

Astyanax FAQ

by MoonSaultKid

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ASTYANAX - Nintendo

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FAQ by Walter Williams (aka SiliconHero)

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<waltos_1999@yahoo.com>

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<<<<<Controls>>>>>

Control Pad left/right - moves Astyanax left/right

Control Pad down ----- makes him crouch

A button ----- makes Astyanax jump

B button ----- attacks with his weapon

Control pad up + B button

----- attacks with selected spell

Select ----- does nothing

Start ----- pauses the game and allows you to switch spells

(use Up when paused to switch between spells)

<<<<<Story>>>>>

He is having that dream again...a dream where somebody is calling him... waiting for him....He is a teenage boy named Astyanax (from Greek mythology), a student at Greenview High. He has no idea what the dreams mean, or the girl who keeps calling him. Suddenly, one day when he was walking to school, he disappears and is transported into the mystical world of Remlia by a fairy named Cutie. She tells the boy that the girl appearing in his dreams is Princess Rosebud. She is being held captive by a vile wizard named Blackhorn. He needs to rescue her because she is the only one who can send him back home. Cutie gives Astyanax a magic axe, which he will need to defeat Blackhorn's hordes of monsters.

<<<<<Cast of Characters>>>>>

ASTYANAX

A 16-year-old boy from the town of Greenview. He is transported into the mysterious world of Remlia, and he needs to rescue Princess Rosebud to get back to his world.

PRINCESS ROSEBUD

The princess of Remlia. She is the girl who keeps appearing in Astyanax's dreams. She is being held captive by the wizard Blackhorn. She is the only one who possesses the power to send Astyanax back to his home world. She communicates with Astyanax and Cutie through telepathy.

CUTIE

This fairy is a friend to the Princess. She has lots of magical power, but not as much as Rosebud. She can bring Astyanax into Remlia, but she can't

get him out by herself. She knows a lot about the realm of Remlia, so she can help the boy out a lot.

BLACKHORN

The evil wizard and chief bad guy of the game. He kidnapped the Princess in order to steal her life force and take over Remlia. His stronghold is Thelenea Castle.

THORNDOG

Blackhorn's most trusted guard. He is a master of the Black Arts. He placed a spell on the Princess to prevent her from escaping Thelenea.

CAESAR

Thorndog's pet. Also known as "Gremlin Face" or "Chicken Feet". It is very dumb, yet it may pose a threat in driving Astyanax away from his quest to rescue Rosebud.

<<<<<Playing the Game>>>>>

Astyanax's quest will take him through 11 worlds. Throughout each world he will face a lot of monsters. He can attack them with his magic axe, or he can use one of the three magic spells given to him by Cutie. At the end of each world, he will face a mini-boss. Defeat it to complete the world.

Pay attention to the display at the bottom of the screen. You'll need to know how to use it to survive.

Score: Your score increases by killing enemies. You gain extra lives at 100,000 points; 200,000 points; 400,000 points; and every 200,000 points thereafter.

Lives: Shows how many lives you have. If you lose them all, the game is over.

Round: The current round you're in.

Power: The striking power of your weapon. This increases when you're not attacking. Wait for it to rise all the way, then strike with the B button.

Life: This shows Astyanax's life force. He loses life when he gets hit by monsters, and gains it by picking up Potions. When he runs out of life force, he collapses and loses a life. He also loses a life if he should fall into a pit.

Magic: Used for casting spells. If he doesn't have enough magic to cast a spell, he'd better look for Cutie.

<<<<<Powerups>>>>>

Power-up items are hidden inside magic statues. Strike the statue twice with your weapon to receive the power-up within. The first two items in most levels are a Power Claw and a Mini-Axe. The rest of the items usually appear at random.

Power Claw - Pick this up to increase your striking power. You power bar increases by 4 units. You only get one increase per level.

Mini-Axe - This alters your weapon. It changes from axe, to swift spear, to mighty sword.

Red Potion - Pick this up to restore 3 life points.

Blue Potion - Pick this up to restore all of your life points.

Wings - This increases your dexterity (the speed at which you swing your weapon).

Cutie - Only appears when you are low on magic. She will either restore your magic points, or change your weapon.

Astyanax Doll - Gives you a 1-up.

