



SEGA OF AMERICA, INC.
Consumer Service Department
Consumer Products Division

GOLDEN AXE WARRIOR

Miscellaneous hints:

Use the rope on the mountains where you see a flat surface. Some of them are pretty tricky to find, and they usually lead to something important.

Search every screen completely, looking for the "holes". If you have searched a screen completely, and still haven't found anything, than most likely, there will be something there later on in the game (When you get a certain item). Almost every screen has a "hole" in it.

If you come across a screen with a rock or a tree, or other thing in the middle of the screen, with nothing around it, most likely, there will be a "hole" under it.

In the volcanic world, use the Ice Bell to turn the lava into ice! This way you can get to the other screens of the world.

To get through the desert located at (8, 9), go SE, N, NE, S, N. Upon the final North, you will exit to the next part of the game. The SE and NE are located on the right side, SE being the bottom exit, and NE being the upper exit. In addition, this can be avoided by walking around it.

Mazes:

Each maze has it's own various puzzles that must be solved in order to complete it. Try experimenting before you use the hint sheet!

In the mazes, press all of the flames that are on the wall. Sometimes, nothing will happen, but other times, a door will open leading to an area that you couldn't get to before!

If you have the money, buy the keys in the various shops, that way you don't have to get all of the keys in the mazes.

The smooth blocks in the mazes (especially the later mazes) can be destroyed by using a level 2 Earth Scroll (the same one that destroys trees). The blocks are often used as part of a puzzle that needs to be completed to continue on.

Defeat all the enemies in all of the rooms. If you do, keys might appear, or a door will open.

When you walk into a room, and the door shuts behind you, defeat all the enemies to get the door to open again.

In the later mazes, there are some screens with several magicians in them. These magicians are great for giving magic pots. If you're low on magic pots, it's a good idea to hang out in these rooms until you're full, or there aren't any magicians left. If you defeat all the magicians, exit the maze, and go to them again.

Once you have the item in the maze, get out, and save the game. That way, if you should die at the boss, then you won't lose your item!

Walk Through:

Start off by searching the land, building up horns. In your adventures, you should find two other towns (1, 1; and 8, 4), and a place to get a **Heart** (10, 4). After a while, be sure to save your game, then proceed to (10, 5), and enter the first maze.

Maze 1:

Go to room 1, and find a chest with the **Canoe** in it. Then, proceed to room 2, and push the left flame to get the door to open. Once you do that, proceed to the boss and defeat it by hitting it 6-10 times with your sword.

Once the maze is completed, be sure to save your game, then head down to (1, 1), and use the Axe to get through the trees. In the upper left corner, you will find a shop that sells Golden Apples. Purchase one, and head back to (7, 2), and give the guy in the hole the Golden Apple. Once you do that, he will give you the **Thunder Magic Scroll** (first magic). With this scroll, you can attack enemies from a distance!

Now, build up horns until you have 250. Once you have 250 horns, head to (10, 1) on the map, and enter the hole. In the hole, you will find a shop. In the shop, buy the **Knight's Shield**. Once you have the Knight's shield, head to the left, to section (7, 3), and you will find the second maze.

Maze 2:

Go to room 1, and find the **Torch**. Then proceed to the boss, and defeat it by hitting it 10-12 times with your sword. If you want to use magic, stand at the bottom of the screen, a little to the left of it, and shoot up. You should be able to hit it, without it even being able to hit you! NOTE: Magics are only about half as powerful as the swords, so you should have full magic when you reach a boss (if you're planning on using magic).

Once the second maze is completed, head to (3, 10) on the map, and enter the third maze.

Maze 3:

Proceed to room T1. Defeat all the monsters, or press a flame, and a transporter will appear that will take you over to T1 on the right hand side. From that point, go right and press all the flames and defeat the monsters. A door will open up allowing you to go to 3, where you will find a **Rope**. Proceed to the boss. This boss is basically like the first boss, only it's got to be hit more times.

