







The Genesis controller is fairly simple to understand thanks to the A,B,C layout. Not only can you customize the buttons in the game menu, but most have primary functions that can easily be remembered by heart. The following section will detail the in-game controls, along with game basics such as items, each of the characters, and enemies you will encounter during the game.

KEY representation for each button:

A = A button (black)  
B = B button (black)  
C = C button (black)  
Control Pad = directional pad (black)  
START = start button (gray)

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/Menu Controls/

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Up/Down - moves cursor in mode selection screen  
Left/Right - changes settings in options menu, selects player  
A/B/C - test sounds in options menu  
START - bypass opening screens

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/Battle Controls/

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Control Pad - moves character in designated direction, includes diagonals  
A - uses magic, hold down to charge  
B - attacks, uses physical weapon, or close range attack  
C - jumps

- Using magic requires that you have gathered "spell books", or have a special blue bar located in the lower left corner. The bar will continue to extend if you gather any more spell books along the way in the game. Holding down the button will cause the magic meter to power up. Holding it down longer causes for higher level spells to be cast, but also uses more spellbooks at the same time. Pay close attention while using magic in battles.

- Depending on how far the enemy is from you, the attack may change to a different battle animation. If the enemy is within range, you will stab or slice them. If they're close, your character may bash them with the end of their weapon handle. If you're right on top of them, you may be able to pick them up, and toss them like a suplex. Finally, at a certain range, you may kick the enemy in front of you.

- Tossing an enemy is similar to tossing a projectile. You can knock down other opponents by correctly aiming and tossing an opponent in their general direction. Great for taking down 2 birds with one stone.

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/Special Moves/

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B + C - performs character's special move, unlimited uses  
C + B - performs a jump, has your character slice downward  
control pad (2x) - character dashes, press twice in one direction  
control pad (2x) + B - has character perform a charging move  
control pad (2x) + C - jumps higher/further  
control pad (2x) + C + B - performs a high downward slash, more power

- Most character special moves usually have a delay before being performed. Only use them in dire situations, but don't use them as often as necessary.

Being surrounded doesn't necessarily require their use. You can usually take less damage by simply doing simple slash/attack combos, rather than a special move. Ax-Battler performs a forward slash, then a jumping slash at the opponent behind him. Tyris-Flare does a back flip attack that hurts all opponents in a 360 degree circle. Finally, Gilius Thunderhead does a spinning kick by mounting his axe into the ground, then using it as a boost.

- Get use to dashing in the game. Press the control pad twice in one direction. You'll be using several dash-worthy moves to get out of sticky situations. Ax-Battler performs a running shoulder slam. Tyris-Flare performs a jump kick. Finally, Gilius Thunderhead performs a flying headbutt.

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/Characters/

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These are the primary people you will use throughout the game to guide you along your journey. You may only use one of the 3 on your journey, but each have characteristics that set them apart from the others. Choose wisely. As a thumb of recommendation, Gilius Thunderhead (the Dwarf) best suits new players. He has the widest attack range, which should provide useful for those who are just starting out in the game. Ratings are based on a one to five star scale.

- Any extra blocks in the magic bar add one damage to the previous spell. If you charged your magic block right before the level 2 spell (like in the Barbarian's magic bar below), one damage would be added on to the level 1 spell.

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==(\*)== Ax-Battler (Barbarian) ==(\*)==

- Pretty much the meathead out of the entire group. Strongest of all available characters. Wiields a two-handed sword, and uses brute strength to surpass his enemies. Has medium range, and utilizes the power of wind/tornados to do his bidding. Wears a blue outfit.

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// RATINGS	\\_____	"MAGIC BAR"	[SPELLS]
=====	@@@@@	_____	
Attack	****	1   2 3 4	Level 1: Mini tornados spin across the screen
Range	***	-----	
Magic	***		Level 2: Small tornados wrap and suck in all enemies on the screen;
Special	*	-----	enemies are then tossed into a giant tornado, placed onto his arms, and then slammed into the ground
\\=====	@@@@@		Level 3: A giant tornado shoots out rapid fire wind patterns
			Level 4: Two gigantic tornados wipe out everything on screen

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==(\*)== Gilius Thunderhead (Dwarf) ==(\*)==

- Don't let this short man be underestimated. Gilius is one of the most wide ranged attackers in the game. He uses a giant two-handed axe to strike down opponents before him, and has a fairly useful special move. Worst magic user though. Utilizes powers of giant stones as his magical attack. Wears a green outfit.

