avoid his sword swipe. He can't run but will move in front of you very quickly to hit you. Strike when you almost make contact with him and do him in with a combo. Only combos will work against him as you cannot lift the big guy. Follow these tips, and you will kill him after two or three combos.

Now you're in **Arcade Mode**, get ready to gather one potion each from two Blue Thieves and a piece of Food each from two Green Thieves. Save some for your partner, though...

### Stage 4: To Eagle Island

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As you start, you could jump to the top of a steep platform on the right, but be prepared for two Red Longmoans and a Red Heninger following behind you. Throwing them from the high platform will not do any additional damage however. **GO!**

It is possible to stumble off the wooden bridge below you, so stay outta there! A Skeleton will emerge from the ground. Now look carefully across the left screen and use that gap to lunge the pile o' bones down for a short skirmish. **GO!**

Two Skeleton rises up in the next passage. **GO!** and climb to the next ledge up.

A Thief caryying two potions is here to be abused on the next wave. **GO!**

Get ready for a new kind of enemy; two Dark Longmoans and a Dark Heninger will trap you. Fight your way out of it by charging into them and move out of their way to avoid getting hit back. **GO!**

Next comes a Skeleton and another Dark Heninger. Not so tough as the lost wave of enemies but the skulled one will be more formidable foe this time around. It'll charge and jump attack frequently so stay out of its way and fight on. Both these guys must be defeated before a Dark Longmoan and Two more Skeletons will try and stop you. Use magic if you have a half-decent amount of potions. Take your time dealing these guys with jump attacks and then this level will be finished.

A Blue Thief and a Green Thief will come to visit you at night and mug two potions from you. Get 3 more from the blue guy and one piece of food to boot.

### Stage 5: From Eagle Island to the Palace

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Walk right a little, and three Skeletons will emerge from the ground to ambush you. You could fight them here, but a handy trick would be to hold Down on the D-Pad until you drop onto the platform below the eagle's eye, and you can knock the Skeletons off the left end of this ledge (some may even drop straight down from the top ledge and plummet to their death below without you having to even fight them, which will save you time and effort).

When the Skeletons are defeated, you are then prompted to walk on right, so head along to reach the palace battlements, where you are met by an amazon woman enemy who rides a Blue Dragon Bizarrian! Try to use a jumping attack to knock her off the creature, which you can then take for yourself to aid you in fighting your enemies. After you kill the amazon, it's time to fight a Red Longmoan and Heninger duo, so deal with those guys too. Next, a follow-up trio of two Red Heningers and a Red Longmoan appear to fight, so again, defeat them.

Then, after you have wasted those guys, you'll get a very nasty surprise - two General Bitter knight mini-boss enemies! Use your magic spells here (you have an opportunity to collect a lot of Magic Pots in the next level, so get your magic used here to weaken these guys up). Charging attacks, I find, work well against these guys, but timing is of the essence. Their sheild and sword attacks are deadly, so don't be wandering near them. After you've defeated these two knights, you've beaten this level and we move on into the palace.

### Stage 6: The Palace Gates

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Walk into the open area, and Blue Thieves will appear. Hit them with your weapon repeatedly until you've emptied their sacks dry and collect all the Magic Pots they drop - they will no doubt come in handy for the upcoming boss fight with Death Adder.

After you have dealt with the Thieves, you are prompted to **GO!** - so head right a little further and various red-themed enemies (a Heninger, Longmoan and General Heartland) appear to attack. Use your normal moves to get rid of these guys, and once you have done so, the doors at the top of the area will open...

And out comes Death Adder! Two Skeletons will also accompany the palace ruler in the battle, but take no notice of these guys - they often serve more as a mere distraction. Focus on Death Adder for the time being - and first things first - *use your magic!* Also, lure Death Adder to the very bottom of the screen, and use the running jump drop attack (run and jump, and press the attack button at the apex of the jump - Death Adder can't avoid if you're at the very bottom of the area). Other handy tips are to make sure you never walk near him while he's on a vertical base, as his axe packs a powerful slash. Also, he rolls fireballs along the ground to chase you, but a well-timed jump over them will do. Keep attacking with running charges and dropping attacks, and eventually, you will win.