Once you have finished the third maze (or have the Rope), use the Rope at the base of the mountains (where there is a flat place), and you will find many things! Start off by going to (1, 10) on the map, and using the rope (just press UP on the Control Pad, right below the straight line in the mountainside), and go up to (1, 11). Enter the hole, and you will find a guy next to a chest. Talk to the guy, and open the chest and you will get the **Long Sword**. Once you have the Long Sword, head to screen (#, #), and go up with the Rope to the next screen. Once there, go right to (4, 6) on the map, and chop down the green tree with the Axe. Enter the hole, and talk to the guy. He will offer you the **Earth Magic Scroll**. Once you have it, proceed to (1, 15) on the map, to the fourth maze.

Maze 4:

Proceed to room 2, and find a chest with the **Canoe** in it. Once you've found the Canoe, go to the room to the right, and you will find a transporter, which will take you to the T1 right above the 2. Continue on to reach the boss. Hit the boss 15-20 times with your most powerful weapon to defeat it.

Once you have completed the maze (and have the Canoe), head to (3, 8) and get the heart. In addition, head to (9, 15) to get another heart, and (8, 14) to get the Plate Armor. Once you have done that, proceed back to where you got your second magic (4, 6), and talk to the guy again. If you have 100 Horns, the guy there will power-up your second magic. Once you have the most powerful second magic, head to where you got your first magic (7, 2) and he will also power-up your first magic. Once you have done all of this, proceed to (10, 12) and proceed through the maze.

Once you have completed the maze, head to (10, 12) on the map, to the fifth maze.

Maze 5:

In order to enter maze 5, you must have the second Earth magic from the guy in the lower part of the world.

When you first enter the maze, shoot the right blocks with the second earth magic, and it will disappear, and the door will open. Proceed to room 2, and pick up the **Speed Shoes** from the chest. Then, go to room 3, and press the flame in the upper left corner, and a bridge will appear over the hole in the lower part of the screen. Then, go around, and back into room 3, and go left to find a room with a transporter, which will take you to room T1, just to the lower left of the room. In this room, push on the flames to get the

door in 4 to open. Once in 5, kill all the monsters, and press the flame on the right, and a door will open (an easier escape back to the entrance). Enter the door at the top of 5 to find the boss. Hit the boss's outer rings until they are gone, then hit the face 15-20 times to defeat it.

Once you have finished the fifth maze, a bridge will open up on the same screen with the fifth maze on it. Take the bridge over to the right to get to the next area.

Continue through this area, exploring, and finding the holes in each of the screens. Proceed to (13, 12) on the map to find a town. Go in the lower left broken house, and you will find a guy sitting there with a chest next to him. Walk up to the chest to find the **Dragon Shield**. Once you have that, head to (12, 8) on the map, to the sixth maze.

Maze 6:

Enter maze 6, and head up to the upper right corner, and take T2. That will bring you to the second part of the maze. From the room that you are in, go right, and push the right flame to get the doors in the room you were just in to open. Then, proceed to the upper right corner (it's 2 screens up, and 6 squares to the left) of the transporter. On this screen, you will find the **Crystal Bell**. Once you have the bell, go down one screen, all the way to the right, and one screen up to find the boss. To defeat the boss, use magic, hitting it 15-20 times. Once you have defeated the boss, go one screen down, two screens left, then up and to the right to find a transporter to the room that you were transported to before T1. Step in the transporter again, and you will be transported back to the first part of the maze. Exit the maze from there.

Once you have completed the sixth maze (or have the bell), go to (14, 15), and break the blocks in the middle with the second magic, and a hole will appear with another heart in it (this screen is divided into two parts. One part can be reached from the right of the screen below it, and the part to get the heart is on the left of the screen). Then, proceed to (13, 14), and hit all the trees to reveal a hole. In the hole, talk to the girl, and you will receive the **Fire Magic**. Once you have the fire magic, proceed to (12, 15), to find the seventh maze.

If you use the bell on this part, you will freeze the lava, making it not hurt you.

Maze 7:

From the entrance, make your way to the room at the bottom left corner of the maze. Push the left flame, and the door in the room above you will open. In that room, you will find the **Ship**.