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// RATINGS \ \_____ "MAGIC BAR" [SPELLS]
||=====||@@@@@|
||Attack ||*** | |1|2| |3| Level 1: Small stones fall from above
||Range ||*****| |-----|
||Magic ||* | | | | | Level 2: Large stones fall from above
||Special ||**** | |-----|
\ \=====||@@@@@| Level 3: Hundreds of stones fly back
and forth across the screen

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==(\*)== Tyris-Flare (Amazon) ==(\*)==

- One of the most diligent magic users in the game. Quick and agile when it comes to dashing and speed. Unfortunately, lacks physical attack power and range. Thankfully though, this is made up with excellent magic spells. Too bad they couldn't be casted more often. Uses fire magic to do her bidding. Wears a red outfit throughout the game.

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// RATINGS \ \_____ "MAGIC BAR" [SPELLS]
||=====||@@@@@|
||Attack ||** | |1| | |2|3|4|5|6| Level 1: Small firebirds form
||Range ||* | |-----| together, and attack each
||Magic ||*****| | | | | | | | | enemy on screen
||Special ||*****| |-----|
\ \=====||@@@@@| Level 2: Flaming pillars shoot up
from the bottom of the
screen

Level 3: Fireballs dance across the
screen

Level 4: A waterfall of fire rises
upward

Level 5: A flying phoenix appears on
screen

Level 6: A giant dragon spurts out a
huge wave of flames

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### /Interface/

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There are only a few things that actually monitor your status in Golden Axe II. Most of them are basic elements that are easy to understand, yet complex enough to add a strategic element to the game.

[1] Magic - throughout the game, you'll come across several special wizard enemies. Whenever you hit them, they'll drop a magic book which can be collected by your character. Each time you pick up a book, it adds one block to your current magic meter. Collecting more books, and building up your magic allows you to cast higher level spells. View the character profiles above to see the magic capacity of each character. The magic bar is located in the lower left corner with numbers, and a red background.

[2] Life Gauge - Every time you're hit by an enemy blow, you will take internal damage. Once you lose 8 "hit points", one of your life bars will decrease by one column. Once your

bars have all decreased, you'll lose a life. Once all lives have been used, you are forced to use a continue. This is located to the right of the magic bar, and has blue bars representing life.

[3] Lives Remaining - Your character always starts out with 3 lives. You may see how many lives you currently have by looking for a giant number to the right of the life gauge.

[4] Character - Shows a face dictating who your current character is.

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#### /Bonus Stage/

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After each level in the game, there's a featured "bonus" round that permits you to refill your character's status. Your character is always shown sleeping by a camp fire. Suddenly, small creatures/bugs will crawl across the screen, and try to sneak by without you noticing. This is where the action takes place. You must strike the opponents as many times as possible to knock certain items out of them. Various items include:

- + Meat (replenishes health bar)
- + Bread (replenishes health bar)
- + Magic Book (adds a block to your magic bar)

- Sometimes the creatures will steal an extra stash of books next to your character (happens to Tyris-Flare quite often). Make sure you attack the same wizard who attempted to steal those items to regain your stolen inventory.

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#### /Bizarrians/

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When the going gets tough, we always have our faithful inhabitants on the planet to help us. During Golden Axe II, you'll come across three different creatures that can assist (or hassle) your journey. They're basically creatures that your enemies have domesticated for combat. You'll come across three different kinds:

- + Chicken Leg - looks like a small rhinoceros, attacks with tail
- + Green Dragon - green version of a dragon, attacks with hind legs
- + Fire Dragon - red version of a dragon, attacks with fire

- Each of the creatures also possess a rushing skill similar to the 3 main characters in the game. Dash like you would, and press B to perform the creature's dashing ability.

- To steal a bizarrian, simply knock an enemy off of one during combat. Then, walk over to jump aboard. You are exposed to attacks when boarding one, so be careful.