After this, your character will approach the doors and free the captive King and Princess. They offer you their thanks, but the game is not quite over! They ask you to head through the door to enter battle once more. So with that, let's continue...

## Stage 7: The Dungeon

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As you head into the dungeon, you'll notice that there is a huge hole in the ground, which will needlessly cost your character a life should you fall into it. Run towards it and perform a charging attack, and you'll clear it and *just* barely land on a piece of ground on the other side at the right-hand side of the screen. Now, you'll notice enemies enter in from the left-hand side. As long as you keep Right on the D-Pad held down, don't worry about them attacking you, you won't fall down the pit - but they will. When they have fallen down the pit, you can move on.

The Skeleton that appears next could be thrown into the pit on the left to quickly be disposed of. Head right and down, and more Skeletons appear from either side - if you lure them down you can knock them down to the pits below if they don't walk down there themselves. When you have defeated the Skeletons, a Dark Heninger, Dark Longmoan and Gruziya appear - again, knock them into the nearby pits to save yourself time and energy.

Continue to move on, and fight a Skeleton and Gruziya, then a Dark Heninger and Longmoan. A pair of Blue Thieves will also arrive on the scene. Attack them and take all their Magic Pots, and remember to **save these for the next level**. As you walk into the next room, two Skeletons enter, and two of the Bronze enemy statues come to life. Lure them to the bottom of the screen, and knock them into the pit to the left.

When the Bronze enemies have been defeated, two Colonel Bitter (gold knight) enemies appear. Lure them over towards the pit and get around them to their right-hand sides, and use charging attacks to knock them into the pit to the left. After doing so, that's the end of this level and you move straight on into the next, and final, level.

## Stage 8: The Battle with...?

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We now enter the last level of the game - a good old fashioned showdown with the big boss himself, Death Bringer! He'll get up out of his throne to join the battle with two Skeletons against you. You'll remember that in the last level you were advised to save those Magic Pots - so now is the time to use them!

Now, this is a tricky battle. The skeletons can't be defeated, so don't bother with them - just move around to prevent yourself from being ambushed as they get close. Death Adder has a whole host of nasty attacks - and another bad surprise is that he can cast deadly spells that your characters use - including Ax-Battler's volcanic eruptions, Gilius-Thunderhead's lightning sweep, and Tyrus-Flare's dragon breath! He uses any one of these three spells any time he hits you with a swing of his axe, or catches you with his splitting, homing fireballs.

So, use the same strategy as you would have for Death Adder in Stage 6: lure him to the bottom of the screen, and use run-jump-dropping attacks to inflict good damage. Other than this, all I can suggest is stick in there - you may lose a few lives but if you can establish a good attacking pattern, you'll eventually defeat him, with the Golden Axe spinning into the air and ending up getting buried in his big, black heart - nice! Anyway, after this are a few more ending scenes which we won't spoil for you, so enjoy!

Congratulations upon completing Golden Axe!

## The Duel

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### 1 Player

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This mode of **The Duel** applies when you have 1 controller plugged into your Sega Genesis console. Select **THE DUEL** from the title screen and proceed to choose one of the three Golden Axe warriors.

You will begin the first battle with eight life bars beside your character's portrait, and the amount of life of your enemy beneath that, to the right of the **ENEMY** gauge in the top-left of the screen. You also have a set time limit in which to win the round of The Duel, which appears in the top-right of the screen.

Basically, after you win each round (by defeating all opponents), you advance to the next. It gets tougher, with stronger enemies with more life bars as you reach the later rounds. You will, however, get more time to fight the stronger enemies. You must use your weapon skills - you DO NOT get to use any magic whatsoever in this mode.

There are 12 rounds in total, and as you lose life, you do not get the chance to replenish it - however much life you have at the end of a round will be carried on into the next. You also do not get to carry any Bizarrians you may claim in one round into the next one. Winning all 12 rounds allows you to view a shortened version of the Arcade Mode's ending credits.

