



corresponds to the amount of magic bars displayed for your character; hold M and release it at the appropriate level to perform a Magic Attack; you can charge M while moving and attacking

Pick Up Object	walk over item	
Ride On Beast	walk on top of beast	
Dash	tap a direction twice (hold the direction to continue running)	
Charge Move	A	
Jump	J	
Jump	J	
Kick/Tail/Flame	action depends on which beast you ride	
Magic Attack	hold M, release	you will perform your normal Magic Attack, but will get back on the beast immediately afterwards
Pick Up Object	walk over item	

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\* 2.2 Powerups \*  
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Magic Books: Get these by knocking down the Mages. These increase your magic bars. The more magic bars you have, the higher you can charge your Magic Attacks. If you have no magic bars, you cannot perform a Magic Attack.

Food: Get these by knocking down the green Mages during the bonus levels. These replenish health.

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3. Characters  
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\* 3.1 Ax Battler \*  
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Basic Chains  
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A far/close----	> A far	----->	A far	----->	A far	
(Slash)		(Slash Upper)		(Slash)		(Slash Upper/Side Kick)
		A close		A close		A close
		(Handle Smack)		(Handle Smack)		(Big Boot)

--> A very close	-> A very close	--> A very close
[can hold b to	[can hold b to	[can hold b to
throw behind]	throw behind]	throw behind]
(Lift Toss)	(Lift Toss)	(Lift Toss)

Basic Moves

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Down Sword	b+J/f+J/J, A (can press A rapidly for more slices)	you can use b/f during the actual Down Sword to switch directions as you descend
Shoulder Charge	Dash, A	
Kill Sword	Dash, J, A	you can use b/f during the actual Kill Sword to switch directions as you descend

Special Move

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Reverse Pounce      J+A

Magic

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Tornado Scuffle	press and hold M until you fill 1-2 of your magic bars, then release M
Twister Toss	press and hold M until you fill 3 of your magic bars, then release M
Wind Explosion	press and hold M until you fill 4 of your magic bars, then release M
Double Cyclone	press and hold M until you fill 5 of your magic bars, then release M

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\* 3.2 Tyris Flare \*  
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Basic Chains

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A far/close----	A far	----->	A far	----->	A far	
(Slash)		(Slash Upper)		(Slash/Heavy		(Fatal Stab)
		A close		Slash)		A close
		(Handle Smack)		#Note: If you		(Big Boot)
				get the Heavy		

		Slash your	
--> A very close		chain will	--> A very close
[can hold b to		end#	[can hold b to
throw behind]		A close	throw behind]
(Lift Toss)		(Handle Smack)	(Lift Toss)
		-> A very close	
		[can hold b to	
		throw behind]	
		(Lift Toss)	

#### Basic Moves

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Down Sword	b+J/f+J/J, A (can press A rapidly for more slices)	you can use b/f during the actual Down Sword to switch directions as you descend
Flying Kick	Dash, A	
Kill Sword	Dash, J, A	you can use b/f during the actual Kill Sword to switch directions as you descend

#### Special Move

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Flip Kick	J+A
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#### Magic

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Phoenix Engulf	press and hold M until you fill 1-3 of your magic bars, then release M
Inferno Towers	press and hold M until you fill 4 of your magic bars, then release M
Bubbling Earth	press and hold M until you fill 5 of your magic bars, then release M
Fire Falls	press and hold M until you fill 6 of your magic bars, then release M
Giant Phoenix	press and hold M until you fill 7 of your magic bars, then release M
Awaken Dragon	press and hold M until you fill 8 of your magic bars, then release M

Basic Chains

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A far/close	----	>	A far	-----	>	A far	
(Big Slash)			(Quick Swing)			(Big Slash/Axe Thrust)	
			->	A very close			
				[can hold b to			
				throw behind]			
				(Lift Toss)			
-->	A close	-----	>	A close	-----	>	A close
	(Handle Smack)			(Handle Smack)			(Big Boot)
-->	A very close		->	A very close		-->	A very close
	[can hold b to			[can hold b to			[can hold b to
	throw behind]			throw behind]			throw behind]
	(Lift Toss)			(Lift Toss)			(Lift Toss)

Basic Moves

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Down Axe	b+J/f+J/J, A (can press A rapidly for more slices)	you can use b/f during the actual Down Axe to switch directions as you descend
Deadly Horns	Dash, A	
Kill Axe	Dash, J, A	you can use b/f during the actual Kill Axe to switch directions as you descend

Special Move

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Axe Stand Spin J+A

Magic

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Rocky Rain	press and hold M until you fill 1 of your magic bars, then release M
Crushing Rain	press and hold M until you fill 2-3 of your magic bars, then release M
Tumbling Destruction	press and hold M until you fill 4 of your magic bars, then release M

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## 4. Misc. And Easter Eggs

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### Level Select

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At the beginning of the game press and hold A+B+C. Then press Start. Release B and C (but continue to hold down A). Highlight Options and press B+C. Move to Exit and press B+C again. Highlight the number of players you want and press B+C. Then highlight Normal Game and press B+C. Finally, select your character by pressing Up+B+C+Start. If you did this code correctly (remember to keep A held down the whole time throughout the code), you will see numbers that correspond to the levels. Release A and use A or B to change the level. Press Start to play.

### Full Magic

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Go to Options and make sure your Magic is set to Special. Then start the game. Just when you reach the boss (works on bosses from level 1-4), hold A when the music cues. Hold A the entire time and beat the boss. Release the A button just as the screen turns black. At the bonus level, do nothing. You should then have full magic on the next level.

### Extra Continues

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Highlight Options. Then press and hold A+B+C, and press Start. Release A, but continue to hold B+C. Continue to hold B+C throughout the code. Move to Exit and press Start. Then select your game by continuing to use Start to make the rest of your selections.

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## 5. Conclusion

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### 5.1 What's Missing/Needed

-Clean up and corrections  
-If you have anything to add, any corrections I need to make, please email me at [billy\\_kane\\_32@hotmail.com](mailto:billy_kane_32@hotmail.com). Credit will be given for your contribution.

### 5.2 Credits

-Sega  
-Gamefaqs  
-And me for writing this FAQ