<<<<<Magic Spells>>>>>

Bind - Freezes all enemies in their tracks for a few seconds. It also works on bosses.

With Axe: 5 MP

With Spear: 3 MP

With Sword: 6 MP

Blast - Shoots a fireball spread in all directions, destroying enemies.

With Axe: 6 MP

With Spear: 4 MP

With Sword: 10 MP

Bolt - Strikes all enemies down with a flash of lightning.

With Axe: 10 MP

With Spear: 5 MP

With Sword: 20 MP

<<<<<The World of Remlia>>>>>

Round 1-1: Remlia Castle

This is the castle of Remlia. Blackhorn's guards have already invaded it. The enemies around the castle are weak. You'll face things such as floating blobs, sword-fighting skeletons, eyeballs that drop explosives, and plants that spit fire. You can take them all down with a few axe swings.

Mini-Boss: The two-headed "bouncer" guards the way to Caesar. It bounces around the room until you hit it. When you hit it, it becomes its mutated form and stands still while shooting projectiles at you. Strike it with your weapon while it's in this state. After a few seconds, it starts bouncing around again. When it's defeated, you'll go face the boss.

Remlia Boss: Caesar

Caesar walks around slowly, and attacks with his head. Watch for it to open its jaw twice, then it will attack you with either its floating head, or spit a three-way bolt at you. When you destroy its head, you have to fight the rider. The rider carries a sword and will attack you with it if you get too close. If you're standing far away, he'll throw rings at you. Get up close and strike him with a few powered-up hits.

(Quick kill: If you have the Spear and all of your magic, use the Blast spell as many times as you can to defeat them both.)

Round 2-1: Redroad Forest

In the forest of Redroad, you'll fight more sword-swinging skeletons, but these ones can shoot from their swords. You'll also fight mouth plants that spit pollen. If you need to buy yourself some time, use the Bind spell. It helps defeat the ones that are on the platforms.

Mini-Boss: You'll face a puddle of slime that moves back and forth. It rises and attacks you when you swing at it. Get in close and use a bunch of powerful sword strikes.

Round 2-2: Inazumi Hill

You have to climb your way up the hill and face slime creatures that throw spears. Hit them twice and they're dead. There are no power-ups to be found here, so you'll have to go through and try not to get hurt.

Mini-boss: The gargoyle flies back and forth and swoops in when it gets close to you. After it attacks you with its claws, it drops a snake-

bomb that splits four ways. Duck it and attack with your sword.

Inazumi Boss: Medusa

Medusa crawls on either side of the screen and reaches out and attacks you with her hand. She also throws snakes that move on the ground. After she throws two pair, she disappears and moves to the other side. Stay near the center of the screen and whack the jewel on her belly, while turning to hit the little snakes that come near you.

Round 3-1: Ryogoku Ruins

The ruins are a tough place, as you've got more blobs and fire-spitting plants. When you make it about halfway through the level, use the Bind spell to stop time so that you don't get knocked off by the plant on the high platform.

Mini-boss: At the end of this level is a minotaur. It stands still for a few moments, then attacks with lightning. If you keep hitting it, you can prevent it from using its lightning attack, which always hurts you. The Bind spell helps here, too.

Round 3-2: Rent Valley

Go down slowly, while fighting the slime creatures, and also some little bats. There's a Blue Potion near the end, if you hold Right on your Control Pad while you make your final jump. Grab this and go down to meet the next guardian.

Mini-boss: You'll fight a golem here. The golem moves slowly and punches after it takes a step. Sometimes it may stop and throw a stone head at you. You'll have to duck the stone heads and keep a distance so that the punches don't hurt you.

Rent Boss: Stone Guardian

This boss moves slowly back and forth while attacking you with spiked balls. Try to knock out the spiked balls while whacking the soft spot on its body. After a while the soft spot will reveal a small mutant monster. Hit that repeatedly to smash the stone monster's shell. The mutant will then float slowly dropping bubbles. Hit the mutant several times to kill it.

Round 4-1: Marshy Swamp

This watery pathway has fish creatures that jump from the depths of the swamp and attack you with spears. Some of them jump onto the platforms and start hoppnig towards you. When you kill one, another usually pops up until you move ahead a little. Attack and move slowly. Use Bind whenever necessary. You might need to seek help from Cutie about halfway in the level.

