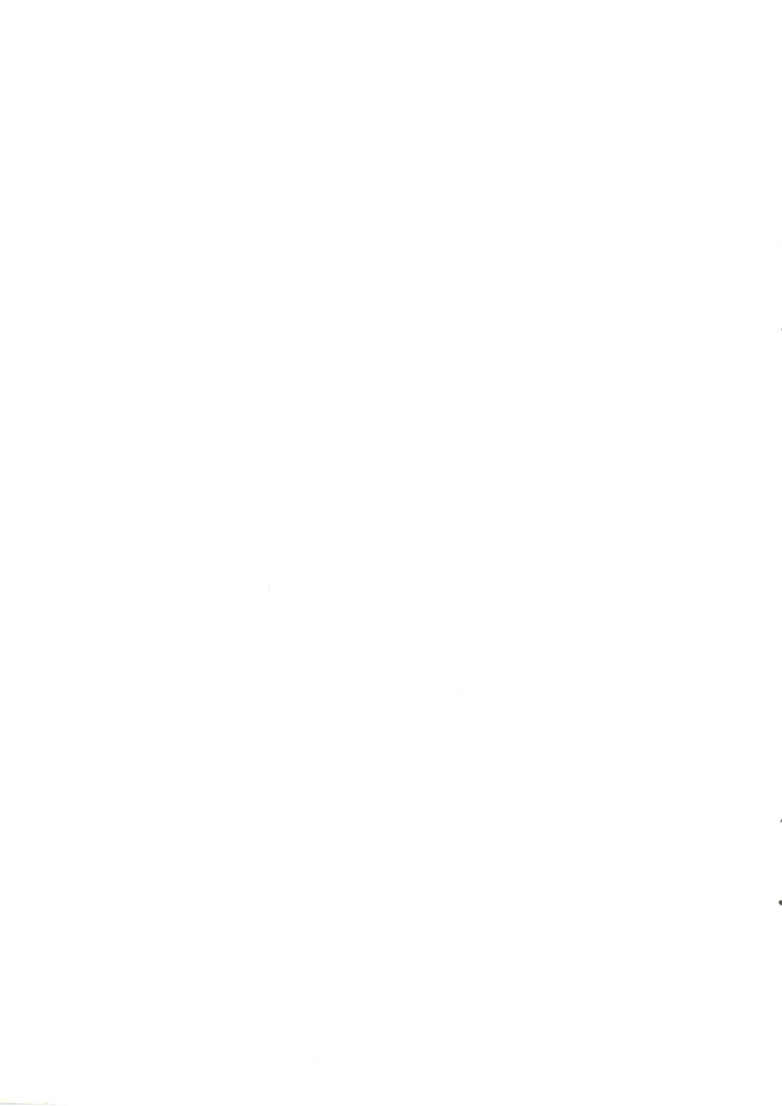


GOLDEN AXE WARRIOR



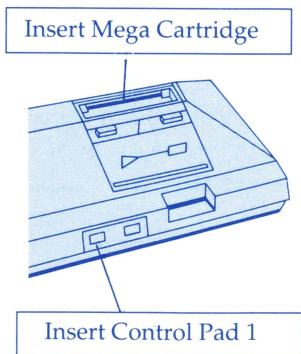


Starting Up

1. Set up your Sega Master System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Golden Axe Warrior cartridge into the Power Base.
3. Turn the power switch ON. In a few moments, the Golden Axe Warrior Title screen appears.
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: Golden Axe Warrior is for one player only.



To the one who has picked up this letter. . .

Time's running out! Someone has to destroy Death Adder, the evil giant, and put an end to his realm of darkness! I tried and went halfway, but failed. If you think you have what it takes – if you really are willing to risk everything, read on. . .

Death Adder has stolen the nine crystals – the crystals that warded off evil – from King Firewood and has hidden them in nine labyrinths that he has created. That fiend has already destroyed countless towns and villages. Many people have died, but some were fortunate enough to escape. Most of them are hiding – in the forests, mountains and deserts. I'm sure they will be able to give you valuable information and worthy advice. You'll need to do a little searching – like chop down a couple of trees or move some rocks – in order to meet them.

