Mace: The Dark Age FAQ/Move List

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=MACE - The N64 FAQ=
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=-----04.11.98-----=
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Revision 2.15

What's New:
*"Out of bounds" Deimos glitch!(incredible!)
*Follow-up to Dregan's Low Kick
*Price change info added

1)Introduction
2)Secrets
3)Basic Moves
4)Stage Information
5)Practice Mode
6)Executions
7)Scoring
8)Combo System
9)Character Moves
10)Glitches/Fun Stuff
11)Credits


1)INTRODUCTION
MACE is the third in the series of N64 conversions of their quality arcade
fighting games(cough cough Wargods cough) MACE is the first one that really
takes advantage of the N64's 3-D abilities. It was released onto the N64
in October 1997.
It was converted to the N64 by EUROCOM(who also did Wargods).
In March 1998 it was reduced to $39.95 US along with other 1996/97 Midway
titles.

2)SECRETS(from CurtMac@aol.com and N64.COM)
SELECT STAGE
Highlight character and[Start-Start-Start-Start]to pick his/her stage.

EXTRA COLORS
To access 5 extra colors for any character, hold down any of the
following buttons while selecting your player:
[L or R] Color#2
[C-Up]   Color#3
[C-Down] Color#4
[C-Left] Color#5
[C-Right]Color#6

2-PLAYER PRACTICE MODE
Highlight PRACTICE and press START on both controllers at the same time
to practice on someone other than "Spanky".

To do the following, highlight each character and tap START afterwards.

Midget Characters      [Takeshi-AlRashid-Ragnar-Xiao Long]
Hidden Golf Stage      [Koyasha-MordosKull-Takeshi]
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Boss Stage              [MordosKull-Taria-Ragnar]or[Namira-Koyasha-Taria]
Big Heads               [Koyasha-AlRashid-Takeshi]
Random Opponents        [HellKnight-Xiao Long-Dregan-Namira]
Fighters Exchange Heads[AlRashid-Takeshi-Kull-Xiao- Namira]
Bunny Shoes             [Ragnar-Dregan-Koyasha]
Play as NED             [Koyasha-Executioner-Diemos]then select Xiao.
NED fights exactly like Xiao and is his "2nd Outfit".
Can be done in 1-player game as well.


It is confirmed that the following stages from the original arcade version
were left out of the N64 copy for memory reasons:
San Francisco Rush, Machu Picchu, Castle, Super Grid.
(THAT TAKES CARE OF THOSE NASTY RUMORS...)


*SECRET CHRACTER CODES*
Play as "POJO!":
After performing Taria's execution where she turns them into a chicken:
Start a 2-player game, highlight Taria, and hold Start while pressing
A or B.(Continue to hold down Start until round begins)


Play as Grendal:
Get 3 WINS, start a 2-player game, highlight Executioner, hold Start
while pressing A or B.(Continue to hold it until match begins)


Play as Ichiro and Warmech(from N64.COM):
Turn the game on. During the legal screen, rotate through the following
directions on the joypad[Right-Up-Left-Down]
(just do counter-clockwise circles).
You should hear a noise. WarMech and Ichiro will be located above the
Executioner and Lord Diemos until the game is turned off.


"Unlimited" Credits:
When you get KO'ed in a 1-player game, press START on the other contoller,
finish off the dummy match, and fight the computer again. This can be
done forever. The WINS record for your side is retained so Grendal can be
used with this too. Believe me, you don't know what cheap is until you've
fought some of these!


3)LEGEND/BASIC MOVES
UB U UF
B  * F - joypad
DB D DF


Default layout:
E  E
   Q S K
   Q S K


Q= quick
S= strong
K= kick
E= evade


Tapping versus holding:
If it says "B,Q", tap(don't hold) B before pressing the button.
If it says "B+Q", then you should press both the direction and the button
at the same time.