Mini-boss: A gold skeleton. This one is not too tough to beat. Use Blast and hack away with your sword.

Round 4-2: Grave Cemetery

You'll get attacked by skeletons, floating blobs, butterflies, and mouth plants. Use the Blast spell to attack the moth plants that are out of reach.

Mini-boss: You're gonna fight a sorceror at the end of this level. It attacks with magic bolts and the Bind and Blast spells. If it moves its hands across its body, it's about to cast a spell. There's nothing you can do to block it, so beat it up quickly. If it moves its hands up and down quickly, it's gonna throw a magic

bolt at you. It moves slow, so you can run out of the way.

Grave Boss: Tree Creature

The tree creature attacks with small plant growths that roll out, grow a little, then explode. You can knock these out with one quick sword swing. The tree also has a vine tongue attack, which it rarely uses. Its weak spot is its head.

Round 5-1: Telugamn Bridge

This level has the same enemies as Marshy. When you grab the first Power Claw in this level, your weapon should be at full power. You can now kill some enemies in one hit.

Mini-boss: The boss at the end of this level is a griffin. First, it starts out as a lion and an eagle. The lion runs back and forth on the ground, and the eagle flies around, swooping down at you with its claws. When you do enough damage to either, they merge and morph into the griffin. The griffin attacks like the gargoyle at Inazumi, except it doesn't drop those snake bombs. It doesn't do that much damage when it attacks, though. Use the Blast spell to knock out some of its power.

Round 5-2: Cliff

Head up to the top and fight the slime creatures.

Mini-boss: It's a blue golem. Not that much tougher than the brown one at Rent.

Round 6-1: Thelenea Castle

Thelenea Castle is tricky. You have to go through the right doors to advance, or else you'll end up backtracking. The trick is to look for the doors that have the skeletons guarding them. After you go through the first door to enter the castle, here's the order in which you should enter the doors (not counting the one you start out of): third, second, first, third, second, third. When you emerge outside, you'll face a mummy wizard. It teleports and attacks with its magic staff, and the Blast and Bind spell. If it raises its staff slowly, it'll cast a spell. If it raises its staff quickly, it's gonna hit you with its staff. It usually does this after casting Bind, or if it appears close to you. Knock it around a little with your sword. Don't bother using magic.

Thelenea Boss: Thorndog

Thorndog is pretty easy. He uses a finger laser that burns up the ground. His hand protects the dark jewel around his neck. Lop off the claw with a good hit, then attack the jewel. Every time you do, though, it counters with a waving bolt. Just hit it to make it go away. After about ten seconds, Thorndog's hand reforms. Just repeat the process until he's defeated.

Round 6-2: Thelenea Tower

This is the final frontier. On each floor, you'll face a mini-boss. When you defeat one, you'll go up to the next floor. The first floor pits you against an advanced mutant bouncer. The second floor has you fighting one of those mutant blobs. The third floor brings a gold minotaur. On the fourth floor, you fight a stone golem. And on the fifth floor, you're up against another griffin. When you defeat them all, go up to the top. In the next two statues are a Blue Potion and Power Claw. At the right end of the

screen is Blackhorn. He'll rise out of his throne to battle you.

Mini-boss: Blackhorn attacks with his sword and magic. He knows all three spells, but they're nothing to worry about. Beat him up with your sword, and get ready to fight the final boss.

Tower Boss: Black Dragon

The Black Dragon attacks with fireballs that it spits from its mouth. At first it attacks with one, but when it turns yellow, it spits two. When it turns red, it may stop and open its mouth to cast Bind. Its weak spot is the red pulsating heart on its body. When you strike it enough times, the dragon changes color, from yellow to red. Slash the heart over and over to defeat it, and you've won the game.

<<<<<Codes>>>>>

Invincibility - At the Astyanax title screen, hit Up four times, then Down, Left, Right, and Up on Controller 1. If you did this right, Astyanax can not take any physical damage. He can still be affected by the enemies' magic spells, though...

Stage Select - At the Astyanax title screen, hit Up, Down, Left, Right, and B four times on controller 1. If you did this right, you'll see a stage select screen that lets you start at any level after the first one. He will also start out with a sword at full power.

<<<<<Acknowledgements>>>>>

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