Here is a rundown of each round of battle in **The Duel** mode:

#### Battle 1

- Silver Longmoan (riding Chicken-Leg)
- **Life:** 2 bars
- **Timer:** 30 seconds

#### Battle 2

- Heninger Bronze (x2)
- **Life:** 3 bars



- **Timer:** 30 seconds

#### Battle 3

- Heninger Silver (riding Red Dragon)
- **Life:** 3 bars
- **Timer:** 30 seconds

#### Battle 4

- Skeleton (x2)
- **Life:** 4 bars
- **Timer:** 30 seconds

#### Battle 5

- Red Longmoan (x2)
- **Life:** 4 bars
- **Timer:** 30 seconds

#### Battle 6

- Strobaya (x2; riding Red Dragons)
- **Life:** 5 bars
- **Timer:** 30 seconds

#### Battle 7

- Heninger Dark (x2) & Dark Longmoan
- **Life:** 5 bars
- **Timer:** 30 seconds

#### Battle 8

- Pink Skeleton (x2)
- **Life:** 6 bars:
- **Timer:** 60 seconds

#### Battle 9

- Bad Brothers (x2)
- **Life:** 6 bars
- **Timer:** 60 seconds

#### Battle 10

- Lt. Bitter
- **Life:** 7 bars
- **Timer:** 60 seconds

#### Battle 11

- Sgt. Malt and Sgt. Hop
- **Life:** 7 bars
- **Timer:** 60 seconds

#### Battle 12

- Col. Bitter (x2)
- **Life:** 8 bars
- **Timer:** 60 seconds

## 2 Player

This mode is a little more straightforward. Again, after selecting "\THE DUEL\" from the title screen, you come to the player select screen. Like the **Arcade** and **Beginner** modes, both players cannot select the same character.

Once you have done this, it's onto a battle to the death between the two players. Both characters' portraits appear in the top-left corner of the screen, both starting with eight life bars. There is no time limit, so you and your partner just duel away until one player has lost all their life, and the last man (or woman) standing is declared the winner!

## Enemies

### Amazons

- **Description:** These babes resemble Amazonian warriors; spears and axes are their ideal weapons of choice. Also expect them riding on Dragons and Chicken Leg creatures more often than the male enemies.
- **Variants:**
  - **Gruziya**
    - **Height:** 5'08
    - **Weight:** ? lbs.
    - **Attack Level:** A
    - **Move Level:** B
  - **Lemanaya**
    - **Height:** 5'08
    - **Weight:** 133 lbs.
    - **Attack Level:** A
    - **Move Level:** A
  - **Storchinaya**
    - **Height:** 5'08
    - **Weight:** 133 lbs.

- **Attack Level:** B
- **Move Level:** C
- **Strobaya**
  - **Height:** 5'08
  - **Weight:** 133 lbs.
  - **Attack Level:** B
  - **Move Level:** B

#### Death Adder Family

• **Description:** By far the largest and most intimidating boss enemies in the game. All of them are dealt with towards the last 3 levels and are capable of dealing heavy damage to the player if moved close enough. Each of these guys have their own magic spell that can harm the player from a long range, particularly from Death Bringer who uses it immediately after the player is knocked down. You will later learn that Death Bringer, Death Adder's higher subordinate, uses the actual Golden Axe as his weapon.

- **Variants:**
  - **Death Adder**
    - **Height:** 8'02
    - **Weight:** 667 lbs.
    - **Attack Level:** A
    - **Move Level:** B
  - **Death Adder Jr.**
    - **Height:** 8'02
    - **Weight:** 667 lbs.
    - **Attack Level:** A
    - **Move Level:** B
  - **Death Bringer**
    - **Height:** 8'02
    - **Weight:** 667 lbs.
    - **Attack Level:** A
    - **Move Level:** A

#### Giants

• **Description:** Like all challenges, the Giants prefer to gang up in pairs to destroy you, so you will have your hands full if you don't watch out for the dude you're not beating up. Slow but strong, one hit from a giant will knock the player flying. They can run and lunge at you too, which is unusual for their size.