BASIC MANUEVERS: For all chracters unless indicated(*)
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[Q]quick slash
[S]strong slash
[K]hard kick
[D+Q]crouching slash
[D+S]hard crouching slash
[D+K]crouching kick
[B+K]foot sweep*
*Executioner/Lord Diemos/Ragnar/WarMech/Grendal/POJO! cannot do this.
[Evade+Q]dodge slash*
*Executioner/Lord Dirmos/Ragnar/WarMech/HellKnight/Grendal/POJO!/Namira
cannot do this.
[Evade+S]dodge slash*
*Executioner/Lord Diemos/Ragnar/WarMech/HellKnight/Grendal/POJO!
cannot do this.

[F+Q+S]overhead strike
[Jump+Q]Air slash(can start combos)
[Jump+S]Pounce slash
[Jump+K]Jump kick(can start combos)
[U or UF+K]launcher kick(can start juggles!)
[F, Q or S in close]Throw
[D+S near object]throw object
[D-F+Evade then Q or S]counter
[S when knocked down]surprise attack
[D+Q or S close when being attacked with special]Reversal Hold

Movement:
[B]walk back
[F]walk forward
[UB]jump back
[U]jump up
[UF]jump forward
[D]crouch
[DB]crouch-block position
[B,B]back dash
[F,F]forward dash
[B+Evade]back dash(except for Koyasha and Xiao Long)
[Evade]sidestep away from screen
[D+Evade]sidestep towards screen
[U when knocked down]side roll away from screen
[D when knocked down]side roll towards screen
[B,B when knocked down]roll away
[F when knocked down]roll towards
[UF when back is turned]evasion jump
[UB when back is turned]far evasion jump

FOOT SWEEP: Um, well a sweep that knocks down.
AIR SLASH: A quick hit it midair that can start combos.
POUNCE SLASH: A fiercer slash that strikes upon landing.
JUMP KICK: A standard jump kick which can start combos.
OVERHEAD STRIKE: This is a hard attack that will break crouch-blocks.
DODGE SLASH: This is at attack that starts with an evasion.
These can finish combos after basic combo strings.
LAUNCHER KICK: This will knock your opponent into the air, giving you one
brief split-second to follow up with another attack. If you hit them
before they land it counts as a combo! (You can do this with certain
specials like Ragnar's Running Headbutt but it won't be recorded as
a combo.) Remember to hit Up and Kick at the same time!
THROW: A basic throw done in close.
THROW OBJECT: Some objects have "objects" that can be picked up and thrown.
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It's automatically thrown at your opponent upon being picked up.
COUNTER: The first part (D-F+Evade), your character will block with their
weapons for about 1 second. If it blocks an attack successfully, hit Q or S
to strike them and you will get a "COUNTER ATTACK!" message.
CROUCH-BLOCK POSITION: Your character will guard with their weapons.
BACK/FORWARD DASH: This is quick lateral movement.
You can follow this up with a attack or a throw.
SIDESTEP EVADE: This produces a move towards or away from the axis. Near
inclines, this will produce a jump instead that will jump onto the incline.
SURPRISE ATTACK: When knocked down, you can do a special retaliation which
is a backward roll followed by a lunging low strike.
REVERSAL HOLD: When about to be hit with an oncoming attack, [D+Q or S]
will grab your opponent out of hit grab them. For example, Ragnar's
Rolling Upper can be reversed with the right timing.
EVASION JUMP: In certain sitatuations, when your back is turned for a
split-second, you can perform a jumping sidestep.

4)STAGE INFORMATION
In MACE it is possible to fully travel the stage area.
Stages may have inclines/declines that you can knock your opponent off of,
objects you can pick up and throw, or certain areas like water, fire,
spikes, or a swinging axe in one stage. Getting hit by certain stage
objects or staying in certain hazardous areas like deep pools of water will
cause damage to your character. In that case, jump and/or evade to get out! Of
course, your opponent can keep hitting you into the hazard area for a "cheap"
win.

On Takeshi/HellKnight/Deimos stages, the battle randomly starts on either
of two spots.

