

# TINY GUIDE

## BASICS

**KILLSTREAK COUNTER** - this big red thing is your killstreak counter, it will fill whenever you kill a enemy and empty if you let anyone go. once filled it will give you double coins and the rage bar will starts to fill.

**RAGE BAR** - its a yellow thing that stands at the side of the counter. once its filled you will be able to get bigger when you touch the greatsword icon. BUT, there's a downside, after its filled, whenever you stomp you will automatically cast a shockwave and consume a few kill points.



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## KILLSTREAKS



**0 TO 7 KILLS** - this is your regular state, you can only attack at short distances and got no powers yet.



**7 TO 11 KILLS** - at this point you will get a fancy machete wich can attack at gretaer distances plus, when you touch the machete icon you're able to cas a shckwave at a 3 kill points cost.



**11 KILLS** - when you reach 11 kills you will recieve a super awesome great sword! this fine piece of badassery will pierce even through darlas cold heart, plus, when you touch its icon once the rage bar is also filled you will get big and invincible!

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## POWER BOXES



**+5 BOX** - this box will give five more kill points to spend however you want. kinda useful sometimes!



**A BOX** - this one will instantly cast a shockwave without wasting your kill points



**B BOX** - this box will spawn a war pet in front of you. war pets will destory everything but baloons and bosses. some of them happen to be tall enough to block catapult rocks!



**C BOX** - dealing with big problems? why don't you get big aswell! this box will literally make you 3 times bigger and indestructible. while big regular attacks will now cast shockwaves at the cost of 1 kill point each!

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## ENEMIES



**BANDIT** - This one is the most commom enemie of the game, you don't have to worry, they will only try to stab you, a few hit might stop them



**MAGE** - this one is a little more complicated for it will throw fire balls in your direction, tha good thing is that you can pretend to be a baseball player and hit the ball back to those pricks



**BALDOON** - this lil flying thit will haunt you even outside the game, it will fly over you and throw a bomb at you regretless! the only way to stop it in to jump over and stomp the hell out of it!

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## BOSSES



**CATAPULT** - unlike the others this enemy will not roll through the screen, instead it will follow you while throwing rocks in your direction, but, as the mage fireballs, you can hit the rocks back at the catapult and cause it some damage. it may take more than a few hits to kill it.

\*some war pets are tall enough to block the rocks



**DRAGON** - this is the most powerful enemy in the game, the only thing that can hurt it are the shockwaves! his fireballs will kill even your dog so be careful.

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## THE END

what are you looking at? this is it! the very end.... are you expecting something more? ok.....

here you go up,down,left,right,left,left,down,up! satisfied enough?

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