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#### /Enemies/

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The entire adventure of Golden Axe II is filled with various creatures and monsters that must be engaged with. All of your combat takes place against opposing enemies, and they're the only true threat preventing you from taking back the Golden Axe artifact. Each stage is filled with several bad guys that will attempt to kill you in the name of Dark Guld. At the end of each stage is a boss battle, or usually a special enemy that is more difficult than the rest. You may also come across boss battles that involve multiple numbers of

souped-up minions. Either way, this section will briefly describe each creature, along with ratings. Boss strategies can be found in the actual walkthrough.

#### >&/\&< Goblins >&/\&<

- Pretty much the typical cannon fodder in all of Golden Axe II. These enemies are weak, not very strong, and only have basic combos. Most of their attacks consist of physical swings, although they are provoked to charge and attack if there is distance between their opponent. Most goblins wear light garments, and have helmets shielding their faces. They're also equipped with claws, two-handed clubs, or basic weaponry.

DIFFICULTY: \*

#### >&/\&< Wizards >&/\&<

- One of the more useful enemies you'll encounter in the game. They're small minions who shield their faces with foreign colored robes. Their wisest choice of attack involves a brief charging period where they shoot forth a small magic ball of energy. They also have a staff which can be used for physical attacks. Wizards always drop at least one magic book if they are knocked to the ground by your character. Pick up these books to increase your magic power. Wizards are puny, weak, and have slow reaction times.

DIFFICULTY: \*

#### >&/\&< Dogbeast >&/\&<

- One of the major bosses in the game who eventually turns into more of a mini-boss. Looks like a creature with a dog face, and has a giant spiked mace resting on his shoulder. Has a mighty front-aimed bashing blow that has extreme range. Vulnerable to dashing attacks, or a quick diagonal strafe.

DIFFICULTY: \*\*\*

#### >&/\&< Skeletons >&/\&<

- One of the slightly harder enemies in the game. These are basically skeletons equipped with scythes and shields. They have a pale white look that resembles their lifeless form. Often attacks with a quick slashing combo. Weak life bar though.

DIFFICULTY: \*\*

#### >&/\&< Neo Skeletons >&/\&<

- A tougher and faster version of the original skeleton. Most neo skeletons often appear in various colors (black, orange, purple). Their distinguishable look should not be confused. These foes are fast, have excellent reaction speeds, and also can perform damaging dashing attacks. Try to deal with them one at a time.

DIFFICULTY: \*\*\*\*

#### >&/\&< Lizards >&/\&<

- More of the less rare common enemies you'll face in the game. Lizards are the quickest of any character on the ground, and also have fast slashing attacks. Slow dashing speeds, but this makes up for their fierce attitude. Often found in groups with others. One of their most annoying attacks include a tail back whip.







grounds. Continue onward, and you'll finally meet your first Bizarrian of the game. Knock the wizard off of the Green Dragon, then mount on it, and use it against the rest of the minions on the level.

Cross the bridge, and keep attacking any goblins who attempt to ambush you. Continue up the hill by jumping up the ledges. You'll eventually reach a plain brown field. This is your first boss battle.

\*BOSS\* - Dogbeast with 3 enhanced goblins - \*BOSS\*

>> Start off by dealing with the three goblins who charge at you. They're slightly stronger than the ones you faced before, but not by much. If the dogbeast gets close to you, quickly turn around, and jump slash (C + B) to knock him down. If you're still riding the green dragon, use the dashing attack to quickly rid of the 3 goblins around him. From here on, I recommend you repeatedly use jump slashes, or a combination of rushing attacks. Do not approach him horizontally as he has a long range of attack. You can also try diagonal strafing. Approach him diagonally and get close enough so you can continually swipe him. He does have a grapple move though, so watch out.

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/Ruins (4.2)/

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Your delightful travels through the ruins starts out with 2 enhanced goblins. They're slightly faster than their previous predecessors, but concentrate on throws/grapples to rid of them. The next encounter features a sole goblin along with a wizard riding a Chicken Leg. Quickly dismount the wizard, then jump aboard to cause pure havoc. Continue onward, and make sure you pick up the two magic books on the ground. Kill the three skeletons in the stone plateau up ahead. Deal with the two black wizards as well, but only use combo knock attacks to get as many magic books as possible out of them before death (usually 3).