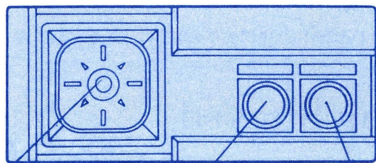
First you must collect the nine crystals. Then look for the Golden Axe, a gift from Thor's spirit of thunder. It's the only weapon that can put an end to Death Adder!

Good luck!

P.S. I've enclosed a little map that might help you.

Take Control!

To defeat Death Adder, learn the Control Pad button maneuvers before you embark on your journey.



Directional Button
(D-Button)

Button 1

Button 2

Directional Button (D-Button)

- Press to select a file on the Loading screen and on the Save Game Data screen.
- Press up, down, right or left to move in those directions.
- Press to select Continue or End on the Game Over screen.
- Press to select an item or weapon on the Status screen.
- Press to select New Game or Load Data on the Game Selection screen.
- Press up to go up to people to listen to what they say.

Button 1

- Press to view the Status screen. Press to return to the game screen.
- Press to cancel a selection.

Button 2

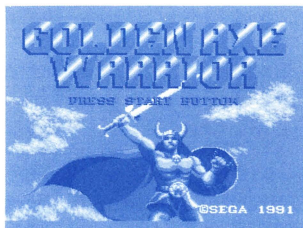
- When you are carrying a weapon, press to attack.
- When you have a magic scroll, press to use magic.
- When you have an item, press to use it.
- Press to confirm a selection.

Pause Button

- Press to pause during a game; press again to resume play.

Getting Started

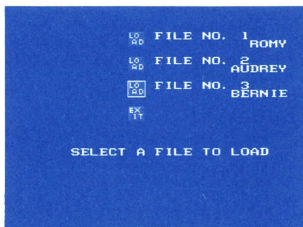
Read the story screens to find out about Firewood, Death Adder and the Golden Axe. (Or press Button 1 or 2 to skip the screens.) Press Button 1 or 2 on the Title screen to advance to the Game Selection screen.



On the Game Selection screen, select New Game to start a new game or select Load Data to view the Loading screen.

The Loading screen lists up to three games that you have already played and saved. Select a file you want and press Button 2 to start from where you left off.

To return to the Game Selection screen, press Button 1 or select Exit and press Button 2.



Entering Your Name



When you select New Game on the Game Selection screen, the Name Entry screen appears. For each space, press the D-Button to select the letter you want, then press Button 2 to enter it. If you wish to add a space in your name, select the thin line and enter.

If you need to make any changes, you must first move the cursor back to where you want to make the change(s). There are two ways to move the cursor. You can press Button 1 or you can select Back and press Button 2. Then enter the correct letters.

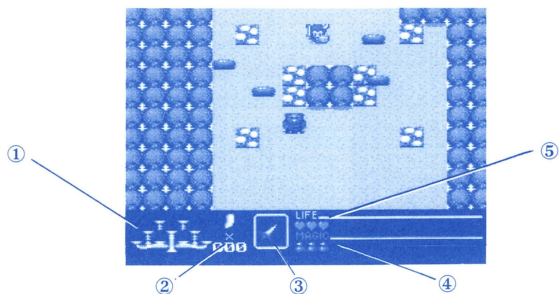
When you're through, select End and press Button 2 to start the game.

Keeping Track

All the vital information shows up on the bottom of the screen.

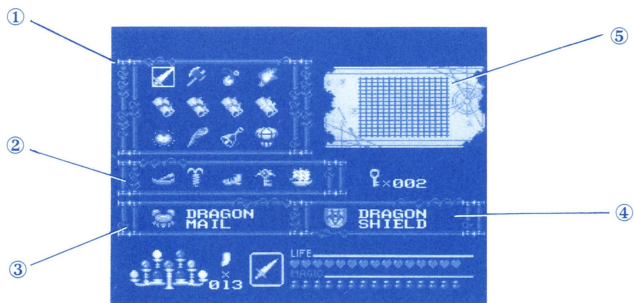
1. **Crystal Holders** Hold the crystals that you find.
2. **Horn Gauge** Shows the number of horns you have.
3. **Item Window** Shows what item or weapon you are carrying.
4. **Magic Gauge** Shows how much magic you have left.

