

Ironsword: Wizards & Warriors II Final Battle Strategy Guide

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Wizards and Warriors II: IronSword
FINAL BATTLE STRATEGY

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STRATEGY: FINAL BATTLE:
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As it is, Wizards and Warriors II is a frustrating game. You can't swing your sword effectively, you can go from full health to dead in one hit from 50 % of the enemies, and Fabio is on the cover! Ugh! Despite the flaws, this is a good addition to your NES library; it has its good points. Good graphics and music, interesting quests (finding a bear stein for a bear?!), and that overall RARE quality.

HOWEVER...

The Final Battle is annoying enough to make you want smash a bucket of country crock non-butter spread all over Fabio's face. After four relatively easy encounters against the giant elemental bosses, their tiny counterparts beat you harder a goose smashing into your face while speeding along on a roller-coaster.*
http://srd.yahoo.com/goo/Fabio+Rollercoaster/1/*http://www.pigdog.org/uto/animal_rampage/link/14.html
Or
http://www.ultimaterollercoaster.com/news/archives/april99/stories/040199_01.html

Anyhow...

Back on topic—the last fight is quite tough, but here are a few pointers before the battle even starts.

? Hopefully you've collected the best Helmet and Shield you could. If not, use an old password and go back to get em' (or use mine: GZZMJXMQQGRX)

? Remember: changing the 5th letter in your password to J will give you 2 lives to start off with. This makes up for the game's very cheap continue policy (apparently whenever it wants to.) I do not think you can continue on this stage.

? I find leaving TURBO off on your controllers is helpful.

still and make certain each blast from your sword hits him.
VOILA!! That's it! A little patience, a little practice, and you got
it. Despite what people say, the Ending is actually sort of cool.
Remember this game was made in 1988 (wanna see a bad ending? Try Ultima
Exodus for the NES.) Good luck and feel free to email me at
BRUPLEX@AOL.COM if you need a hand or can think of any good Fabio
jokes.

Fini!

**PS- I CAN believe it's not butter; REAL butter isn't day-glow yellow.
***PSS- As you plunge your throbbing sword into the soft yielding flesh
of the quivering elementals, your heart pulsing like a sweaty jungle
beast, don't forget to take your purple-headed cartridge out of the
tight grip of your NES (because leaving your games in damages and pins
and makes your NES flash, silly!)

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