

GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

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GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM



AX BATTLE™
A LEGEND OF GOLDEN AXE
SEGA™

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Ax Battler* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Ax Battler* Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Ax Battler* is for one player only.



Recapture the Golden Axe

The world was growing grimmer and grimmer and no one seemed able to stop the impending darkness. Death Adder's forces were spreading further and further over the countryside. The situation was so bad that people could hardly travel outside of their towns anymore. Finally, the Golden Axe that gives power to rule the world was stolen from its hiding place in Firewood Castle.

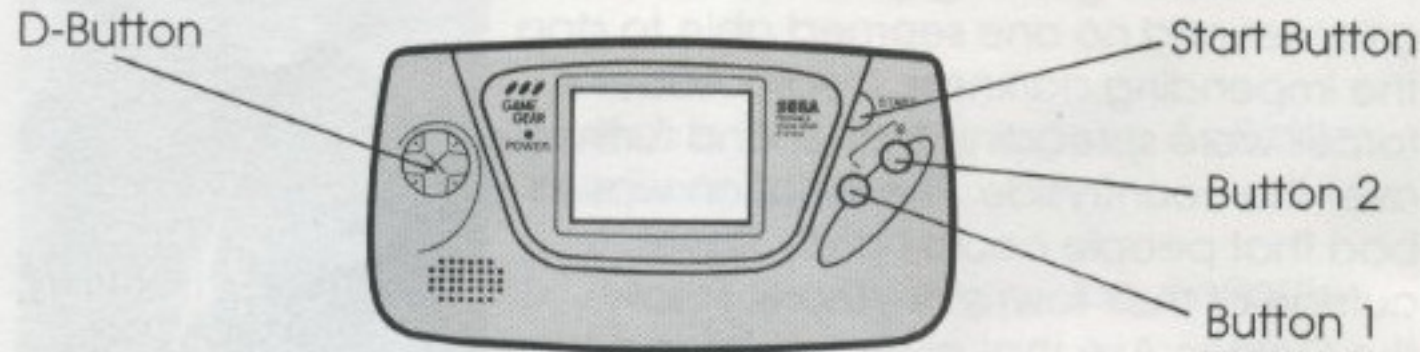


The Golden Axe's magical powers were so great that whoever owned the axe, whether good or evil, could rule the world. The axe was stolen by the worst villain imaginable; Death Adder.

The king of Firewood must find some way to win back the axe or face seeing the world fall into decay and darkness. The thought of seeing the world overrun by Death Adder's army was more than the king could bear. He must send a warrior brave enough to fight Death Adder's followers and Death Adder himself.

The king found the only warrior with a chance of success. That warrior was Ax Battler.

Take Control!



D-Button

- Press to move Ax Battler north, south, east or west in map scenes and town scenes.
- Press left or right in action scenes to move Ax Battler in those directions.
- Press down in action scenes to make Ax Battler crouch.
- Press to make a selection in the New Game/Continue screen.
- Press to select letters in the Password screen.

Start Button

- Press to start new game.
- Press to enter password.
- Press to open the Status screen when in a map or town scene; press again to close the screen.
- Press to use magic in action scenes.
- Press to choose magic in the Status screen.

Button 2

- Press to open the Command window when in a map scene; press again to enter selection.
- Press to jump in action scenes.
- Press to speed up screen messages.

Button 1

- Press to close the Command window.
- Press to attack in action scenes.
- Press to speed up screen messages.

Getting Started

When the power switch is turned ON, a story screen appears. Read the story to find out about the Golden Axe or press the Start Button to scroll quickly through the story. Once the story screens are finished, the Title screen appears. Press the Start Button to open the New Game/Continue screen. If you do not press the Start Button for some time, a series of demonstration screens will appear. Press the Start Button to return to the Title screen.



New Game/Continue Screen

Press the D-Button up or down to select New Game or Continue and press the Start Button, Button 1 or Button 2 to enter your selection. Select New Game to start at the beginning or select Continue to open the Password screen.