5. Life Gauge Shows how much life you have left.



Status Screen

Additional information is listed on the Status screen. In order to see the Status screen during the game, press Button 1.



1. Items you have to select to use.
2. Items you can use as long as you have them.
3. The type of armor you are wearing.
4. The type of shield you are carrying.
5. The map that shows where you are. When you enter a labyrinth, the map of the labyrinth appears instead.

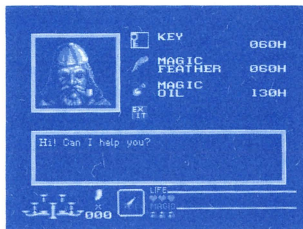
Visit the Sage

One of the keys to succeeding is saving your game data as often as you can. You'll meet Sages in towns and in hidden caves. They are the ones who have the mysterious power to save your game data. To save, select Yes on the screen. Then select one of the three files in which you wish to save your game data.

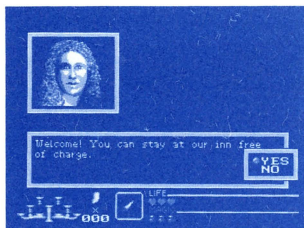


Be a Smart Shopper

You can buy items or weapons in the villages and also at hidden shops. Some shops are cheaper than the others. Unless you're rich, it's best to remember where the discount stores are.



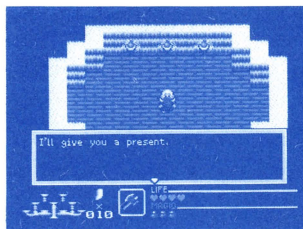
Get Some Rest



You won't get far without getting any rest. When you need to fill up the hearts in your Life Gauge, spend a night at one of the inns. Some inns are free and others are expensive.

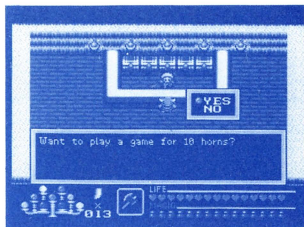
Money!

You can't buy anything unless you have Horns – the currency used in the three continents. You'll earn them as you destroy Death Adder's beasts. You'll occasionally meet generous people who will make your day. Beware – some of them may turn out to be thieves!



Test Your Luck

How about a game of cards? You'll walk into several casinos during your journey. If you're really lucky you may win a fortune!



Your Valuable Gear

There are various pieces of equipment that you will pick up along the way. (You will find many other items that are not listed here.) Some will be given to you and some can be bought.

Weapons



Short Sword is the weapon you have when you begin the game. You can only go so far with this.



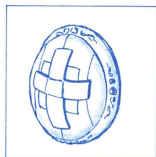
Battle Axe can chop down trees and can also be used to attack enemies.



Long Sword is more powerful than the Short Sword. The steel blade is long enough to stab enemies from behind columns and bushes.

Shields

Small Shield Is the round, wooden shield you have when you begin the game.



Knight Shield Gives you more protection than the Small Shield and also is a beautiful piece of art.

Armor

Chain Mail Is what you are wearing when you begin the game.

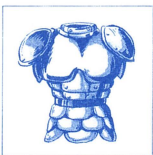
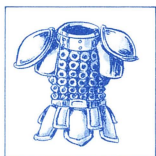
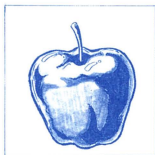


Plate Mail Is made from special steel and offers you more protection than the Chain Mail.

Items of Magic

Magic Oil Is carried around in a leather pouch. It lubricates your armor when it's rusted. (Your armor will flash when it is rusty.)





Golden Apple Fills up the hearts on the Life Gauge. Some people call this the "miracle fruit."

Magic Feather Takes you back to where you have saved your game data. It comes in handy when you have gone up a level but don't have enough life to go back to the Sage to save your data. You cannot use this in the labyrinths.



Ice Bell Is a magic bell which can work wonders. Try using it whenever possible. You can use this repeatedly.

