

Golden Axe III Move List

by Goh_Billy

Updated to v3.0 on Jul 24, 2017

Golden Axe III

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Version #: 3.0

Sections

1. Legend
2. System
 - 2.1 Basics
 - 2.2 Powerups
3. Characters
 - 3.1 Chronos Lait
 - 3.2 Kain Grinder
 - 3.3 Sarah Barn
 - 3.4 Proud Cragger
 - 3.5 Eve
4. Misc. And Easter Eggs
5. Conclusion
 - 5.1 What's Missing/Needed
 - 5.2 Credits

1. Legend

| | | | | | |
|-----|-----|----|-------------|------------|----------|
| ub | u | uf | f - Forward | A - Attack | + - And |
| \ | | / | b - Back | J - Jump | / - Or |
| b-- | --f | | u - Up | M - Magic | , - Then |
| / | | \ | d - Down | | |
| db | d | df | | | |

2. System

* 2.1 Basics *

Grapple press A when very close
 to the enemy

Block b + A release A and hold b to
 continue to block; blocks
 one hit; does not block
 grapples

Run aka Dash tap a direction twice
 (hold the direction to

continue running)

| | | |
|--------------------|--|---|
| Basic Chains | refer to movelist | note that for the next part of the chain to come out, the previous part must connect with the enemy; when the chain guide refers to "close", it merely means relatively near the opponent (if you are too close you will grapple the enemy instead) |
| Trip | d + A | knocks opponent off their feet; good for knocking enemies into pits |
| Special Attack | J+A | |
| Special Attack 2 | f + J+A | |
| Magic Attack | M | the amount of magic pots you have in your possession determines the level of the Magic Attack |
| Double Team Move | face toward player 2, and when both characters nod to each other, have either player press A | |
| Double Team Magic | face toward player 2's character, and when both characters nod to each other, press M (note: you must have a total of 10 pots of magic between the both of you to do this) | |
| Pick Up Object | press A when on top of item | |
| Ride On Beast | A when near the beast | |
| Dash | tap a direction twice (hold the direction to continue running) | |
| Charge Move | A | |
| Jump | J | |
| Jump | J | |
| Attack/Flame/Throw | action depends on which beast you ride | |
| Magic Attack | M | you will perform your normal Magic Attack, but will get back on the beast immediately afterwards |
| Pick Up Object | press A when on top of item | |
| Get Off Beast | A+J | |

 * 2.2 Powerups *

Magic Pots: Get these by breaking certain objects or hitting the blue elves.
 These increase your magic power when you use your Magic Attack.
 1-2 pots give you a Level 1 attack. 3-5 pots give you a Level 2
 attack. And 6 pots give you a Level 3 attack. If you have no
 Magic Pots, you cannot perform a Magic Attack.

Food: Get these by breaking certain objects or hitting the green elves.
 These increase your HP.

Hearts: Get these by hitting the green elves. These will increase the
 size of your lifebar when you pick them up.

Venus Symbol: These will be displayed under your lifebar. You get 1 Venus
 symbol each time your rescue someone. Rescue 5 people and you
 will receive an extra life.

=====
 3. Characters
 =====

 * 3.1 Chronos Lait *

Colors
 \ \ \ \ \

1 Player - Blue fur
 2 Player (Chooses Same Character In VS) - Purple fur

Basic Chains

| | | | | | |
|-------------|-------|---------------|-------|----------------|--|
| A far-----> | A far | -----> | A far | -----> | f/b + A far |
| (Slash) | | (Palm Strike) | | (Double Slash) | (Flip Kick) |
| A close | | A close | | A close | |
| (Knee) | | (Chest Elbow) | | (Uppercut) | |
| | | | | | |
| | | | | -----> | f/b + A far |
| | | | | | (Flip Kick) |
| | | | | | f/b + A close [can hold b to throw behind] |
| | | | | | (Quick Toss) |
| | | | | | d + A |
| | | | | | (Tail Trip) |
| | | | | | |
| | | | | --> | f/b + A far |
| | | | | | (Palm And Flip) |
| | | | | | f/b + A close [can hold b to throw behind] |
| | | | | | (Elbow And Toss) |
| | | | | | d + A |
| | | | | | (Tail Trip) |

f/b + A far----> A far -----> f/b + A far
 (Slash Palm) | (Double Slash) (Flip Kick)
 f/b + A close | A close
 (Knee Elbow) | (Uppercut)
 |
 |
 --> f/b + A far
 (Flip Kick)
 f/b + A close [can hold b to throw behind]
 (Quick Toss)
 d + A
 (Tail Trip)