Once you have the ship, exit the maze, and use the ship at all the docks that you can find (including the dock in the lower left portion of the maze). Doing this, you will find some powerful items, including the **Flame Sword** and **Dragon Mail**.

Once you have these items, head back to the maze, and go through the room marked T2. Take the transporter, and follow the maze to the boss. This boss is a bit difficult, in

that it's almost impossible to tell when you've hit it. When you first enter the room, you will see a face, and green fireballs will appear. Hit the fireballs (if you hit one and it doesn't rearrange, then move to the next one) until the balls rearrange themselves. When they do, hit them until they rearrange themselves. Hit it enough times, and you will defeat it. Once you defeat the boss, head back to the room marked T2, and take the transporter. Go down, and then left to the room marked T1. Take that transporter for a short cut to the end of the maze!

Once you have completed the seventh maze (or have the ship), proceed to (3, 5) on the map, and get the **Dragon Mail**. Once you have it, proceed to (11, 10) on the map to find an island with the **Flame Sword** on it (in a hole). In addition to these, go to (11, 6) on the map to find another island. On this island, hit the trees, and a hole will open up with the **Water Magic** in it. Once you have the Water Magic, head to (13, 13) on the map, and enter the hole. Talk to the lady, and go to the other side of the stairs (just walk on them). Then, go three screens left, and one screen up to find the eighth maze.

Maze 8:

Follow the maze up to the top. Then, go left, and fight the mini-boss (a green giant). Continue left to the room marked T4 and take the transporter. Push the buttons in both the room you land are transported to, and the room to the right, then continue back to the room marked T2. Take that transporter, and you will be in the upper right corner of the maze, one square above the place you were before. Go to the left to pick up the **Thieves Key** (have to push a button in the other room, first), then take the transporter back to the room that you came from. Once back there, go up, and one screen left to the room marked T3. Take the transporter to the upper left corner. Go up to face the boss. Once the boss has been defeated, go down one screen, and to the right to the room marked T4. This will take you back to one screen right from the entrance! Exit the maze and save.

Once the eighth maze has been completed, head to (12, 4) on the map and use the bell. Then, head to (12, 2) on the map to find the ninth maze.

Start off by going right, and all the way up to the top T2. Once up at the top, head left and fight the red giant mini-boss. Continue past the boss left, and you will be in a screen with 5 chests in it. Search the chest all the way on the left, and you will find the **Balloon**. Once you have the balloon, go back to T2, and take the transporter. Go up, and push the left flame in that room to open the door on the right. Take the door on the right into the next room. Push the right flame in this room, then exit the room to the left, and the door above you will be open. This door leads to the boss. To defeat the boss, walk around him, while using the first magic to hit him. Continuously move around shooting the guy. You will get hit by his boomerang, so just do your best to avoid it.

Once the ninth maze has been completed, head back to (13, 14) (where you got the Fire Magic) on the map, and talk to the lady again. She will power up your Fire Magic, and tell you some information. Once you have that powered up, head to (12, 8) on the map, and an earthquake will happen, causing the wall on the left to open up to the last maze (maze 10).

Start off by going two squares up, and push the left button. Then go back down and back around to that room (the top part), and go left. Take the transporter marked T1, then go one room right, and take T3. Once in that room, go down and to the right to T4, and go one screen left. Push the button in this screen, and T4 will appear. Go right and take the transporter. Once there, go down and push the right button to get the door on the right to open. Then, go back up and to the left, then down and to the right. Continue to the right, and then up into a room with a mini-boss (Red Magician) in it. Defeat the boss, then go right to find the screen with 5 chests in it. Search the chest in the upper left corner to find the **Golden Axe**. Once you have the Golden Axe, go out and save.

Once back in the maze, proceed to T2 on the map. Then, go down all the way to the bottom of the maze, and go one screen right, and one screen up (into T5). Then, go one screen right, push the right flame in this room, and then go back to T5 (by the LONG way) and take the transporter. Head to room T6 (from the top entrance), and push the right flame. Then, go back up, left, down and then right to T6. Take the transporter. Go right, and down. Then right and up to the boss! To defeat **Death Adder**, constantly run around him, hitting him when you can. You should have a full life meter (if you don't, use the Water Magic), and an apple! He is tough, so be prepared for the fight of the game.

