

Axe'n Crossbow

This site was preliminary made to promote the videogame project Axe'n Crossbow. More material is progressively being added to complete the presentation.

- INTRODUCTION -

Axe'n Crossbow is a two player fantasy-action adventure set in a two dimensional multi direction scrolling scenery seen from profile where the player can move the character in four directions. Left-right, and on ladders up-down. In some cases also in-out of doors.

The player is presented with the choice of path to select from. The first three dungeons are mandatory, a kind of instruction level where the player is introduced to the basics of the game.

After the third dungeon the game starts for real and the player can then choose what doors to open to advance deeper into the dungeons. There are three difficulty levels in the game and they all present a different challenge to the player. Higher difficulty is rewarded with increased score.

The dungeons are all scattered with hidden paths to secret treasure chambers that will allow for various bonuses and a greater score. If the player succeeds in collecting all treasures in a treasure chamber and escape within a timelimit, the player will be rewarded. It is up to the player to be perceptive enough to find the hidden treasure chambers by trying different tricks in the game, sometimes hinted by the monks.

The dungeons can be very large and complex so players need to learn the labyrinth well to find the key and open the gate at the end of each dungeon. Score is increased by collecting treasures and freeing the captured prisoners while at the same time avoid traps and enemies who are doing everything they can to stop you.

The incremental score depends on the difficulty the player has chosen. Each time a dungeon is completed, three new dungeons are presented. Each dungeon is marked with a sign representing a difficulty.

At the end of the game there is one big dragon to be slayed. Weak spots are the head and the front claws. Axe'n Crossbow does not implement the 'end of level boss' concept, rather the satisfaction comes from mastering the dungeons by learning to navigate the labyrinth swiftly, understanding the patterns of enemies, collecting treasure and rescuing captives.

There are no power-ups, no smartbombs, or any physics-changing cheats with the exception of number of magic potions that temporarily helps the player. You enter, and exit, as you are with your weapon. To summerize; Axe'n Crossbow is like a giant medieval maze game similar to Elevator Action.

More information is in the '[Gameplay](#)' section

The main features are:

- Two-player simultaneous action.
- Intelligent enemies with various AI
- A highly addictive scoring system
- Intuitiv and responsive control
- Non linear story, evolving by player's choices
- Hidden chambers that require attention to find
- Highly detailed graphics and animation

Introduction
The Characters
Gameplay
Development
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