



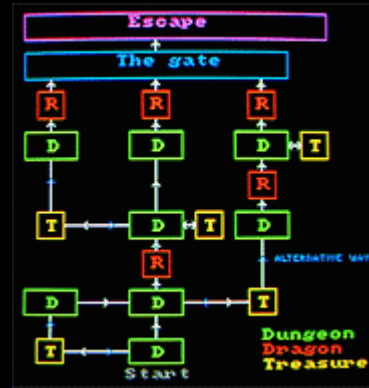
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The goal of "Axe'n Crossbow" is to find the way out of the dungeons within a given timelimit. Points are mainly scored by freeing captives and collecting treasures / items along the way. Keys open doors, various items such as magic potions and spells give the player momentarily enhanced abilities.*

If player is not quick enough and time runs out, player loses a life and must retry that particular dungeon.

The picture on the right describes roughly the set of dungeons (green boxes) and treasure chambers.

After "the gate", a final challenge awaits - the Escape. Here the player fights the dragon at the end, sorting the experienced players from the rest. If the player succeeds in slaying the dragon a noticeably handsome score is rewarded.



Dungeons can be very large, do not let the proportions of the boxes deceive. Large bitmap labyrinths are designed to give the player a satisfying challenge under any difficulty. Players can themselves choose a way to proceed that matches their skills. Ofcourse, the greater the risk, the higher the reward.

- A closer look -

Entering the dungeons



After the first three 'training dungeons' you find yourself in a junction chamber where you must select one of three doors to enter. The doors are marked with three different signs corresponding to a difficulty level.

When entering, the player can use several strategies to complete a dungeon. To earn maximum score however, the player must free all captives in the dungeon and find all treasures.

At the end of each dungeon you will need to have found the spell (or key) that opens the gate. Unless you have the key / spell you will have to go back to look for it, but time is ticking.

When clearing a dungeon you will receive bonus points for time left, captives rescued

Vampire bats, snakes and various creatures inhabit most dungeons and are a nuisance, hack and slash them with your weapon. It's a pleasure.

The gates



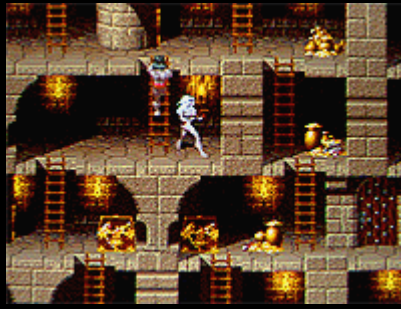
Secret chambers

Hidden treasure chambers: If you pay close attention to the map, a hidden room can be discovered with huge amounts of treasure to boost your score.

If you can find the exit out of the treasure chamber within a given sub-time, the bonus will be doubled. When / if you play a two player game cooperation is important.

Some treasure chambers are linked to

other dungeons, thus to reach them you must first find the hidden chamber.



The dungeons of the citadel are guarded by a large dragon. By aiming at the dragon's head you can destroy it.

The strategy is to combine offensive attack with defense avoiding the dragons fire by climbing ladders or jumping or squating. If the dragon is slayed the game is won.

By selecting an easier stage the player will automatically recieve less points for all kills made in the dungeons. However, time-bouns and treasure-bonus will remaine the same throughout any difficulty.

The Dragon's Lair



Screenshots taken with digital camera of a Hantarex 900 20" low-res monitor. These shots are preliminary and will soon be replaced by newer shots using the latest bitmap scenery. Work is currently in progress. The existing shots are however enough to present the overall idea. Changes where mostly made in polished texture detail/loopfixes, optimized and added blocks.