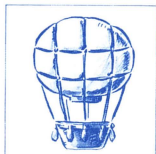
Transports

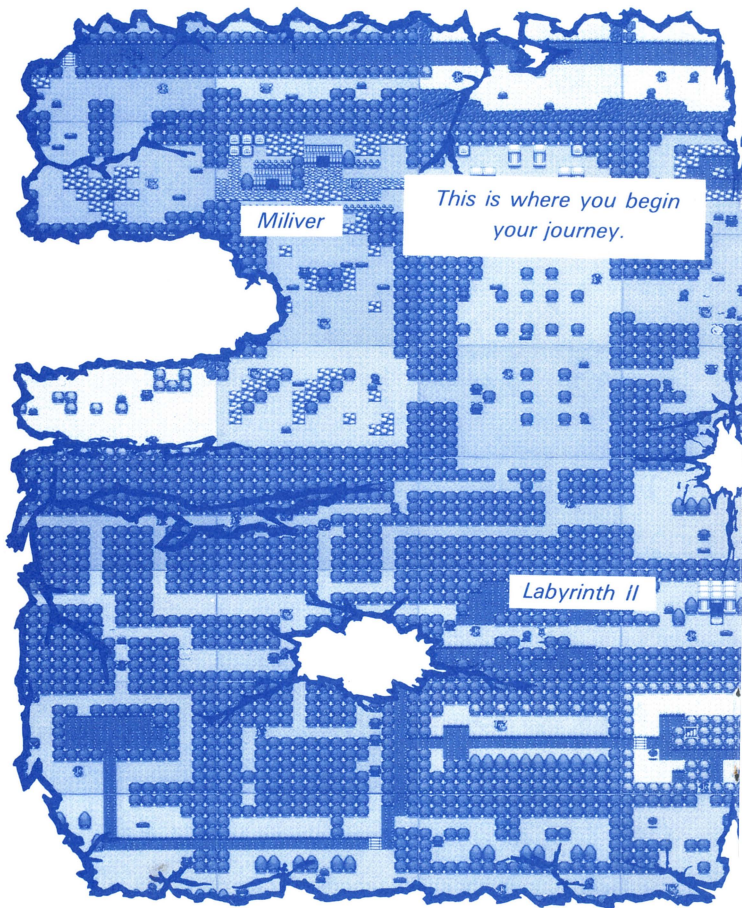
Canoe Allows you to travel on the river.



Ship Allows you to sail the seas to other continents. When you're traveling by ship, you can attack enemies by pressing Button 2. You can only launch your ship from a dock.

Magic Balloon Gives you a bird's eye view of the world. You can check where you are on this map.