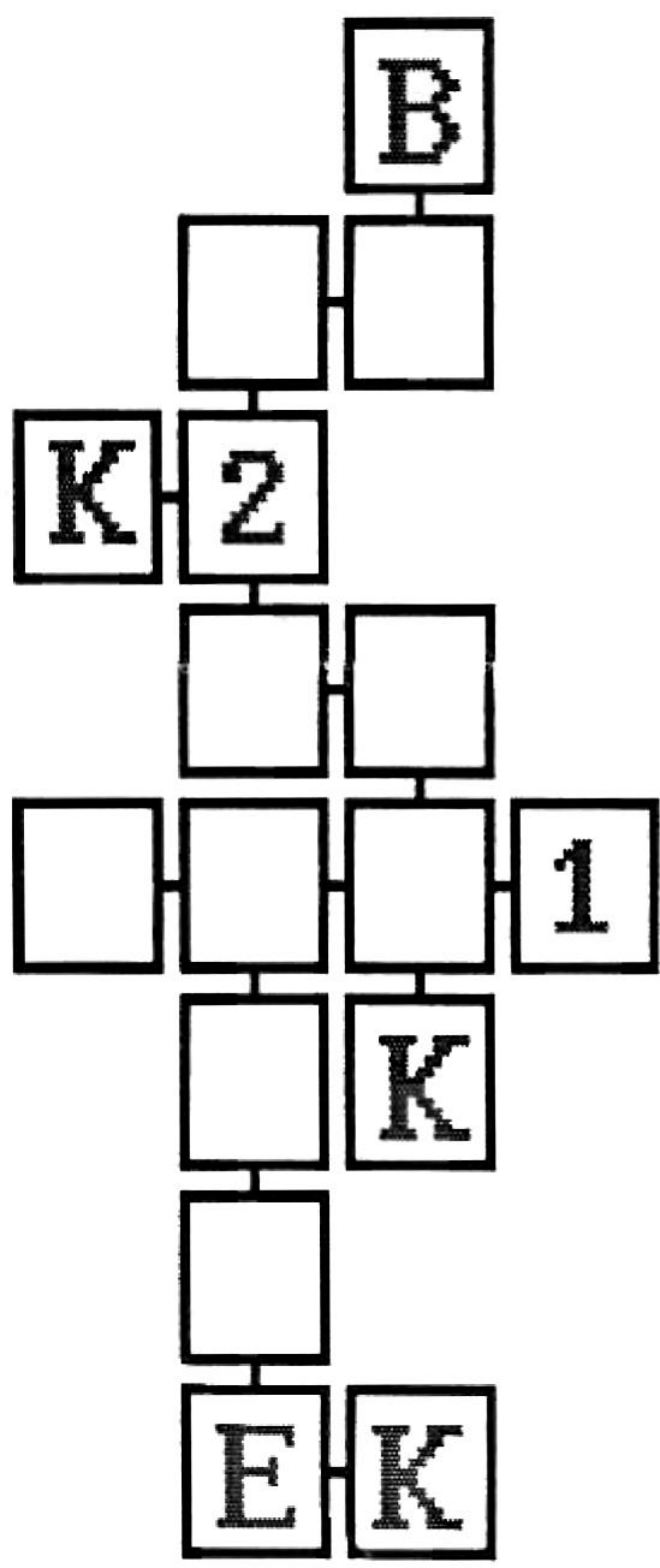
Golden Axe Warrior World Map

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
15	4	I	0	G	R	0	-	0	H	0	C1	7	0	H	0	15
14	0	A	T	m	0	I	0	B*	0	8	0	0	3*	0	T	14
13	I	0	P	I	S	0	C3	0	0	0	0	I	C1	0	I	13
12	-	I	0	+	0	0	0	0	0	5	I	0	C*	0	S	12
11	A*	0	A	S	-	T	0	T	0	0	0	+	G	+	S	11
10	+	0	3	0	I	-	0	0	0	0	0*	0	0	C2	0	10
9	0	S	S	0	0	I	I	D	0	0	0	m	0	+	0	9
8	+	-	I	0	0	0	I	C3	0	10	0	6	I	S	+	8
7	-	I	S	0	T	E	C2	0	0	0	0	0	0	0	+	7
6	0	+	-	2*	0	S	+	G	0	0	4*	I	+	R	0	6
5	0	E*	0	I	-	+	I	0	S	1	0	I	0	+	0	5
4	P	0	0	m	0	I	0	T	0	H	0	0	0	I	T	4
3	0	0	0	0	+	A	2	S	0	0	I	+	m	-	G	3
2	0	0	+	0	-	m	1*	+	0	0	0	9	P	0	+	2
1	T	-	S	0	+	R	-	0	0	S	A	I	S	0	T	1
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	

