

# Mace: The Dark Age Al Rashid Character FAQ Final

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-Mace: The Dark Age-  
-Al Rashid Character FAQ-  
-Nintendo 64 - Final Version-  
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This work is copyrighted to me and can only be used on Internet sites that ask my permission. I'm not asking a million dollars for the information, I'm just asking for the credit due to me for writing it. All you have to do is ask. For everyone else, I hope that you gain some insight into one of the fastest characters in Mace: The Dark Age for the N64 console: Al Rashid.

Happy Maiming,

Drew "Kasket" Guirey

-Section 1: Character Attacks

-Sand Devil: Hold Strong Attack for 2 seconds that then release.

\*This move is one of the best in Al Rashid's arsenal and can pull a 3 hit combination into an 8 or 9 hit in a hurry to dish out massive damage. The move is displayed as Al Rashid ducking and spinning along the ground with his blades extended ala Yoshimitsu.

-Flashcut Left: Down, Forward, Strong Attack.

\*More or less a surprise move, it can be followed up with a Down, Forward, Quick Attack for a little extra damage. You'd do well to use it in a combination starter or if the opponent is moving towards you as one of those attacks to catch them off-guard. The move is displayed as a quick slashing cut from the left.

-Power Chop: Quick + Strong Attack

\*A spinning move in which Al Rashid extends his blades in a chopping manner. This move can be followed up with another Power Chop for added damage and is good in a short combination. The second Power Chop is extremely useful as an Anti-Crouching attack.

-Sweep Kick: Back + Kick

\*Not a particularly useful move, but it is good against a computer or human opponent that likes to do a lot of high blocking. The move is a simple

sweep kick that knocks them off their feet for minimal damage and could be used to start up an offensive barrage.

-Sword Spin Uppercut: Forward, Down, Forward, Strong Attack

\*A slow, heavy damage move that is useful at the end of a long combination. The display is an upward slashing spin with both blades extended, and can be followed up with a Power Chop if timed correctly. This move is useful against slow characters, but near useless against quick characters.

-Sword Mirage: Back + Strong Attack

\*Cool looking move, but again, another useless chipping attack, this one starts with a swing of the blade but then turns into an opposite chop with the second sword. Not bad, but again, it's for chipping damage or to severely piss off your friends.

-Side Kick: Back, Forward, and Kick

\*One of the only kick moves he has, it does next to nothing and cannot be combined with anything else. This is probably the most useless move that Al Rashid has, so use at your own risk.

-Blade Tornado: Forward, Down, Back, Strong Attack

\*Rashid's only projectile attack can be used at a good distance, but is slow on the take off. Quick characters can move and evade around this, and seriously damage Rashid. While one of the cooler looking specials that Rashid has, it's only a sand colored tornado that picks the enemy up, and slams them to the ground.

-Double Chop: Forward + Quick + Strong Attacks

\*Just a simple double cut forward in a chopping motion, it is easily blocked, and could turn the tide of battle against you. It's also non-combinable with any other move, so use this for chipping damage and to keep the pressure on the offensive.

-Air Dive: Back, Forward + Quick Attack {While in Mid-Air}

\*An anti-air move, the Air Dive keeps your opponents on the ground and out of your face. You can throw this in for some extra damage and just to aggravate your opponent a little.

-Fatality: Back, Down, Forward, Back, Strong Attack {Must be in close}

\*This is a sweet one. He simply hacks off limbs and other various things into a bloody heap of severed limbs. It's easy to pull off, and the reward is gratifying.

-Section 2: Combinations

Some of the combinations that I've found are listed here. While there are always new ones to be found, I'll list some of the ones that I've found and the damage that I've gotten out of them.

-Air Dive + Sand Devil = 37%

-Back + Strong, Strong, Strong =25%

-Flashcut Left + Flashcut Left = 22%

-Flashcut Left + Sand Devil = 28 %

-Sand Devil + Sweep Kick = 30%

To gain extra damage, try and use any of the mentioned combinations and knock your opponent off the edge of the stage into the traps, this will usually boost your damage rate up to about 60%. Be aware though, that you won't be able to pull off the fatality at all. Also, when going for a combination, try to remember that holding Back is your Block, and you may need that from time to time. The basis here is this, if you think you can get some damage in, then go for it, if not, wait for an opening until you can go gung-ho on them.

Be aware that the opponent when controlled by a computer can move right around your combinations. You'll find that you have very little control over this, and it can get frustrating. Just keep in mind, when an opening comes up with the quick characters, hit them with quick attacks and back away before they kick the crap out of you. With the larger characters, you'll find that you can use the slower moving combinations against them without much fear of reprisal. Just watch for the projectiles, and remember to block at all times.

-Section 3: Credits

-CJayC at GameFAQs.com for a hell of a site, and for putting up with these character guides.

-Mary Lynn, as always, my inspiration.

-Gamers everywhere, for reading, writing, and requesting these things from me and other writers.

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