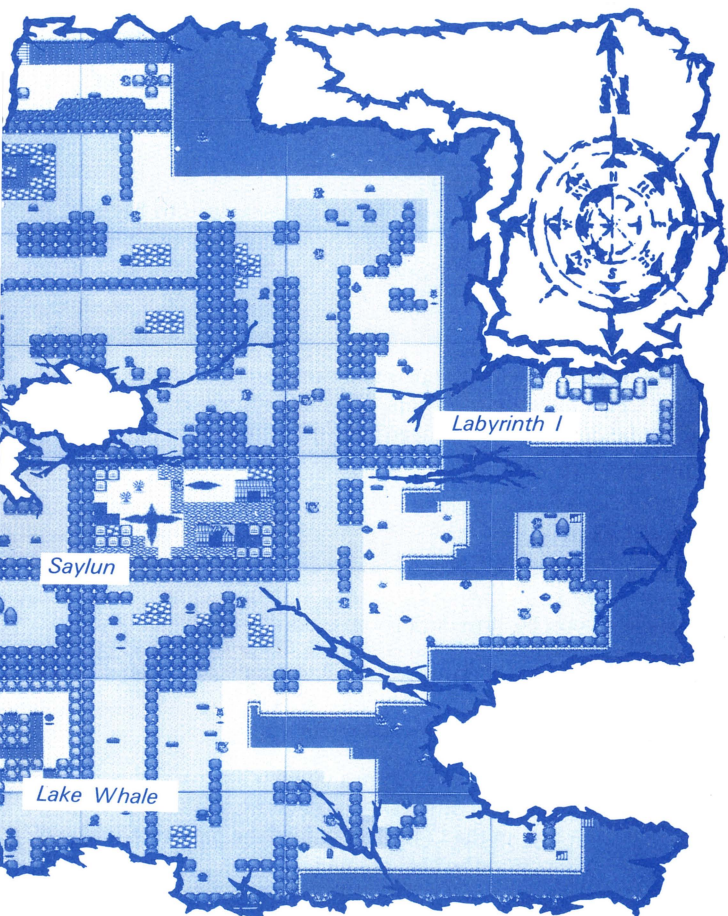




Miliver

*This is where you begin
your journey.*

Labyrinth II



Magic Scrolls

Thunder Magic Scroll (Blue)

Thunder Magic can be used to attack enemies from a distance. If you have one full Magic Pot, you can use this magic three times.



Earth Magic Scroll (Green)

Earth Magic can be used to break certain rocks and to freeze enemies for a short period of time. If you have one full Magic Pot, you can use this magic once.

Fire Magic Scroll (Red)

Fire Magic can inflict damage on all the monsters on the screen. Certain strong monsters will sustain some damage but will not be destroyed. You need four full Magic Pots to use this magic once.

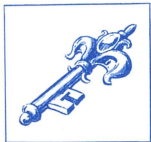
Other Items

Torch Gives you light in dark rooms. You can use this repeatedly.



Magic Rope Allows you to climb and descend certain cliffs. When you come to a cliff, press up on the D-Button to find the path that leads you to the higher level.

Small Key Opens locked doors to rooms in the labyrinths. You can buy these at the shops or take them from monsters that you have destroyed.



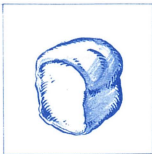
Thief's Key Opens locked doors to rooms in the labyrinths. You can use this repeatedly.



Speed Shoes Make you walk faster.

Other Important Items

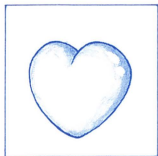
The following items will appear throughout the game. They can appear after defeating an enemy, they can be given to you by friendly people, or they can be purchased at a store.



Bread Fills up one heart on the Life Gauge. It appears when you destroy an enemy. If you pick this up when all your Hearts are filled, nothing happens.

Meat Fills up three hearts on the Life Gauge. It appears when you destroy an enemy and also can be bought. If you pick this up when all your Hearts are filled, nothing happens.





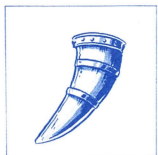
Heart Adds an extra heart to the Life Gauge. When you get this from a Sage, the empty hearts on the Life Gauge fill up.

Magic Pot Will fill one of your empty pots if it is picked up after defeating a monster. It will add an extra pot to your Magic Gauge, if it is purchased at a store.



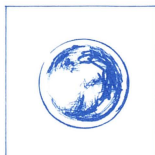
Hourglass Grabbing this freezes the monsters for a period of time.

Yellow Horn Adds one horn to the Horn Gauge.

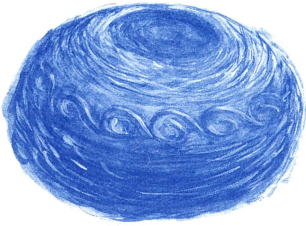


Blue Horn Adds five horns to the Horn Gauge.

Crystal Collect all nine of these and destroy Death Adder!