Basic Moves

| | | |
|--------------------|--|--|
| Block | b + A | release A and hold b to continue to block; blocks one hit; does not block grapples |
| Tail Trip | d + A | |
| Grapple | press A when very close to the enemy | refer to the Grapples movelist |
| Air Snap | b+J/f+J/J, A | you can use b/f during the actual Air Snap to switch directions as you descend |
| Going For The Kill | b+J/f+J/J, d + A (at the peak of the jump or while descending) | you can use b/f during the actual move to switch directions as you descend |
| Double Jump | b+J/f+J/J, b+J/f+J/J | just like a normal jump, you can use b/f during the Double Jump to influence your descent; perform the Double Jump at the peak of the first jump |
| Air Snap | A | you can use b/f during the actual Air Snap to switch directions as you descend |
| Going For The Kill | d + A (at the peak of the jump or while descending) | you can use b/f during the actual move to switch directions as you descend |
| Wall Jump | jump toward the wall, then press J when you reach the wall | the wall, in this sense, is a literal wall (NOT the edge of the screen) |
| Axe Kick | A | |
| Vicious Dive | Dash, A | |
| Cat Spike | Dash, J, A | |

Grapple Moves

| | | |
|-------------|---------|---|
| Head Bite | A/J | if the first or second bite doesn't KO the enemy then you can choose to perform another bite or the other grapple move listed below |
| Pounce Away | f/b + A | |

Special Moves

Flip Kick J+A
Fatal Claws f + J+A
Swift Cat f, b, f + J+A / Block (and unblockable
hold the block with b),
then release and press
f + J+A
Scratch And Kick f + A far (continue to
hold f + A for auto
combo to come out)
Battle Throw f + A close (continue to
hold f + A for auto
combo to come out)

Double Team Moves

Bladed Tornado face toward Kain, and when
both characters nod to
each other, have either
player press A
Double Flip face toward Sarah, and when
both characters nod to
each other, have either
player press A
Alley Oop face toward Proud, and when
both characters nod to
each other, have either
player press A

Magic

Mysterious Mist press M when you have 1-2
magic pots
Mist Trap press M when you have 3-5
magic pots
Lightning Mist press M when you have 6
magic pots

Double Team Magic

Grim Reaper face toward player 2's
character, and when
both characters nod to
each other, press M
(note: you must have
a total of 10 pots of
magic between the both
of you to do this)

* 3.2 Kain Grinder

*

Colors

.....

1 Player - Blue w/ Silver trim

2 Player (Chooses Same Character In VS) - Red w/ Pink trim

Basic Chains

```
A far-----> A far  -----> A far  -----> f/b + A far
(Swipe)      |   (Cross Slash)      (Down Sword)      (Fatal Stab)
A close      |   A close  |         A close
(Handle Smack) (Short Slash)   (Gut Kick)
              |           |
              |           |-----> f/b + A far
              |           |         (Fatal Stab)
              |           |         f/b + A close [can hold b to throw behind]
              |           |         (Lift Toss)
              |           |         d + A
              |           |         (Low Sword)
              |           |
              |           |-----> f/b + A far
              |           |         (Slash And Stab)
              |           |         f/b + A close [can hold b to throw behind]
              |           |         (Slash And Toss)
              |           |         d + A
              |           |         (Low Sword)
```

```
f/b + A far----> A far  -----> f/b + A far
(Slashes)     |   (Down Sword)      (Fatal Stab)
f/b + A close|   A close
(One, Two)    |   (Gut Kick)
              |
              |-----> f/b + A far
              |         (Fatal Stab)
              |         f/b + A close [can hold b to throw behind]
              |         (Lift Toss)
              |         d + A
              |         (Low Sword)
```