The next part is where it gets tough. You're going to encounter 5 black neo skeletons. Quickly cast a high level spell to damage them greatly. Then, finish off the rest using a combination of quick swipes. Spare some magic for the boss battle though. Once you reach the location where there's an idol in the background, three purple neo skeletons will arrive to the location. Fend off as many as you can, and use magic only if necessary.

\*BOSS\* - Headless Knight with 2 normal skeletons - \*BOSS\*

>> Again, deal with the minions first since they're going to be the biggest problem. Thankfully, these are normal skeletons, and are much weaker than the previous ones faced. The headless knight has a powerful and quick attack with plenty of range. Avoid staying parallel to his attack. Also, jump slashing is fairly useless as he tends to swing his weapon before you can reach him. Do the diagonal strafe method because of his slow speed, and quickly toss him by getting in close.

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/Tower (4.3)/

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All of this chaos, and it's starting to pay off. Your scenery is quickly met with four generic goblins. The best way to get past this area unharmed is to use your special move in sticky situations. Also, attack an enemy with three slices, then quickly attack one behind you once (back kick), and finish off the same enemy with a stab. It works well as there is no delay between slashes, and tends to eliminate most hostiles quickly when surrounded. Up ahead will be 2 more goblins and 2 wizards as well. Eliminate them much like

any other hostile. Here comes the tricky part, quickly get to the bottom of the screen, then continue forth (when the Go sign appears). Don't jump off the ledge near the bottom of the screen. What you want to do is lure the 2 Dogbeasts to fall into the pit by simply walking near the bottom of the screen. If you only manage to get one, you can still knock off the other one by using combat moves. Getting them to fall off the ledge (or tossing them down there works as well). Quickly saves lives and your health.

Up ahead are a few purple goblins. Do the same strategy before, and quickly move down to the bottom of the screen to "attempt" to have them fall off the ledge. Cross the bridge, and kill the remaining goblins.

\*BOSS\* - 4 Purple Lizards - \*BOSS\*

>> One of the easier boss battles in the game. Use all of your magic power right off the bat to reduce their life bars. Once this is done, use a combination of combo slashes, jump slashes, and charging attacks. Try to keep as many lizards off your back as possible. They have a fairly annoying back tail attack which can catch you off guard. Also, once they've been reduced in their numbers, their speed greatly increases. Watch out for extremely fast charges.

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/Dragon's Throat Cave (4.4)/

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The battle immediately starts off with several dead skeletons on the ground, along with a fiery background. Start walking up, and the second body on the ground will come to life. Quickly kill it, and take the magic book on the floor. You'll discover two more feigned bodies on the ground that come to life. To make the battle easy, you may want to try tossing both skeletons into the ledge in the lower left hand corner of the screen. You'll finally discover 2 more magic books, along with 4 feigned black skeletons on the ground. Continue the same process from before. This time though, I highly recommend using magic to weaken them (there's no ledge to toss them off).

More opposition will come along the way when you have to deal with a purple lizard, and 2 goblins. Continue up until you reach an area with steps. You're gonna have to take care of 2 purple lizards, and eventually a fire dragon (with a wizard) + a new red class lizard. Quickly get on the fire dragon, and utilize it against all of your opponents. Then, three more red lizards will show up on screen to duel with you. You may have trouble dealing with them all at once. If you lose your Bizarrian, quickly cast a spell and deal with them one at a time. Don't get far away from them though. They'll continually charge you if you're out of their combat radius.

\*BOSS\* - 2 Dogbeasts with 2 enhanced lizards - \*BOSS\*

>> First of all, don't use magic in this battle until you've killed both red lizards. The dogbeasts will not engage you if you stay away from them, or hurt them in anyway. So simply avoid them, and deal with the red lizards until they're dead. An easy way of killing both dogbeasts is to cast magic, then stand in the middle of the screen. Continually charge at them. Charge at one to knock him down, then repeat the process for the other. Keep them isolated on separate sides of the screen, and make sure you keep doing it until they die.

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/Castle Gates (4.5)/

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As always, your new levels usually start off with a spicening adventure.