5)PRACTICE MODE
Select PRACTICE and you can practice the moves and combos of any character
execpt the secret ones against a training dummy "Spanky".

Stage select codes will NOT work in practice mode.

6)EXECUTIONS
Finishing moves in this game are called "Executions." To perform one, win
the match with a move that does not knock down and quickly perform the
code at the right distance.

7)SCORING
In a 1-player game, after each winning match you get points based on your
time, health bar left, and whether you did the execution.

Each PERFECT is 100 pts.
EXECUTION is 100 pts.

8)COMBOS
"Basic" Combos are 3-hit button sequences, and each fighter except for
Grendal has 2 of these.

A basic combo can be followed up with a one or more specials if you know
which ones work.

You can go into a basic combo from a jumping Q or K, and certain hits like
Taria's B+Q.

"Juggle" Combos are short combos that involve hitting a falling opponent
after a Launcher Kick[U+K]

More complex strings involve linking two or more special attacks that
"flow" together. This means that any attack sequence can never be used
twice in any combo. For example, Namira can go [B+Q,Q] then [B+S,S] or
[B+S,S][B+Q,Q] but not [B+Q,Q] and then another [B+Q,Q].

To do the biggie combos, learn the timing and sequence on the hits. Don't
mash!! Go calmly from one sequence to another.

After an impressive combo is over, you will hear the announcer say the
something like: "Beautiful" "Exquisite" "Savage" "Brutal"
"Satisfactory" "Admirable" etc...

9)CHARACTER MOVES

EXECUTIONER
Poke[B+Q]
Fireball[D-F+Q]
Downward Chop[Q+S]
Upper Chop[B,S]
Strike and Throw[B-D-F+S]
High/Low Swing[B-F+Q]
Axe Sweep and Overhead[D-B+S]

Execution[B-D-F-B-D-F+Q](close)

(3)[Q,Q,S]
(3)[S,K,Q]

(5)[B+Q][Q,Q,S][B-D-F+S]
(8)[B+Q][Q,Q,S][B-F+Q][D-B+S]

LORD DIEMOS
Face Punch[B+Q]
Reflect[F-D-B+Q]
Nuclear Bomb[B-D-F+Q]
Home Run[Q+S]
Sword Spin[B-D-F+S]
Stab and Throw[B+Q+S then Q]
Shoulder Slam[F,F+S]
Quick Sword Upper[B,F+S]
Double Swing[B,F+S right after Quick Upper or HomeRun]*NEW*
Kick Down[B,F+K]

Execution[F-B-D-F+S](1/2 screen)

(3)[S,D+S,D+S]
(3)[S,S,Q+S]

(5)[S][B-D-F+S][B,F+S][B,F+S]
(6)[B+Q][S,S][B-D-F+S][F,F+S]
(7)[Jump+K][S,S][B-D-F+S][F,F+S][B,F+S]

RAGNAR
Rush Chop[Q+S]
Running Headbutt[B+Q+S]
Spinning Chops[F+Q rapidly]
Thunder Blast[B,F+Q]
Axe Dive[Q+S+K]
Rolling Upper[B,F+K]

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Double Upper[B-D-F+S]
Fake Roll[F,F+K]

Execution[B-D-F-B+K](close)

(2)[Q+S+K][S](juggle combo)
(3)[S,Q,Q]
(3)[Q,S,Q+S]

(5)[S,Q,Q][B,F+K]

*KOYASHA*
Double Backflip[B+Evade]
Lunging Knife[Q+S]
Fire Blast[D-F+Q]
Double Fire Blast[D-F+Q,Q]
Rolling Slash[Evade+S]
Leg Cutter[F-D-B+S]
Slide Kick[B,F+K]
Downward Kick[F-D-B+K]
Leaping Kicks[D-F+K then D-F+K,D-F+K]
Air Flip Throw[UF+Q+S]or[Jump UF then Q+S]
Low Slash and Upper[F-D-F+S]
Crossover Kick[S+K when jumping over them]