- **Variants:**
  - **Bad Brothers**
    - **Height:** 8'03
    - **Weight:** 680 lbs.
    - **Attack Level:** C
    - **Move Level:** C
  - **Gen. Heartland**
    - **Height:** 8'03
    - **Weight:** 680 lbs.
    - **Attack Level:** A
    - **Move Level:** C
  - **Sgt. Malt and Sgt. Hop**
    - **Height:** 8'03
    - **Weight:** 680 lbs.
    - **Attack Level:** B
    - **Move Level:** C

#### Heninger

• **Description:** These guys are one of the grunt type of enemies where the player faces them more commonly than other enemies. One of two minor foes that uses clubs to attack players - the Heningers don't squat and use lighter clubs.

- **Variants:**
  - **Heninger Bronze**
    - **Height:** 5'10
    - **Weight:** 267 lbs.
    - **Attack Level:** B
    - **Move Level:** C
  - **Heninger Dark**
    - **Height:** 5'10
    - **Weight:** ? lbs.
    - **Attack Level:** B
    - **Move Level:** B
  - **Heninger Gold**
    - **Height:** 5'10
    - **Weight:** 178 lbs.
    - **Attack Level:** C
    - **Move Level:** B
  - **Heninger Purple**
    - **Height:** 5'10
    - **Weight:** 178 lbs.

- **Attack Level:** C
- **Move Level:** C
- **Heninger Red**
  - **Height:** 5'10
  - **Weight:** 178 lbs.
  - **Attack Level:** A
  - **Move Level:** B
- **Heninger Silver**
  - **Height:** 5'10
  - **Weight:** 178 lbs.
  - **Attack Level:** D
  - **Move Level:** C

### Knights

- **Description:** Knights conceal themselves in armour and are armed with a knight-esque sword and shield, which is nice to know since they cannot run at players. They too can deal one-hit blows with their swords though and are best approached from facing above or below the sprite and attack with combos.
- **Variants:**
  - **Col. Bitter**
    - **Height:** 6'11
    - **Weight:** 271 lbs.
    - **Attack Level:** A
    - **Move Level:** A
  - **Gen. Bitter**
    - **Height:** 6'11
    - **Weight:** 271 lbs.
    - **Attack Level:** A
    - **Move Level:** A
  - **Lt. Bitter**
    - **Height:** 6'11
    - **Weight:** 271 lbs.
    - **Attack Level:** A
    - **Move Level:** B

### Longmoan

- **Description:** Bog-standard grunt type enemies, so expect to face loads of them in your quest. Tell them apart from the Heningers by the Longmoan's heavy club and horned helmet, and away you go.
- **Variants:**
  - **Bronze Longmoan**
    - **Height:** 5'06
    - **Weight:** 253 lbs.
    - **Attack Level:** B
    - **Move Level:** C
  - **Dark Longmoan**
    - **Height:** 5'06
    - **Weight:** ? lbs.
    - **Attack Level:** B
    - **Move Level:** B
  - **Gold Longmoan**
    - **Height:** 5'06
    - **Weight:** 164 lbs.
    - **Attack Level:** C
    - **Move Level:** B
  - **Purple Longmoan**
    - **Height:** 5'06
    - **Weight:** 164 lbs.
    - **Attack Level:** C
    - **Move Level:** C
  - **Red Longmoan**
    - **Height:** 5'06
    - **Weight:** 164 lbs.
    - **Attack Level:** A
    - **Move Level:** B
  - **Silver Longmoan**
    - **Height:** 5'06
    - **Weight:** 164 lbs.
    - **Attack Level:** D
    - **Move Level:** C

### Skeleton

- **Description:** Surprisingly tough for their appearance. They're more likely to surprise you from rising from the earth to hack you to pieces with their sword and shields. Just like the Amazons, their attack patterns are a mix of running strikes and combos.
- **Variants:**