Password Screen

Enter your password which you were given in a previous game to begin play from where you left off before. Select letters with the D-Button and press Button 1 or 2 to



enter your selections. Once all 16 letters have been entered, press Button 1 or 2 to begin play.

Note: Passwords are available in buildings with a "PW" sign.

Special Attack Skills

Ax Battler can learn special attack skills at training houses marked with a "TR" sign.

- **High Jump:** Press the D-Button up and Button 2 to jump higher.
- **Upper Swing:** Press the D-Button down and Button 1 to swing upward. This attack can only be used when Ax Battler is crouched.
- **Jump Swing:** Jump, then press the D-Button up and Button 1 to cut downward. This attack can also be used during jumps.
- **Super Swing:** Press the D-Button up and Button 1 to increase damage from your attack.
- **Jump Attack:** Press the D-Button down and Button 1 during a high jump to jab downward.
- **Run:** Press the D-Button left or right in rapid succession and keep it pressed to run in that direction.
- **Tackle:** Press Button 1 while Ax Battler is running to body-slam the enemy.

Note: These skills can only be used after they are learned at training houses.

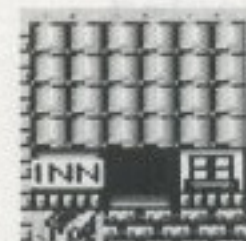
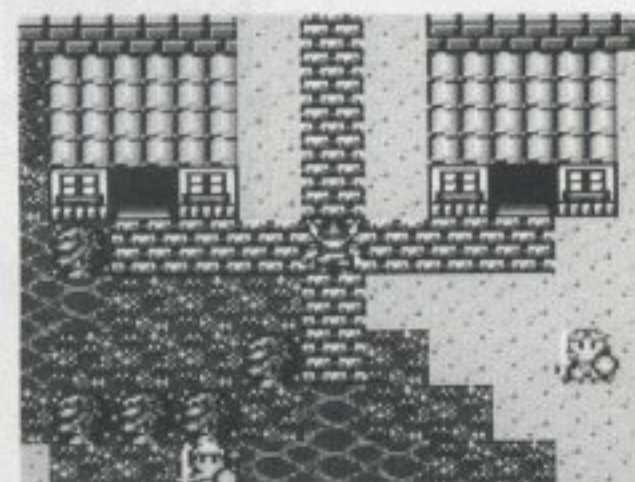
Map Scene

These are scenes which show Ax Battler's movement in the open field. He will encounter stray enemy warriors and must destroy them or sustain injury.

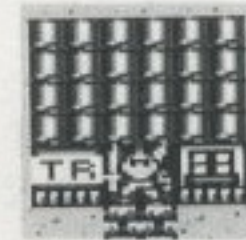


Town Scenes

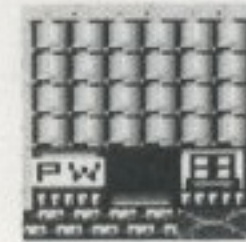
These are scenes which show Ax Battler's movements in towns. He can obtain various services in towns.



Inn: Ax Battler can rest to regain full vitality.



Training House: Ax Battler can learn special attack skills.



Password House: Ax Battler can learn the password to return directly to the same town in future adventures.

Status Screen

Press the Start Button during map scenes and town scenes to open the Status screen.



1. **Vases:** Shows the number of vases Ax battler has collected.
2. **Life Gauge:** Shows Ax Battler's remaining vitality.
3. **Magic:** Shows the magic which will be used in action scenes. Press the D-Button up or down to select a different magic.
4. **Special Attack skills:** Shows the attack skills that Ax Battler has learned.

Command Window

Press Button 2 during map scenes to open the Command window.