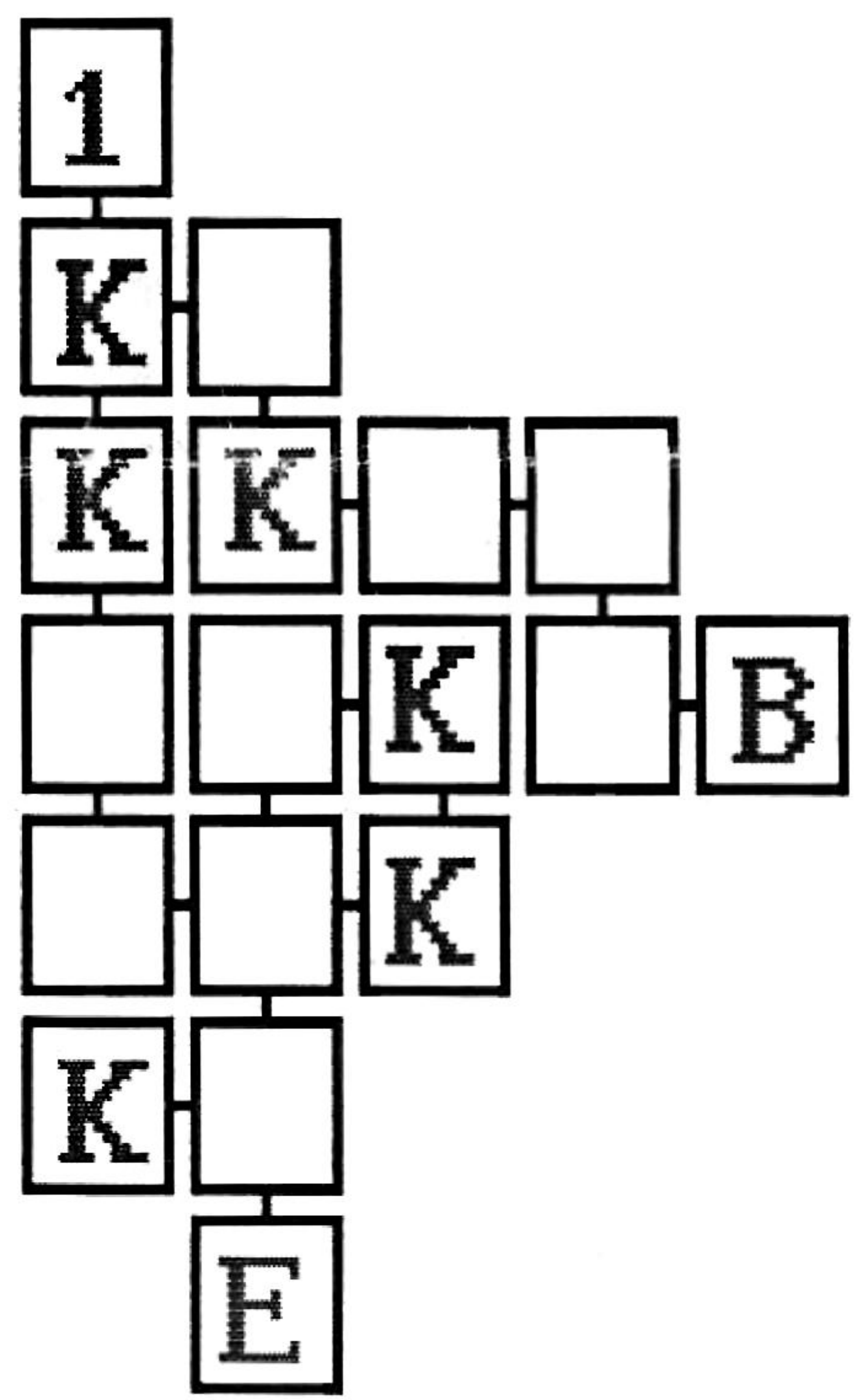
Golden Axe Warrior Maze Map Key

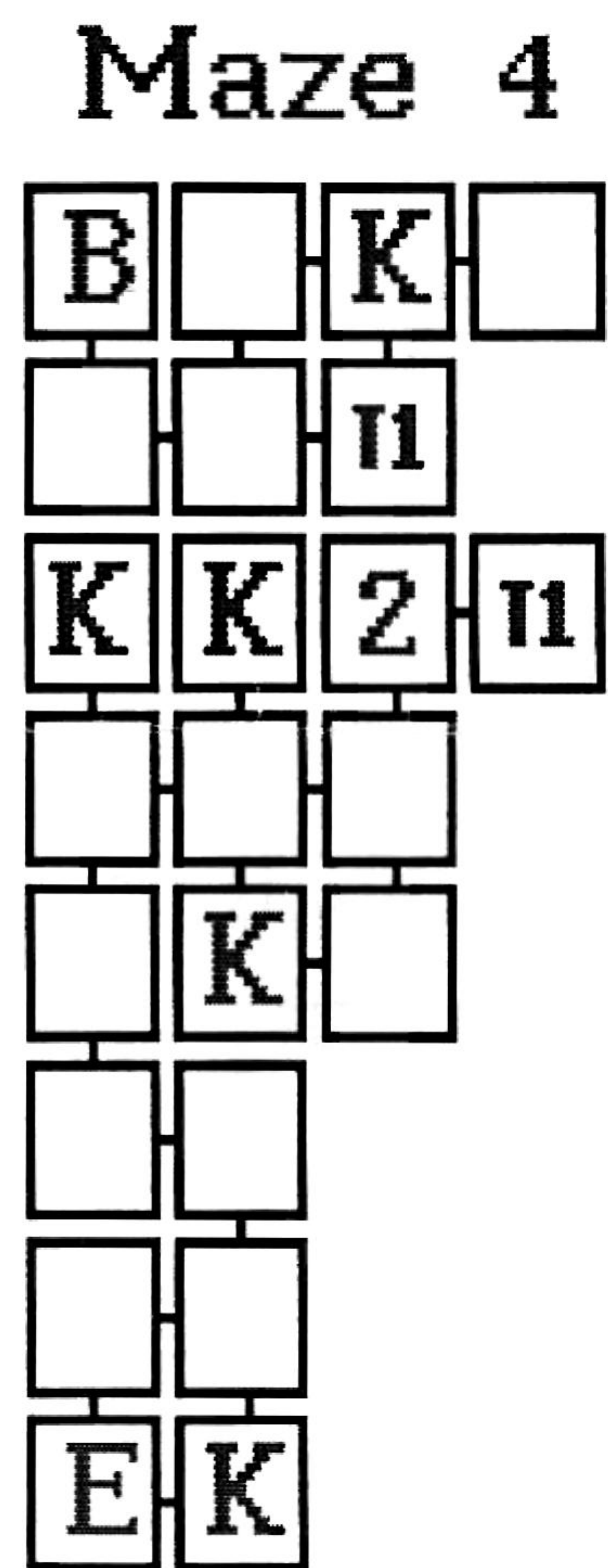