You'll be ambushed from behind by two purple lizards. Quickly dispose of them, and move forth to the next group of enemies. This time, you'll run into three goblins, including one on top of a fire dragon. As usual, dismount the rider, then wield his own weapon against his own kind. Unfortunately, you may get outflanked in this match, but try to keep the fire dragon as it benefits later on. Move on ahead to find another Bizarrian, and eliminate the remaining hostiles here. Cross the bridge, but before it, go down to have any enemies "accidentally" walk off the ledge. You've gotta love the enemy AI by about now.

A few wizards will try to kill you along the way. Make use of the Chicken Leg, and knock them down for extra magic books. You'll run into 2 Dogbeasts, along with a few goblins helping him. If you still have the Chicken Leg from before, try to get as many hits in as possible. Before being dismounted, cast your highest spell to weaken them greatly. Now, finish off the remaining dogbeasts using your cheap back-and-forth dashing tactic. Three more purple goblins will attempt to prevent you from reaching the castle gate.

\*BOSS\* - 3 Golden Goblins + 2 Headless Knights - \*BOSS\*

>> This isn't really a true boss fight, but more of a "representation" ceremony. These are the strongest common goblins you'll find in the game. They have quick attacks. I found the easiest strategy in defeating them it to simply toss one of the goblins into the others to eliminate them. This way, you don't have to worry about being gangbanged. After you finish them off, two headless knights will make their way from the castle door above. This can be tough unless you do the same old strategy. This time, split both of them up. Try to knock one of them down using a dash, and keep them isolated to separate sides. Now, quickly sprint and use a dash attack. You may not hit them, but right after landing on the ground, quickly swipe combo to knock them down. Then, dash to the other one, and repeat the process. Do this about 8-10 times, and the battle is yours.

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/Castle (4.6)/

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Right away, you'll be forced to take care of 3 black wizards. Boy do I feel pity on their wasted magic books. Move forward, and finish off the goblins. The green lizard will keep his distance away until one of them dies. Afterwards, a dogbeast will appear from a closed gate above. This one is special though. He actually moves backward when you approach him, and has an extremely accurate grapple move which means it's hard to get in close. You can try using continual rushing attacks, or simply cast the highest spell in your inventory. Make use of those spell books from before. Jumping attacks work as well, but you need to time the jumps at least 1/3 the distance across the screen.

You'll now notice a pit on the lower right side of the screen. Try to lure your enemies down there, then toss them down, or simply knock them off. Move a bit to the right, get the purple lizards to chase you, then get as many off the ledge as you can. Be careful not to put yourself in harm though. Two blue dogbeasts will appear from the gates above. Use the repeated rushing attacks, and keep them isolated (this tactic works well on nearly every 2x boss in the game). Continue onward, and lure the two feigned skeletons on the ground off the ledge. You can even get one to jump kick off the ledge. Fairly funny to see an enemy commit suicide. Three more red wizards are up ahead to greet you. They're a tad tougher since they tend to get decent distance from you when casting spells.

Up ahead are three purple skeletons. Stand on the middle stairway, attack any

skeletons to your right, and do one hand stabs to knock the ones on your backside off. Any enemies on the left have to jump up one to reach you, and it's sort of like a blind point where you can't be hit. Two golden goblins will greet you. Keep them grouped together, and use basic combo attacks to neutralize them. Three more golden goblins will greet you before the boss battle begins.

\*BOSS\* - Golden Headless Knight with 3 red Lizards - \*BOSS\*

>> Very tough. Start off by casting your highest spell available. You're going to need their hit points reduced drastically. Kill the lizards first as their speed is a high priority. As for the golden knight, jump slashes are useless. His reaction speeds are fast enough to predict when to strike his sword. What you want to do is use the dashing attack so that it lands you RIGHT next to him. Then, quickly use a slash combo to knock him down. Retreat back, repeat the process. He doesn't have a grapple move, but rather a short uppercut which is hardly used during the match. Repeat this, and you should be victorious.