Execution[B,F,B,F+Q](close)

(2)[S][Evade+S]
(3)[S,Q,K]
(3)[Q,K,K]
(7)[Jump+K or Q+S][Q,K,K][D-F+K][D-F+K][D-F+K]

*TARIA*
Dagger Stab[B+Q]
Twister[F-D+Q]
Fire Blast[D-F+Q]
Air Fireball[Jump then D-F+Q]
Spinning Low Slices[F-D-B+S]
Running Slash[B-F+S]
Reaching Slash[Q+S]
Low Reaching Slash[S+K]
Flash Kick[D-F+K]

Execution[Hold S then release](1 step away)

(2)[U+K][D-F+K](juggle combo)
(3)[UF+K][K][D-F+K](expert juggle)
(3)[S,K,K]
(3)[Q,Q,S]

(5)[B+Q][Q,Q,S][D-F+K]
(7)[B+Q][S,K,K][F-D-B+S][D-F+K]

*AL-RASHID*
Flashcut[D-F+S]
FC followup[D-F+Q after hitting with flashcut]
Air Dive[Jump then B,F+Q]
Sand Devil[Hold S then release]
Double Chop[Q+S]
Sword Upper[F-D-F+S]
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Block and Chop[B+S]
Tornado[F-D-B+S]
Side Kick[B,F+K]
SK follow-up[F+S after hitting with Side Kick]

Execution[B-D-F-B+S](1/3 screen)

(3)[K,Q,K]
(3)[S,S,Q]

(9)[B+S][S,S+hold S,Q][release S]
(11)[B+S][S,S,Q][D-F+S(hold S)][D-F+Q][release S]

*TAKESHI*
Sword Flurry[F+Q rapidly]
Flame Slash[D-B+S]
Uppercut Slash[B-D-F+S]
Sword Sweep[D+Q+S]
Energy Ball[B-F+S then S if it connects]
Side Kick[B-F+K]
High Sword[Q+S]
Low Sword[S+K]

Execution[F-D-B-D-F+S](close)

(3)[Q,Q,S]
(3)[S,Q,S]

(3)[U+K][Q,Q](juggle combo)
(3)[B,F+S,S][B-D-F+S]
(4)[D-B+S][Q,Q][B-D-F+S]
(6)[D-B+S][Q,Q,S][B-F+S,S]

*NAMIRA*
Double High Slash[B,Q,Q]
Double Low Slash[B,S,S]
"Iwa" Slash[Q+S]
Sword Sweep[S+K]
Sword Spin[Q+S+K]
Advancing Slash[F-D+Q]
Splits Kick[B,F+K]
Chop Kick[D-F+K]
Punt Kick[F,F+K]
Fireball[F,B+Q]

Execution[D,D,B,F,K](close)

(3)[K,Q,S]
(3)[K,K,B+K]

(2-3)[U+K][B,Q,Q](juggle combo!)
(3)[UF+K][S][F,F+K](expert juggle)
(4)[Jump+K][K,K][F,F+K]
(5)[B,S,S][B,Q,Q][F,F+K]
(9)[K,S][B,S,S][B,Q,Q][D-F+K,K][F,F+K]
(10)[K,Q,S][B,Q,Q][B,S,S][D-F+K,K][F,F+K]

*XIAO LONG/NED*
Double Backflip[B+Evade]
Low Staff Hit[B,Q]
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Staff Sweep[D-F+Q]
Spinning Smash[Q+S]
Sweep/Stomp Combo[F-D-B+S]
Staff Uppercut[B-D-F+S]
1000 Staff Combo[Hold S then release]
Flying Kick[B-D-F+K]
Block and Kick[F-D-B+K]
Mystic Orb[Hold B then F+S]
Advancing Strike[B,F+Q]
Crossover Kick[S+K when jumping over them]

Execution[B,F,B,F+S](close)