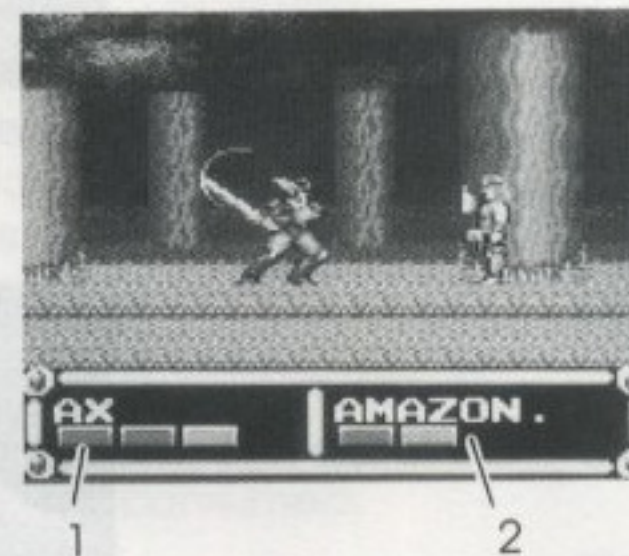


1. **Talk:** Allows Ax Battler to talk to whoever is immediately in the direction he is facing.
2. **Item:** Allows Ax Battler to use whatever items he has picked up. He will not be able to use them except where intended.
3. **Search:** Allows Ax Battler to search his immediate surroundings for items.

Action Screen

Action screens include fights with stray enemies in the open field and special landmarks filled with enemies.