The Bestiary



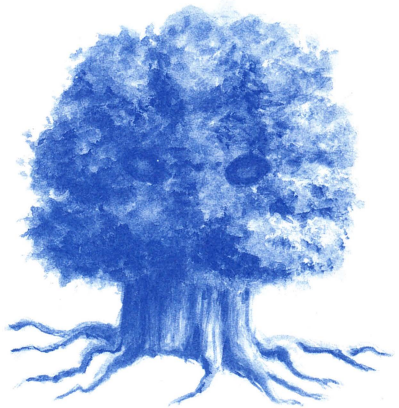
Globus



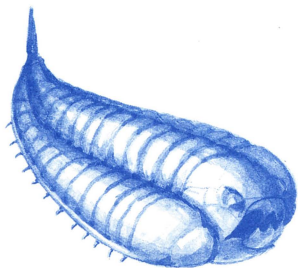
Hornet



Desert Cap



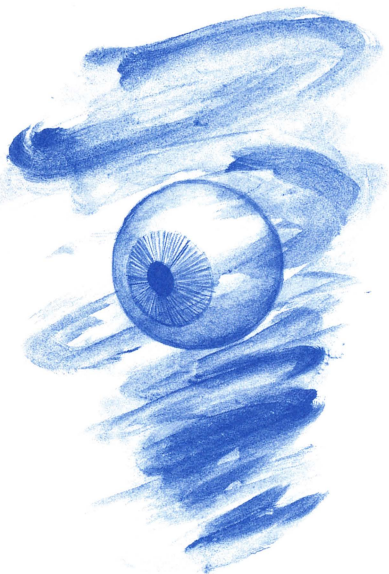
Bushbeast



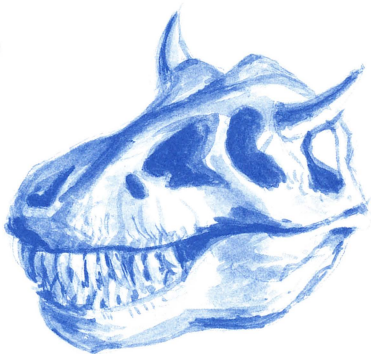
Sandworm



Boulder



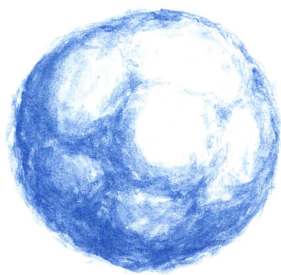
Twisters



Skull



Flying Mirror



Snowball



Snoutman



Flying Fish



Sea Dragon



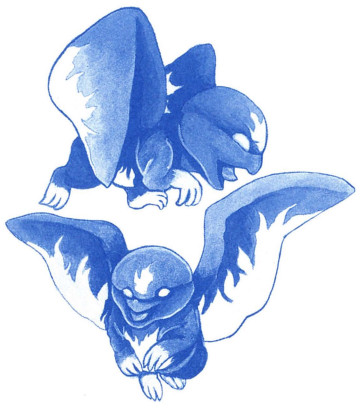
Scorpion



Rockhead



Dweepie



Fire Goblin



Dark Soldier

Game Over and Continue

When your Life Gauge becomes empty, the Game Over screen appears. Select Continue and press Button 2 to continue play from the last place you saved your game data. You resume the game with three full hearts, three full magic pots and a fraction of the number of horns you had before the game was over.

When you're in one of the labyrinths and your Life Gauge becomes empty, you can continue from the entrance of the labyrinth.

To end the game, select End and press Button 2.

Survival Tips

- Learn when to use your sword and when to use your axe.
- Go back to places you've already searched and visit people that you've already met. You may gain new information or find a lucky surprise!
- There are many ways to open the locked doors in the labyrinths. Try everything and anything – there's always a way out.
- Search everywhere for secret caves and shortcuts.
- Make a map of your own on a piece of graph paper to mark where you've been and what you've found.
- Save your game as often as possible. You may not have the strength to defeat what lurks ahead.
- Explore every area completely. Chop down every tree and destroy every rock.
- Talk to everybody you encounter along your journey. The people of Firewood, Nendoria and Altorulia are friendly and they will offer important advice.
- Make sure every dungeon is searched completely. An unsearched room may hold the key to completing your monumental task.

 memo 

HANDLING THE MEGA CARTRIDGE

The MEGA CARTRIDGE is intended exclusively for the SEGA MASTER SYSTEM.

For Proper Usage

- ① Do not immerse in water.
- ② Do not bend.
- ③ Do not subject to any violent impact.
- ④ Do not expose to direct sunlight.
- ⑤ Do not damage or disfigure.
- ⑥ Do not place near any high-temperature source.
- ⑦ Do not expose to liquids such as thinner or benzene.



- When wet, dry completely before using.
- To clean, carefully wipe with a soft cloth dipped in soap water.
- Put it in its case after use.
- *Be sure to take an occasional rest during extended play.*