(3)[Q,K,K]
(3)[S,Q,K]

(4)[Hold S][U+K][release S](juggle combo)
(6)[Jump+K][Q,K,K][F-D-B+S]
(11)[B,Q][S+hold S,Q,K][release S][F-D-B+S]

*MORDOS KULL*
Block/Low Swing[F-D-B+Q]
Stunning Mace[Q+S]
Power Swing[B+Q+S]
Double Mace Swing[B-D-F+S]
Shield Blast[B,F+S]
Block and High Swing[F-D-B+S]
Uppercut Swing[F-D-F+S]
Side Kick Combo[B,F+K then B-F+K,B-F+K *FAST*]

Execution[D-D-B+S](close)

(3)[Q,S,Q]
(3)[S,Q,B+S]

(3)[Q+S][UF+K][S](juggle combo, very hard)
(4)[K][B,F+K][B,F+K][B,F+K]
(8)[Q,S,Q][B-D-F+S][B,F+K][B,F+K][B,F+K]

*DREGAN*
Block/Low Strike[F-D-B+Q]
Evil Strike[Q+S]
Skull Ball[D-F+Q]
Spin Kicks[Hold S then release]
Block/High Strike[F-D-B+S]
Sword Uppercut[F-D-F+S]
Body Lunge[B,F+S]
Low Kick Combo[B-D-F+K then K,K]*UPDATED*
Leg Drop[B-F+K]
Kick and Pounce[S+K]

Execution[F-D-B-D-F+K](close)

(3)[Q,Q,S]
(3)[S,S,Q]

(9)[Hold S][Q,Q][release S][F-D-F+S]
(10)[S,S+hold S,Q][release S][F-D-F+S]

*HELL KNIGHT*
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Double Chop[B+Q+S]
Flame Columns[B,F+Q]
Big Upper[Q+S]
Block/Low Strike[F-D-B+Q]
Tail Blast[D-F+Q]
Tail Strike Combo[D-F+S then S if it connects]
Block and High Strike[F-D-B+S]
Double Axe Ram[B,F+S]
Axe Grab[B-D-F+S]
Kick Down[B-F+K]

Execution[B-D-F-B+K]

(3)[S,S,Q]
(3)[K,S,S]

(6)[S,S,Q][D-F+S,S][D-F+Q]

*POJO!*
Egg Launch[Jump then Q+S]
Jumping Back Attack[F-D-B+S]
Running Charge[B,F+Q]
Flying Scratch[B,F+K]
Atomic Blast[Q+S+K]

Execution[Hold F+K](close)

(2)[K,K]
(3)[Q,Q,S]
(3)[S,S,Q]

*GRENDAL*
Elbow Smash[B,F+Q]
Running Attack[B+Q+S]
Knockdown[Q+S]
Uppercut Smash[B-F+S]
Triple Overhead[F+Q+S,Q+S,Q+S]
Fist Sweep[F-D-B+S then S if it connects]
Shoulder Ram[F,F+S]
Power Stomp[Q+S+K]
Knee[B+K]

Execution[D,D,B,F+K](close)(F+K should be simultaneous)

(5)[B+K][K][F+Q+S,Q+S,Q+S]
(7)[B+S][S][B,F+Q][Q][F+Q+S,Q+S,Q+S]

*WAR MECH*
Uppercut Mace[B-F+Q]
Spinning Mace[Q+S]
Ground Pound[F-D+Q]
Low Cannonball[D-F+Q]
Mid Cannonball[D-F+S]
Arm Poke[B-F+S] "Have some of this!"
Triple Swing[Hold S then release]
Hyper Hammer[F+S rapidly]
Flip Kick[B-D-F+K]
Stomp[Q+S+K]

Execution[B-F-D-B+S](close)
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(3)[Q,Q,S]
(3)[S,S,Q+S]

(6)[Hold S][Jump+Q][Q,Q][release S]
(6-11)[F+S rapidly and keep tapping S]

NOTE: WarMech cannot be thrown.