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/Dark Guld's Chamber (4.7)/  
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\*BOSS\* - Dark Guld - \*BOSS\*

>> For being the final boss in the game, I was fairly surprised at how easy this battle is. Start off by casting any spells you have to yield damage to his body. Now, there are primarily three elements of Dark Guld's battle structure:

- 1) Close uppercut Golden Axe swing
  - takes up about 1/5 of the screen. Always uses it when he rises up after being knocked down, or you're within his proximity
- 2) Summon Skeleton
  - casts an energy ball that spawns a normal white skeleton
- 3) Casts Mega Rock
  - hundreds of rocks scroll back and forth across the screen  
(same as Gilius Thunderhead's final spell)

The easiest way I've found to get past him is to use his own minions against him. Attack one of the spawned skeletons, then get in close to pick them up. Toss them in the direction of Dark Guld to knock him down. He usually casts the Mega Rock spell when he has all three skeletons summoned on screen. To prevent this from happening, jump slash him when he raises his hand, and an energy ball starts to appear. When this happens, avoid all contact with the minions, and immediately jump slash to interrupt the casting. Dark Guld takes about 12-15 life bar knockoffs to finish.

\*\*\*After Dark Guld has been killed, you are congratulated for defeating the dark emperor. The Golden Axe artifact has finally been freed from the clutches of evil forces. The ending screen shows villagers of the first ravaged village celebrating in glory now that the evil reign is over with. Congratulations! You are a true hero to your society.\*\*\*

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- 5) The Duel Walkthrough -  
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The Duel is a special battle mode designed for characters to go through the game, and defeat as many monsters in an arena. If you manage to defeat all monsters in consecutive matches (with the same extended life bar), then you successfully win. Matches progressively get harder, and tougher AI is involved. The following will briefly discuss on how to complete this extra mode.

Battle #1	-->	Battle #2	-->	Battle #3
Goblin	-->	Chicken Leg w/ Goblin	-->	Green Lizard
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Battle #4	-->	Battle #5	-->	Battle #6
2x Goblins	-->	2x Green Dragons w/ 2x Goblins	-->	2x Skeletons
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Battle #7	-->	Battle #8		
2x Goblins on Chicken Leg & Fire Dragon	-->	Headless Knight		
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Battle #9	-->	Battle #10	-->	Battle #11
2x Red Lizards	-->	2x Dogbeasts	-->	3x Golden Goblins
-----				
Battle #12	-->	Battle #13	-->	Battle #14
2x Purple Lizards	-->	2x Blue Dogbeasts	-->	3x Skeletons
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		Battle #15		
		2x Red Headless Knights		
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#### /Combat Strategies/

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- #1 :=: Pretty much an easy battle with a lone enemy. Finish him off like any other.
- #2 :=: Jump slash the rider on the Bizarrian, then use the creature to kill him.
- #3 :=: Watch out for the back tail whip. Other than that, use moves that jam him up.
- #4 :=: Keep both goblins on one side. Use special move in tacky situations.
- #5 :=: Fairly harder. Immediately, attack the rider on the right, then use his Bizarrian against the other rider. Finish them off accordingly.
- #6 :=: Basic normal skeletons. Avoid approaching horizontally, but rather from an angle.
- #7 :=: Take out the rider on the fire dragon, and use its extended flame attack to take out the other one.
- #8 :=: Use sprinting attacks, or the dash-slash technique to get in close.
- #9 :=: Fairly hard battle. Use the isolated dashing technique, or keep tossing one lizard into the other. Do not get surrounded.
- #10 :=: Shouldn't be too hard if you can keep one dogbeast on each side of







classics like Halo 2.

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- 8) Copyright/Distribution/Reproduction Guidelines -  
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This is a list of the current known sites that host my FAQs:

- <http://www.gamefaqs.com/>
- <http://www.ign.com/>
- <https://www.neoseeker.com/>
- <http://www.cheatcc.com/>
- <http://www.cheatplanet.com/>

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- 9) Proper Credit -  
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I'd like to thank the following people for their help in making this FAQ possible:

- ) CJayC (( for constantly updating GameFAQs, and dedicating his entire life to it. Takes a lot of effort to keep a site going this long.
- ) Gamewinners.com (( for providing the button cheat codes that can be used without a cheating device. I actually got one of them to work on my cartridge version of the game, but it took a few tries.
- ) Gamegenie.com (( for providing the official Game Genie codes to the game. Boy did these help me out a lot when it came to providing multiple strategies and things of the such.
- ) One guy at the Flea Market (( for selling me the Sega Genesis lot bundled with several games. It just so happened that one of these games was Golden Axe II, a worthy title I enjoyed quite thoroughly.

"Some people make sacrifices to make other people happy." - Chris Zawada