

# Axe'n Crossbow

*"Learn your enemys weak spot and use it"*

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**Axe:**  
The brave and mighty warrior is nearly invincible with his powerful axe. What he lacks in swiftness he gains in strike force as nothing can escape his dredded swing. Let us zoom in on yet another striking pose...



**Crossbow:**  
The silver-haired elf is most skillful with her twin-arrow crossbow. With lightning speed she can instantly put two holes through anything in sight. She is as deadly as she is beatiful and all creatures fear her magic.



**Prisoners:**  
When evil demons raid the villages across the land, innoscent people are taken as slaves or food. Save them before they are turned into twisted dark creatures that serve evil. Set them free, or leave them to meet their doom.



**Bumse:**  
One of darkness' strongest servants. Not very agile as his eating habbits prevent him from climbing any ladders, With a 120 pound wooden, steel enforced hammer, he gives life in 2D a new meaning as he makes pancake of everything and anything.



**The Standard Issue Scout:**  
A fast and agile runner with limited armour. Climbs ladders and can jump. He can easily be tricked and is no big threat unless you are off your guard. But they are plenty so keep your axe high and your arrows coming. Occasionally you'll even have the pleasure of watching them fall into their own traps.



**Monk:**  
Mysterious robed walkers are quite common in the dark cellars of the citadel. They hold a candle and are sometimes helpful. However, do not trust them as they will stab you if you get too close. Rumor has it that they are not all evil, but are too scared to do much good.



**The evil Wizard:**  
No demon or beast has powers equal to the dark wizard's. As he waves his arms and chants his magic rhimes the ground opens and everything that was is swallowed. Only by magic can he be challenged.



**Quickling:**  
It is not known how or where this creature found its way into the dungeons. It is fast and dangerous. Running, jumping and summersolting up to its pray, stabbing you in the kidneys while laughing hysterically in a high pitch voice. Beware, as it quicly appears from nowhere.



**Hell hounds:**  
The most fearful creatures within the stone walls. They know their master and obey his every command, so you'd better stay low and ready as they come from all directions in great numbers. They are most effective killers using the pike on the forehead to shred you to pieces while ripping your flesh appart with their teeth.



**Demon lady:**  
Attacks usually comes from above so make sure to move quickly.  
Voulnarable while on the ground she spits fire balls and lashes out with her sharp claws. Can be destroyed from a distance.

**Dragon:**

Deep down in its lair beneath the dungeons the dragon awaits the trespasser. With fire hell's it vapourizes anyone or anything setting foot in the chambers of the great treasure. Only magic will stand against it. It's not very agile, the walls of the chambers prevents it from flying and making wide movements. You must use its weak points to kill it. Aim for its head.