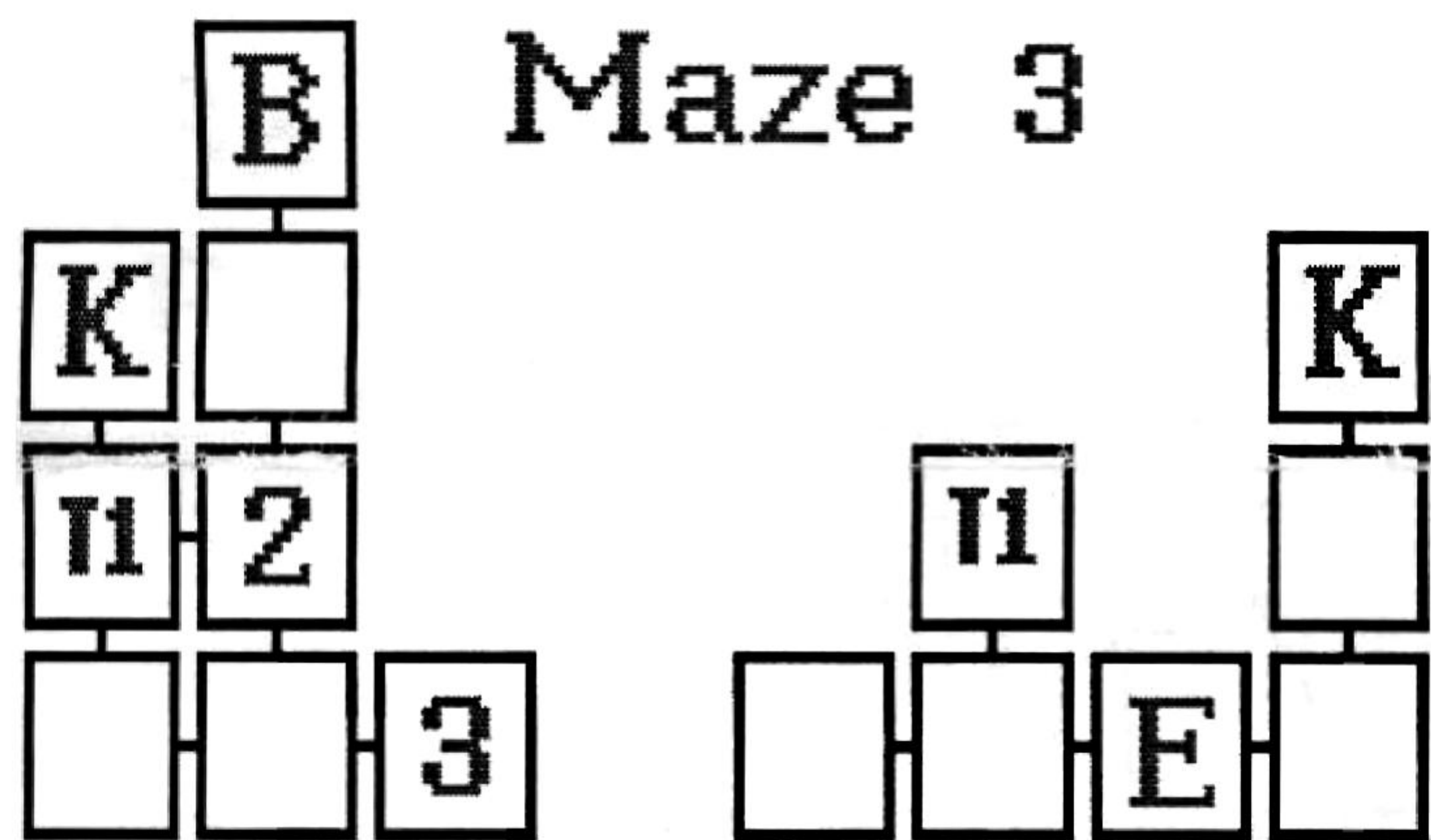
- B=** Boss room.
- E=** Entrance/Exit
- K=** Room with a key in it.
- t#=** Transporter to another t#.
- #=** Room with an item in it.

