

# Mace: The Dark Age Executioner Character FAQ Final

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-Mace: The Dark Age-  
-Executioner FAQ - Final Version-  
-Nintendo 64 Version-  
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-Table of Contents-

-Section 1: Character Attacks  
-Section 2: Combinations  
-Section 3: Credits

This Character FAQ is meant to inform, not make a profit. If you want to use it on your site, ask my permission. I'm not asking for a million dollars, I'm just asking for the credit due to me for writing this guide up and posting it for everyone to use. Other than that, my hope is that you gain some insight into a character from Mace: The Dark Age, namely, the Executioner.

Happy Maiming,

Drew "Kasket" Guirey

-Section 1: Character Attacks

-Big Swing: Back + Strong Attack

\*This attack is a knock-away move if there ever was one. While slow to draw, the move knocks your opponent into the air, and away from you after a combination. Excellent damage, and excellent range make this move one of The Executioner's top attacks.

-Corpse Kiss: Down, Forward, Quick Attack

\*Quick and slightly powerful, the Corpse Attack is a projectile move that is good as a combination ender as well as a stand-alone attack. Use this move from a distance, and you can play the keep-away game all day long.

-Devastator: Back, Forward, Quick Attack

\*A two part move, it can be used mainly as a combination ender, hitting both high and low. Use this move if you're up against a constantly ducking opponent. It's fast and furious, and dishes out a good amount of damage to boot.

-Axe Hook: Back, Down, Forward, Strong Attack

\*Another powerful move that is a slow to draw, but dishes out heavy damage. With the Axe buried in the chest of your opponent, you toss him or her away from you and half way across screen. This is a great looking combination

ender, and can be used to give a heavy hitting combo a little extra damage.

-Sweepchop: Down, Back, Strong Attack

\*This is another two hit move that gives you the ability of chipping a blocking opponent and then raining damage down on their head. It's quick, but doesn't give you quite as much damage as the Devastator does.

-Fadeback: Quick + Strong Attacks

\*An anti-crouching move, it deals out a good bit of damage to your opponent and doesn't leave you open for any sort of reprisal. Good anti-defense move and is rather quick.

-Overhand: Forward + Quick + Strong Attack

\*Just a brutalizing move, it can't be placed in a combination, and is more or less used to chip away and finish off your opponent. There is no flash here with the Overhand, it's merely there to pound someone.

-Fatality: Back, Down, Forward, Back, Down, Forward, Quick Attack {While in Close}

\*Can't say much here except you have to see it to believe it. It's a nasty one.

-Section 2: Combinations

Here are some of the combinations that I've found while playing as the Executioner, just take the list, and starting from the top, are the most damaging combinations.

-Back + Quick Attack into the Devastator

-Jump-In Quick into a Standing Quick into a Back + Quick into a Sweepchop

-Back + Quick into a Axe Hook into a Sweepchop

-Strong Attack, Kick, Quick Attack into a Sweepchop

-Quick Attack, Quick Attack, Strong Attack, Devastator

Using The Executioner is akin to using a bulldozer to knock down an outhouse. It's ridiculous the amount of damage that he can pull off, and the range that he's got. On a Tier system, Executioner is in the top three with speed, power, range and defensive capability. In the hands of the right person, he can be taken to the max and not miss a beat. Some of his downfalls however, is that his attacks against a very fast character can be a little too slow.

When fighting against the Executioner, you'll find that he uses a lot of Corpse Kisses to finish off the job. All you can do, is jump, block and Evade as much as possible, otherwise, you'll find yourself on the wrong end of the Execution fatality. Quick characters should have no trouble keeping the pressure on, and chipping away with minimal damage, fast moving attacks. As long as this is kept in mind, you should have trouble against him.

-Section 3: Credits

-CJayC: GameFAQs.com owner and operator for posting this Character Guide. Hell of a site.

-Mary Lynn: As always, my inspiration

-Gamers everywhere: For having a need for people like me, to write guides like this.

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