Basic Moves

| | | |
|-------------|--|---|
| Block | b + A | release A and hold b to continue to block; blocks one hit; does not block grapples |
| Low Sword | d + A | |
| Grapple | press A when very close to the enemy | refer to the Grapples movelist |
| Arc Cutter | b+J/f+J/J, A | you can use b/f during the actual Arc Cutter to switch directions as you descend |
| Ground Stab | b+J/f+J/J, d + A (at the peak of the jump | you can use b/f during the actual move to switch |

or while descending) directions as you descend
Sword Charge Dash, A
Mega Arc Cutter Dash, J, A

you can use b/f during the actual Mega Arc Cutter to switch directions as you descend

Grapple Moves

Handle Smash A/J

if the first or second strike doesn't KO the enemy then you can choose to perform another strike or the other grapple move listed below

One Handed Toss f/b + A

Special Moves

Spiral Strike J+A

Windmill Slash f + J+A

Burning Wave f, u, b, d, f + J+A

Mighty Blade f + A far (continue to hold f + A for auto combo to come out)

Slashing Toss f + A close (continue to hold f + A for auto combo to come out)

Double Team Moves

Bladed Tornado face toward Chronos, and when both characters nod to each other, have either player press A

Human Spear face toward Sarah, and when both characters nod to each other, have either player press A

Warrior Swing face toward Proud, and when both characters nod to each other, have either player press A

Magic

Water Blasts press M when you have 1-2 magic pots

Ice Storm press M when you have 3-5 magic pots

Cyclone Wave press M when you have 6 magic pots

Double Team Magic

Water Dragon face toward player 2's

character, and when
 both characters nod to
 each other, press M
 (note: you must have
 a total of 10 pots of
 magic between the both
 of you to do this)

```
*****
* 3.3 Sarah Barn *
*****
```

Colors

- 1 Player - Red costume
- 2 Player (Chooses Same Character In VS) - Purple costume

Basic Chains

```
A far-----> A far  -----> A far  -----> f + A far
(Swipe)      |   (Cut Away)      (Spin Slice)      (Swipe Kick)
A close      |   A close  |      A close
(Handle Smash) (Handle Smash) (High Kick)
              |           |
              |           |
              |           |-----> f/b + A far
              |           |      (Swipe Kick)
              |           |      f/b + A close [can hold b to throw behind]
              |           |      (Shift Toss)
              |           |      d + A
              |           |      (Slide Kick)
              |
              |-----> f/b + A far
                    (Double Spin)
                    f/b + A close [can hold b to throw behind]
                    (Smash And Toss)
                    d + A
                    (Slide Kick)
```

```
f/b + A far----> A far  -----> f + A far
(Slashes)      |   (Spin Slice)      (Swipe Kick)
f/b + A close |   A close
(Hammering)    |   (High Kick)
              |
              |-----> f/b + A far
                    (Swipe Kick)
                    f/b + A close [can hold b to throw behind]
                    (Shift Toss)
                    d + A
                    (Slide Kick)
```


Basic Moves

| | | |
|-------------|--|--|
| Block | b + A | release A and hold b to continue to block; blocks one hit; does not block grapples |
| Slide Kick | d + A | |
| Grapple | press A when very close to the enemy | refer to the Grapples movelist |
| Air Slice | b+J/f+J/J, A | you can use b/f during the actual Air Slice to switch directions as you descend |
| Double Boot | b+J/f+J/J, d + A (at the peak of the jump or while descending) | you can use b/f during the actual move to switch directions as you descend |
| Double Jump | b+J/f+J/J, b+J/f+J/J | just like a normal jump, you can use b/f during the Double Jump to influence your descent; perform the Double Jump at the peak of the first jump |
| Air Slice | A | you can use b/f during the actual Air Slice to switch directions as you descend |
| Double Boot | d + A (at the peak of the jump or while descending) | you can use b/f during the actual move to switch directions as you descend |
| Wall Jump | jump toward the wall, then press J when you reach the wall | the wall, in this sense, is a literal wall (NOT the edge of the screen) |
| Jump Kick | A | |
| Power Slide | Dash, A | |
| Down Slash | Dash, J, A | |