*ICHIRO*
Shove[F,F+Q]
Fireball[D-F+Q]
Spinning Double Slash[B,F+Q]
Slash Combo[B,Q then S]
Sword Sweep[F-D-B+Q]
Sword Thrust[Q+S]
Leaping Slash[B,S]
Flame Jump[B-D-F+S]
Low Slash[F-D-B+S]
Gut Punch Combo[B-F+S then B-F+S,B-F+S *FAST!*]
Sword Sweep[D+Q+S]
Flash Kick[B-D-F+K]
Kick Out[K after his throw]
Power Slash[S+K]

Execution[F-D-B-D-F+S](close)

(3)[S,S,Q]
(3)[Q,S,K]
(3)[S+K,S,Q]

(3)[UF+K][S,S](expert juggle combo)
(4)[F,F+Q][S,S][D-F+Q]
(7)[B,S][S,S,Q][B,Q,S][B-D-F+S]
(9)[B+S][S,S,Q][B,F+Q][B,F+S][B,F+S][B,F+S or B-D-F+S]


10)GLITCHES/FUN STUFF
XIAO LONG COMBO COUNTER/REPLAY GLITCH
Begin with his staff sweep[B-D-F+Q] and immediately start tapping S
repeatedly. This will strike them when they're getting up and keep raising
the combo meter(even though it is blockable). If you use this to win the
round, you can get about 9 S smacks and they ALL get replayed during the
"REPLAY". Cool!

*NEW* OUT OF BOUNDS GLITCH WITH DEIMOS(from ladderman88@hotmail.com)
As you may know Asmodeus' stage has no boundaries, and you lose if you fall
off. Now here's a very very AWESOME glitch that makes L.Deimos "cross"
the boundary of certain practice stages and fall to his doom!

During Deimos/Takeshi/Koyasha/Xiao Long/Kull stages in PRACTICE MODE,
go to the outer boundary and have Deimos face a either a corner where
two walls meet or a wall meets a pillar/bridge(you may have to fiddle with
the Evade function.) Now have him do his Shoulder[F,F+S]. If you hit at
the right point, Deimos will either fly up and fall backwards out of the
stage or be standing on an invisible border in midair(Xiao/Takeshi stages).
If he fell out of the stage, Evading will give you some very bizarre
camera angles(I got upside down in Tak's stage!)
If he landed in air, you can jump back in the arena and he will just lay
there until you exit practice mode!
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TARIA STAGE GLITCH
Be at the very edge of the platform in Taria's stage and you may get
"electrified" after doing a special move.
COMBO COUNTER
When near the corner as Taria, do a B+K sweep followed by repeated S hits
and the combo counter will mess up after 58 hits.


HIGH SCORE CRASH
Select "HIGH SCORES" during the OPTIONS screen and watch the game crash
afterwards!


Awesome trick with Lord Diemos!
Select 2-player PRACTICE, with Diemos and Al-Rashid.
(Try to get the desert!). Every time Diemos does his [B-D-F+Q] move, he
leaves "marks" on the stage! For the ultimate challenge, try writing your
initals on the desert sand!


11)CREDITS
GamePro's October 1997 Issue for most of the hidden/boss character moves.
CurtMac(CurtMac@aol.com) for the select screen cheats.
N64.COM- more codes!
Other Mace FAQS including Elusive696's MACE FAQ.
bnoel@chat.carleton.ca- Ichiro combo finishers
ICEMAN- let me know Bunny Shoes code was left out
ladderman88@hotmail.com:Deimos' 7 hit combo and the out-of-bounds glitch.
MACE:The Dark Age (c)1997 Atari Games
Distributed for the N64 by MIDWAY N64(c)Nintendo of America
ICEOUT MKT<ICE>(me)for testing everything and putting this together.
...Whew!!!!


Find this at- http://pages.prodigy.com/ycjy54c/n64mace.txt
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