Happy Holidays!

from (A) AtariAge

*It's Christmas Eve and Santa can't find the reindeer! Oh no!
How will he deliver the toys to all the boys and girls?
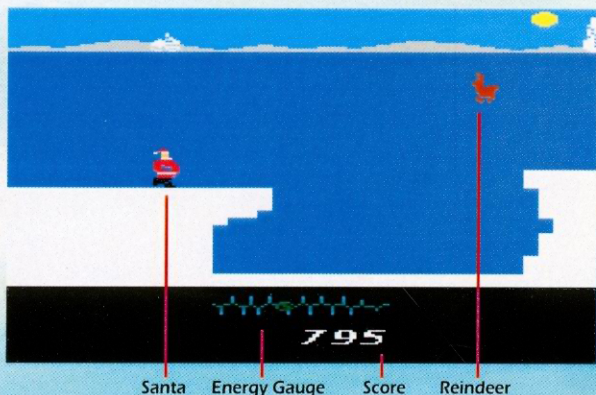Where, oh where, could they be? He'll have to go find them!*

In Reindeer Rescue you must help Santa rescue his lost reindeer in a journey that has you starting at the North Pole, racing through frozen tundra, ice caves, suburbia, and the big city! But, Santa is not the athlete he used to be (1943 state champion in 400m), he has grown a little...girthy around the middle. His doesn't have quite the energy he used to and if it drops too low he'll fail in his task! Along the way Santa will encounter many objects in the air and on the ground, some will help and some will hinder, so be careful!

Controlling Santa

To start your game, press the RESET switch or the joystick fire button on the title screen. Santa is controlled with the joystick (in the left port). The stick walks him about and fire makes him jump. The music can be toggled on and off with the RIGHT DIFFICULTY switch (B=on, A=off).

The Main Game

Santa leaps into action and the chase is on! You need to help Old Saint Nick find two reindeer to progress to the next stage. Santa's energy gauge, represented by a string of Christmas lights, is limited but luckily there are plenty of seasonal goodies littered around to keep him at his jovial best. No amount of cookies and milk are going to help him, though, if you get him crushed against the left side of the screen by the ever advancing scenery. You only start with two lives (represented by Santa hats) but you can find more (and get them stolen by the Abominable Snowman lurking under the ice!)

Santa   Energy Gauge   Score   Reindeer

It's not just Santa's reindeer that have gone AWOL, his sleigh has gone missing too, broken into two parts and carried away by evil, Christmas hating birds! This is what happens when you don't leave nuts out! Ah well, too late for that now, if Santa can get them back, it means a big bonus!

To make life a little easier, if Santa has already collected one reindeer and then proceeds to get squashed, he won't have to start the level over, his next life beginning instead near the location of the first reindeer.

Some (but definitely not all) of the lovely things that can help Santa in his quest

	Milk	Bonus points and bonus energy
	Cookies	Bonus points and bonus energy
	Gift	Dropped from Santa's broken sleigh by the Evil Bird, retrieving these earns bonus points
	Spring	Gives Santa a huge upwards boost
	Santa's Hat	Earns Santa a much needed 'extra life'
	Lump of Coal	Bonus points but saddens Santa to think of all the bad boys and girls, so a slight energy loss is incurred as well
	Elf	One of the advance party of Elves sent out by Santa to search for the reindeer. They all got blown away in the wind

Some (but definitely not all) of the terrible dangers that threaten to ruin Christmas

	Snow Flurry	Throws Santa around unpredictably
	Evil Bird	If he's carrying a Sleigh Piece, jump at him. If not, he'll just push you around. Ooh, he is nasty and bad!
	Abominable Snowman	He's hiding, but if Santa trips over him, he'll pop right up and gobble up one of Santa's hats (and one life will be lost)

Ending the Game

In the event of you losing all of your lives, you will be consoled by a very nice Game Over screen and your total score. Well, it *is* Christmas.

Beat all four stages and you'll get something even nicer!

Reindeer Rescue was brought to you by these fellows:

Game Program and original idea by
Bob Montgomery
who wishes a Merry Christmas to Rebecca, Danny and Mikey
Graphics by
Nathan Strum
who would like to wish a Merry Christmas to his loving wife, except that
he's single. That's a hint, ladies ;)
Label and Manual by
David Exton
who wishes Christmas everythings to Kate and all of you homebrew fans for
putting up with my scribblings for the last year
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Playtested by Tommy Montgomery, Nathan Strum, Manuel Rotschkar,
Albert Yarusso, Thomas Jentzsch and David Exton
Happy Holidays!!!!