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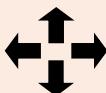
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Story

The year is 1268. The Witchers are a powerful group of people, undergoing rigorous training to become itinerant monster slayers. They are subjected to ruthless mental and physical conditioning, as well as alchemical processes, resulting in a superhuman being. However, tragedy has befallen Geralt...

His barbecue has been stolen mercilessly. He must now fight through waves of enemies both weak and powerful in order to retrieve his beloved barbecue...

Controls



— Move the joystick in any of the four directions to move your character in that direction

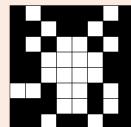


— Press the fire button to perform a mighty stab attack in the direction you are facing.

How to Play

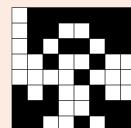
As Geralt, you must make your way through castles and dungeons to retrieve your barbecue. Along the way, you will slay many types of enemies, including dragons. On the ground, you will find money and health pickups. The health pickups restore your health, unless it is at its maximum value. The money contributes to your score—the higher the score, the better! You will also encounter dungeons and castles, for which you will need to find keys to gain entry.

Enemies



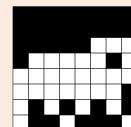
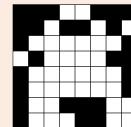
Sauce Stealers—The most trusted companions when you need to defend stolen barbeques.

Swordsmen—Who would even consider stealing a barbecue without having swordsmen to defend it?

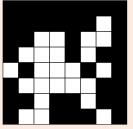


Spicy Lance Knights—My mom told me a story about these guys once. I wouldn't mess with them.

Ratachewies—These little rascals will devour anything they can sink their tiny teeth into.

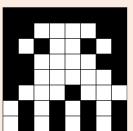
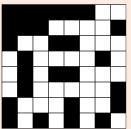


Enemies, cont.



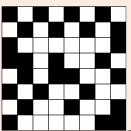
Tong Goblins—Like regular gob-lins, except they can reach eight inches farther.

Ramseys—These guys just might shout at you in British accents and ruin your self-esteem.

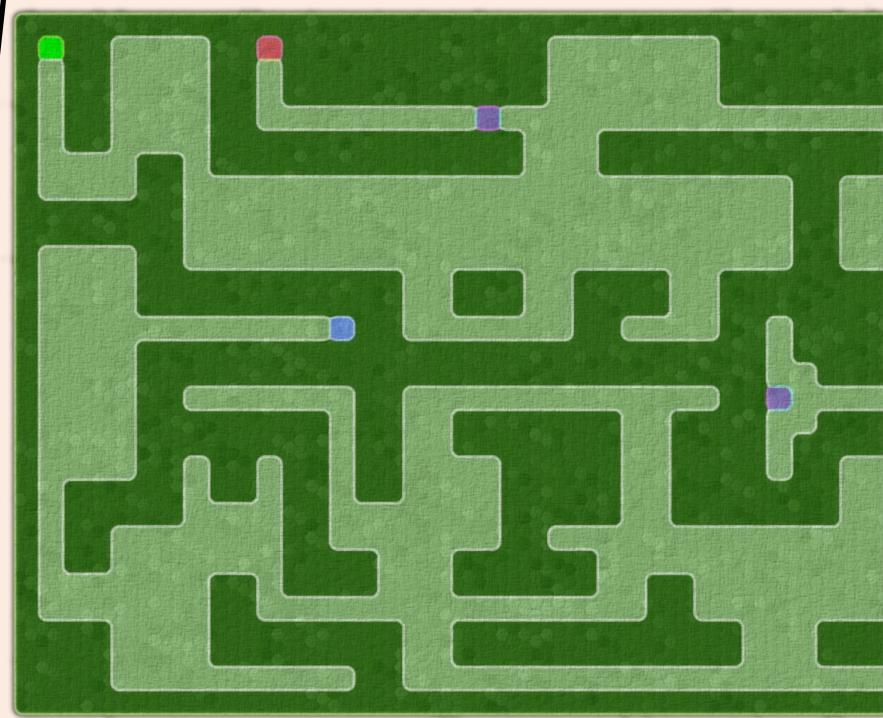


Palamaries—They're not *your* pals... Unless you've also stolen a barbecue.

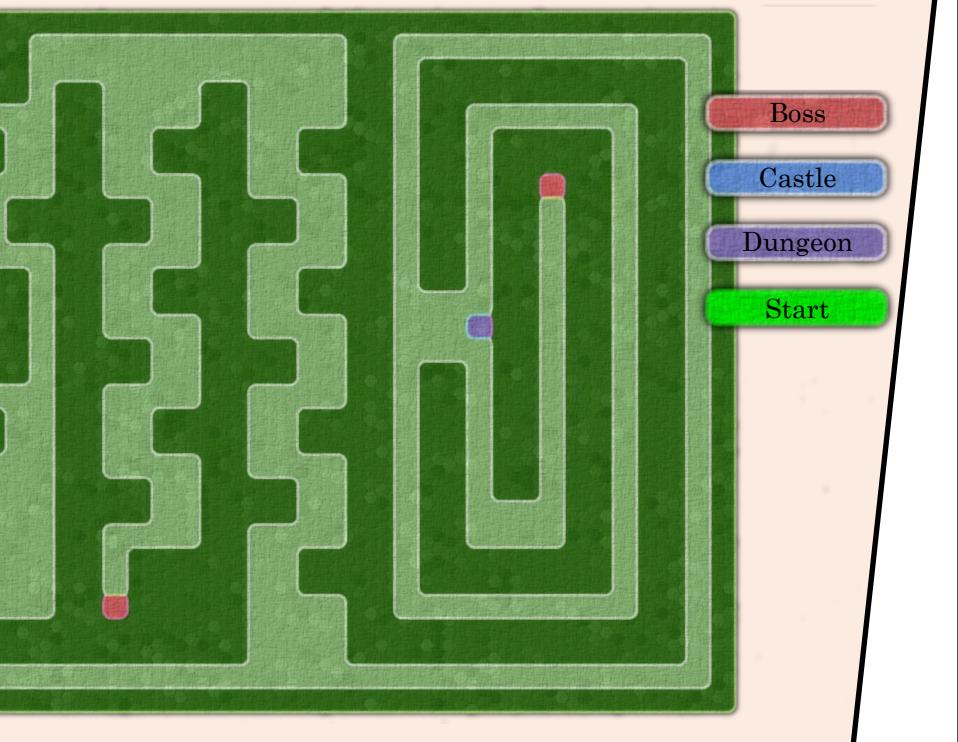
T-bone Thugs—What they lack in size, they make up for with spirit.



M



Map



Tips

- The castle is only available once all three dungeons have been unlocked. Unlock the dungeons by obtaining keys dropped by boss monsters.
- Remember to pick up the keys after each boss is defeated.
- Enemies may take more than one attack to kill. Try to move between attacks to avoid taking too much damage.

Memo

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**John Wilson
Jason De Boer
Alec McAllister
Phil Borowoy**