

INSTALLATION Copy or extract BOTH the fwagame.exe AND surfaceFix.dll to THE SAME folder. Then it's just to double click on the .exe file.

CONTROLS

ARROW KEYS - Move around

Z - Primary action (jump, transform, saw attack, run)

X - Secondary action (on those stages that have one! (transform, shot))

ESC - Return to the titlescreen



THE ESKIMO (FUCKING WEREWOLF)

This is you! The lonesome adventurer. You have nothing to fight for, or care about, besides hearing the complete version of the song called II. To be able to do this you need to awakened a beast buried deep within you!

STAGE I Deep in the Himalayas lays a mountain that, if climbed, will grant the power to change into a FUCKING WEREWOLF. Without that power there is no hope for you to complete this song.

On your way to the top you need to collect 10 energycubes and also keep them far away from greedy bats. So be determened and quick, because from now on there is no turning back.



BAT

Hypnotised by someone (or something) that wants nothing else then to see you reach the mountaintop without enough energy. These bats will steal 5 energycubes if they get the chance.



GOODBAT

Not all bats are evil, some are controlled by the mountain itself and will help you on your mission.

If you slip and fall these creatures will pick you up and save you from a surtain death.



ENERGYCUBES

You need 10 of these before the time runs out.

STAGE II So now you have the energycubes and the mountain have presented you with the opportunity to transform into a FUCKING WEREWOLF. It's all up to you know. do you have the determination to go on?

STAGE III Being asleep for thousands of years, the werewolf demands carnage and blood. Before you can continue on your quest you need to unleash THE SAW ATTACK on the humans and calm the beast.



HUMANRUNNERS

These guys are fast but no living creature can match your stamina. So be patient, stay cool and eventually they will make a misstake... and then they are yours to slice up.



CRATES

Filled with death and dangerous stuff. 3 hits from them and it's the end for you.

STAGE IV The seemingly unstoppable force of evil is approaching fast, but the werewolf know a way to stop it. All you need is the right parts, human parts, to create a deadly weapon. So hurry up and gather them all!



STAGE V This is humanity's last stand as they equip themselves to fight back. It's either you or them! They have laserguns and bombs, you have fangs and speed, which will come out victorious?



GUNNERS / BOMBERS

These guys have had enough of you killing their friends. They will do anything to stop you (even blow themselves up). Use your speed to kill them before they have the time to react!

STAGE VI Quickly now, assemble your gun and get ready for the last obstacle on this adventure...

STAGE VII It all comes down to this, The crescendo, The final part of the song, the bossbattle. Your chances of survival are slim... you try to visualis the final note and the joy it will bring you to finally hear it. You might think that today is the day but in reality you are pretty much fucked.



UNICRUSH

Little is known about the beast that goes by the name UNICRUSH.

Built by the guys how brought us the pyramids, There is no knowledge of what this behemoth will bring down on you, only that it will be one hell of a ride. Legends say that he wiped out Rome in just one day, had sex with both Cleopatra, Medusa and Madonna on several occasions and made Beethoven deaf by just wispering to him.

BONUS

Did you find the cd???



MUSIC BY
FUCKING WEREWOLF ASSO
(fwamusic.bandcamp.com)



PROGRAMMING BY
CACTUS
(cactusquid.com)



GRAPHICS BY
DENNIS (FUCKING WEREWOLF)
(dennis_wedin@hotmail.com)



SOUNDS BY
GBSR
(soundcloud.com/gbsr)



COVER BY
BENJAMIN SÖDERSTRÖM
(nycksill.blogspot.com)



THANKS TO everyone who help out testing the game , Malte for thinking that we and the game were sooo cool and YOU for reading (and hopefully playing) this!