**Stage I Gameplay description for “The Wolf Man Attacks”**

Stage I of “The Wolf Man Attacks” is a top-down action stage that consists of a city guard (the player-character), ten silver knives scattered throughout the play area that depicts a 640x480 cobblestone & wood floor storage room, several storage containers that may contain a silver knife, and a door that opens once all 20 knives are collected. The city guard moves around the storage room looking for 20 silver knives. Some of the knives are readily visible. The others are hidden randomly in storage containers. The city guard has an internal counter that counts the number of knives collected. The city guard moves up, down, left, and right by using the W, A, S, and D keys. The city guard must collect all ten silver knives by colliding with them before the world time counter runs to zero. There are several container objects in the room, colliding with certain containers will give the city guard some silver knives. This stage is won once the knives are found and the city guard collides with the door object in order to progress to the next stage. This stage is lost if the city guard cannot find all 20 knives within the time counter limit.

**Stage II Gameplay description for “The Wolf Man Attacks”**

Stage II of “The Wolf Man Attacks” is a top-down action stage that consists of a city guard (the player-character), a 640x480 play area that depicts an old courtyard made of cobblestone with a metal sewer grate in the center, 4 concrete pillar objects, and an enemy werewolf boss. The werewolf will wander around the play area at a constant speed with a chance of turning in any direction. The city guard now has the ability to throw silver knives in any direction using the up, down, left, and right arrow keys. The city guard has an internal counter that is initially equal to 20, that counts up by 1 every time a knife is thrown. If the knives collide with a pillar, they disappear. If they collide with the werewolf, they damage the werewolf and then disappear. This stage is won once 14 knives have successfully collided with the werewolf and it is defeated. This stage can be lost if the player collides with the werewolf and gets eaten, or if the player runs out of silver knives before defeating the werewolf.