- **Skeleton**
  - **Height:** 5'02
  - **Weight:** 89 lbs.
  - **Attack Level:** B
  - **Move Level:** B

#### Thieves

- **Description:** All the game's potions and food are gained from these harmless thieves. For a few seconds they scurry around the screen waiting to be knocked over by the player and drop these items as a result on every level. Expect at least one thief to pop up before a boss battle so you can stock up on magical spells. Outside levels, they will come and steal a few potions back from the player so it's your duty to take them back!
- **Variants:**
  - **Blue Thief**
    - **Height:** 2'11
    - **Weight:** 71 lbs.
    - **Belongings:** Pot
  - **Green Thief**
    - **Height:** 2'11
    - **Weight:** 71 lbs.
    - **Belongings:** Meat

## Items

<b>Magic Pot</b>	Small, blue vials that are dropped by Blue Thieves. Picking one of these up will increase your magic meter. By collecting more of these and bumping your magic meter up to a higher level, you can cast more powerful spells.
<b>Meat</b>	A rare, but handy item - these are dropped by Green Thieves and found only in the night scenes. Picking up this item will add one unit onto your life meter.

## Cheats

### Codes

#### Level Select

From the title screen, start a game in **Arcade mode**. When you are taken to the Character Select screen, hold **Down + Left + B**, and press **Start**. A number will appear in the top-left corner of the screen, indicating the level number you will be taken to when you select your character. Use Up and Down on the D-Pad to change this figure between 1 and 8, and press Start to go to that level.

## Credits

### Ryan Thanks

#### Golden Axe instruction manual

- For the Story and level names.

#### martinnitus

- Whose Golden Axe Ending video uploaded to YouTube allowed me to be able to take down enemy/character details.

#### Ste C

- For being a great co-author and friend!

#### wallywest80

- Who contributed the Level Select cheat to GameFAQs, which I used in this FAQ.

### Stephen Thanks

#### Classic SEGA

- For making this game.

#### Ryan Harrison

- My personal friend and gaming confidante!

#### YOU

- For deserving this guide.

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## Contacting Us

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### Contacting Ryan

For questions, suggestions, comments or useful information pertaining to this file or any of my other video game-related literature, please email me at the address: [rjhgamefaqs\[at\]gmail.com](mailto:rjhgamefaqs[at]gmail.com). Please make sure that what you are contacting me regarding is not already contained within this FAQ. Please make sure to read the FAQ thoroughly to make sure any questions haven't already been answered. For quick navigation, press Ctrl + F on your keyboard and type in a keyword, this may help. Any useful information sent to me will be included in a future update, with full credit given.

### Contacting Stephen

I'm more than happy to receive contacts and queries about this and all my FAQs by email. Please use this address to send me any messages, comments and suggestions related to this guide: [stecthetw\[g\]mail.com](mailto:stecthetw[g]mail.com).

Also use an appropriate email subject title before you post, so it's less likely to be discarded by mistake. I tend to check my inbox regularly and I will do my best to respond to your queries as soon as possible.

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Thank you for reading our FAQ, and please feel free to read any of my other video game-related literature, which can be found at:

<http://www.gamefaqs.com/users/RJHarrison>

<http://www.gamefaqs.com/users/SteClisTheTTWG>

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This file is dedicated to the memory of four late GameFAQs users, each of whom passed away well before their time. Chris MacDonald (d. May 17, 2004), Elliot Long (d. August 27, 2004), Mitchell Lee Stuekerjuergen (d. January 4, 2006), and Steve McFadden (d. June 28, 2011). The latter was one of my closest and dearest friends whom I had met through GameFAQs, and was one of the most well-known and prolific contributors to the site. Steve was an inspiration to myself to take up video game writing and always took the time to speak to me online about gaming or other interests, as well as comment on my writing. Rest in Peace guys, you will all be dearly missed.

<http://www.gamefaqs.com/users/!Kao+Megura>

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