Grapple Moves

| | | |
|--------------|---------|---|
| Knee Bash | A/J | if the first or second knee doesn't KO the enemy then you can choose to perform another knee or the other grapple move listed below |
| Layback Toss | f/b + A | |

Special Moves

| | | |
|-------------------|---|--|
| Quick Spin | J+A | |
| Flare Kick | f + J+A | |
| Sword Toss | f, b, f + J+A / Block (and hold the block with b), then release and press f + J+A | |
| Spinning Princess | f + A far (continue to hold f + A for auto combo to come out) | |
| Smash And Shift | f + A close (continue to hold f + A for auto combo to come out) | |

Double Team Moves

```

-----
Double Flip          face toward Chronos, and
                    when both characters nod
                    to each other, have
                    either player press A
Human Spear         face toward Kain, and when
                    both characters nod to
                    each other, have either
                    player press A
Raging Bull        face toward Proud, and when
                    both characters nod to
                    each other, have either
                    player press A
    
```

Magic

```

-----
Fire Rain          press M when you have 1-2
                    magic pots
Solar Sparks       press M when you have 3-5
                    magic pots
Viper Blast       press M when you have 6
                    magic pots
    
```

Double Team Magic

```

-----
Sol               face toward player 2's
                    character, and when
                    both characters nod to
                    each other, press M
                    (note: you must have
                    a total of 10 pots of
                    magic between the both
                    of you to do this)
    
```

```

*****
* 3.4 Proud Cragger                                         *
*****
    
```

Colors

```

\ \ \ \ \
1 Player - Yellow cloth w/ Silver trim
2 Player (Chooses Same Character In VS) - Gray cloth w/ Pink trim
    
```

Basic Chains

```

-----
A far-----> A far  -----> A far  -----> f + A far
  (Straight) |   (Short Upper)      (Axe Smash)          (Gut Kick)
A close      | A close   |      A close
(Forearm)    | (Gut Punch)  (Headbutt)
    
```

```

|
|
|-----> f/b + A far
|           (Gut Kick)
|           f/b + A close [can hold b to throw behind]
|           (Gorilla Toss)
|           d + A
|           (Low Punch)
|
|

```

```

--> f/b + A far
|       (Upper And Kick)
|       f/b + A close [can hold b to throw behind]
|       (Punch To Toss)
|       d + A
|       (Low Punch)

```

```

f/b + A far-----> A far   -----> f/b + A far
(Punches) |       (Axe Smash)       (Gut Kick)
f/b + A close| A close
(Close Blows) | (Headbutt)
|
|

```

```

--> f/b + A far
|       (Gut Kick)
|       f/b + A close [can hold b to throw behind]
|       (Gorilla Toss)
|       d + A
|       (Low Punch)

```

Basic Moves

| | | |
|----------------|--|---|
| Block | b + A | release A and hold b to continue to block; blocks one hit; does not block grapples |
| Low Punch | d + A | |
| Grapple | press A when very close to the enemy | refer to the Grapples movelist |
| Super Dropkick | b+J/f+J/J, A | |
| Air Axe Smash | b+J/f+J/J, d + A (at the peak of the jump or while descending) | you can use b/f during the actual move to switch directions as you descend |
| Jawing Punch | Dash, A | |
| Knee Drop | Dash, J, A | |

Grapple Moves

| | | |
|----------------|---------|--|
| Stomach Pound | A | if the first or second punch doesn't KO the enemy then you can choose to perform another punch or one of the other grapple moves listed below |
| Jumping Crunch | J | |
| Easy Throw | f/b + A | |