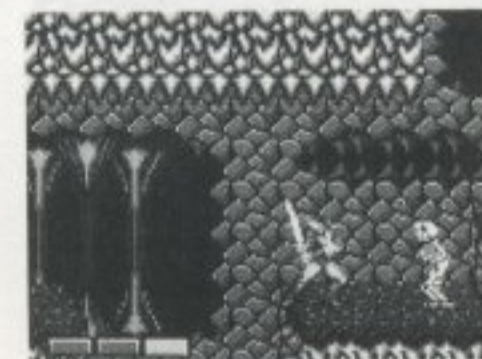
Stray Enemies



1. Ax's life gauge
2. Enemy's life gauge

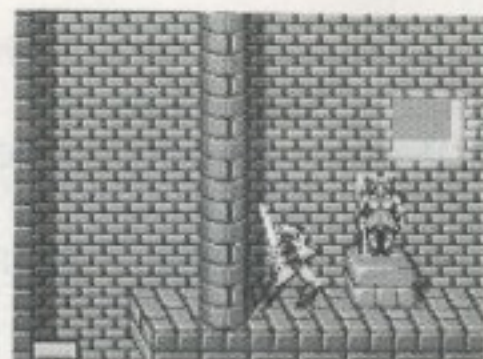
Special Landmarks

Spooky Cave

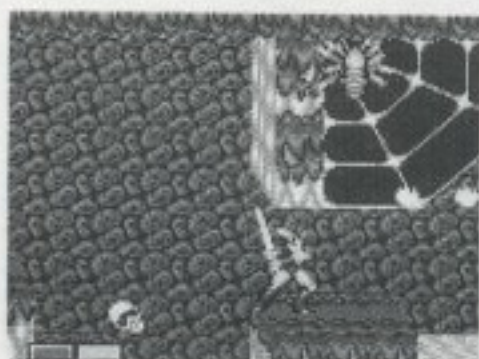




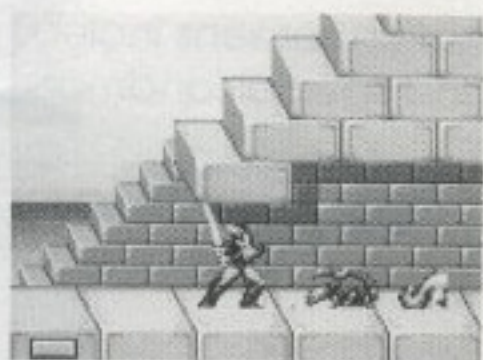
Peninsula Tower



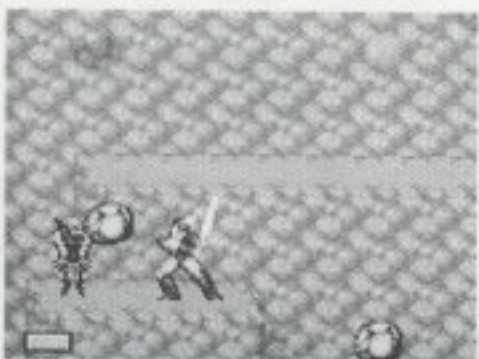
Turtle's Back



Death Pyramid



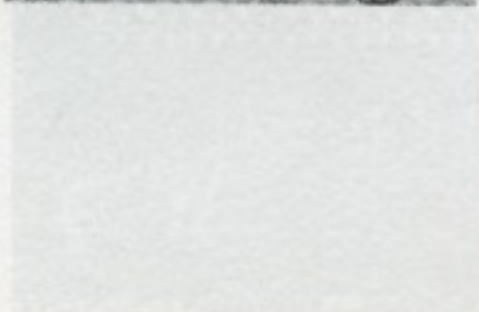
Evil Cave



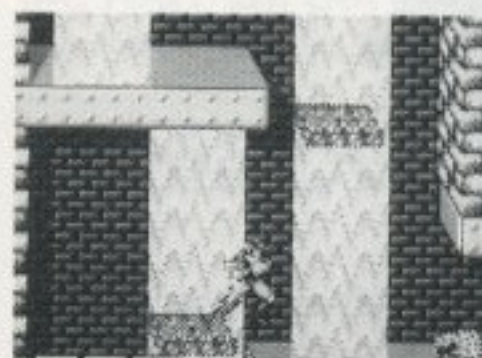
Maze Wood



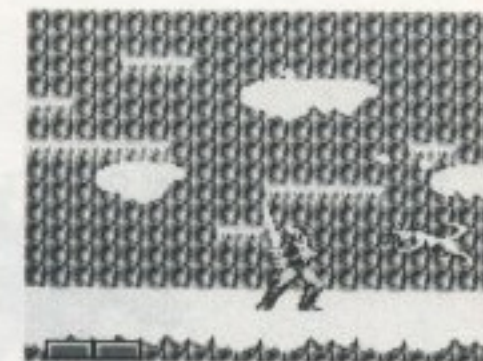
Gayn Mountain



Eagle's Back



Ice Cliffs



Death Adder's Castle

Magic

Ax Battler can use magic only in action scenes. Press the Start Button to use whichever type of magic is marked in the Status screen. Each time he uses magic, some of his vases are consumed. He can only use magic if he has enough vases. Ax Battler can use three types of magic.

Earth: This magic inflicts a low level of damage on all enemies on screen. Two vases are consumed.

Thunder: This magic inflicts a medium level of damage on enemies. Four vases are consumed.

Fire: This magic inflicts the most damage on enemies. Eight vases are consumed.

Enemies



1. Barbarian
2. Amazonas
3. Skeleton
4. Knight
5. Bad Brothers
6. Death Adder

Towns

Ax Battler can advance to new towns in the following sequence.

1. Firewood Castle
2. Firewood Town
3. Turtle Village
4. Sand Marrow
5. Holmstock
6. Brookhill
7. North Valley

Continue

To leave the game and return later to the place where you left off, you must get a password from the house with a "PW" sign in the last town that you advance to.

Game Over

Ax Battler's life gauge diminishes each time he is hit by an enemy. He loses consciousness when his life gauge reaches empty. He will wake up in the most recent town he visited and can choose whether or not to continue his adventures. Select Yes or No with the D-Button; then press the Start Button, Button 1 or Button 2 to enter your selection.

Helpful Hints

- Learn the attack patterns of your enemies so that you can anticipate their moves.
- Practice using special attack skills on weaker enemies so that you can use the skills naturally against stronger adversaries.
- Once you acquire an item, remember that you have the item so you don't miss the chance to use it.

MEMO

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.