Maze 1

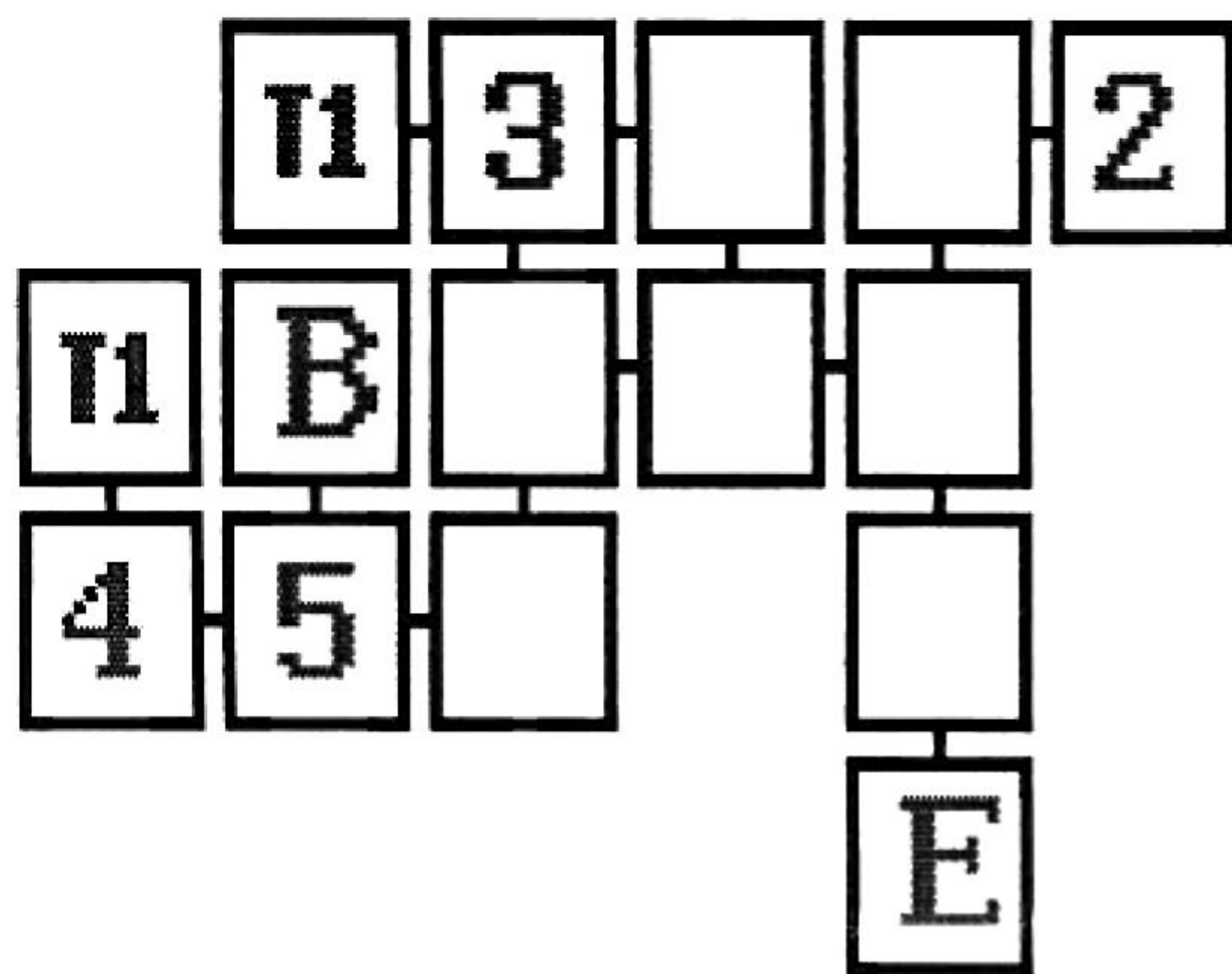


Maze 2





Maze 5



Maze 6