Special Moves

| | |
|----------------|---|
| Rumble | J+A |
| Mega Smash | f + J+A |
| Tornado Trio | f, u, b, d, f + J+A |
| Bone Soften | f + A far (continue to hold f + A for auto combo to come out) |
| Crush And Toss | f + A close (continue to hold f + A for auto combo to come out) |

Double Team Moves

| | |
|---------------|--|
| Alley Oop | face toward Chronos, and when both characters nod to each other, have either player press A |
| Warrior Swing | face toward Kain, and when both characters nod to each other, have either player press A |
| Raging Bull | face toward Sarah, and when both characters nod to each other, have either player press A |

Magic

| | |
|------------------|---|
| Earth Rising | press M when you have 1-2 magic pots |
| Spiked Boulder | press M when you have 3-5 magic pots |
| Rumbling Heavens | press M when you have 6 magic pots |

Double Team Magic

| | |
|----------------|---|
| Mountain Stomp | face toward player 2's character, and when both characters nod to each other, press M (note: you must have a total of 10 pots of magic between the both of you to do this) |
|----------------|---|

Colors

.....

1 Player - Gray armor

2 Player (Chooses Same Character In VS) - Pink armor

Basic Chains

```

A far-----> A far  -----> A far
(Jab)         | (Straight)      (Stretch Strike)
A close       | A close  |      A close
(Knee)        | (Knee)    |      (Low Flight)
              |          |
              |          |-----> f/b + A close [can hold b to throw behind]
              |          |      (Big Toss)
              |          |      d + A
              |          |      (Low Kick)
              |
              |-----> f/b + A far
                    (Punch Stretch)
                    f/b + A close [can hold b to throw behind]
                    (Knee And Toss)
                    d + A
                    (Low Kick)

```

```

f/b + A far----> A far
(One, Two) | (Stretch Strike)
f/b + A close| A close
(Double Knee) (Low Flight)
          |
          |-----> f/b + A close [can hold b to throw behind]
                    (Big Toss)
                    d + A
                    (Low Kick)

```

Basic Moves

| | | |
|---------------|---|---|
| Block | b + A | release A and hold b to continue to block; blocks one hit; does not block grapples |
| Low Kick | d + A | |
| Grapple | press A when very close to the enemy | refer to the Grapples movelist |
| Needle Dive | b+J/f+J/J, A | |
| Flying Charge | Dash, A | |
| High Jump | Dash, J | cannot attack from this |

Grapple Moves

| | | |
|-----------|---|---|
| Head Peck | A | if the first or second peck doesn't KO the enemy then you can choose to perform another peck or the other grapple move listed below |
| High Slam | J | |

Special Moves

| | |
|----------------|---|
| Punch And Push | f + A far (continue to hold f + A for auto combo to come out) |
| Knee And Throw | f + A close (continue to hold f + A for auto combo to come out) |

=====
4. Misc. And Easter Eggs
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Secret Message

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At the Title Screen, enter: Up, C, Up, C, Up, C, C, C, B, A, Left, Down

Level Select

.....

At the Character Select Screen, highlight the character you want to use and enter: A, A, A, A, Start, C, C, C, C, C, C

Complete Ending

.....

By a complete ending, this merely means everyone is seen safe at the end. To do this you must take this route:

At the first intersection, go straight. This will lead you to Tender Hamlet. At the next intersection, take the bottom route. This will lead you to the Cave Of Crystal. Continue on and you will automatically end up on Blood Street. At the next intersection, take the bottom route. This will take you to A Voyage To Castle. There, you will come across another intersection. Again, take the bottom route. You will now automatically lead to the Cursed City. From there you will go to The Gate Of Fate and finish the game. On the way, make sure you save all 10 prisoners. If you do this correctly you will see all your team mates and prisoners at the end.

=====
5. Conclusion
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5.1 What's Missing/Needed

-Clean up and corrections

-If you have anything to add, any corrections I need to make, please email me at billy_kane_32@hotmail.com. Credit will be given for your contribution.

5.2 Credits

-Sega

-Gamefaqs

-And me for writing this FAQ

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