



Demo Version

Introduction

Everybody's favorite fabled frosty firefighter is back! But so are those pesky fireballs, and they're hotter than ever! This year they've kidnapped Santa and some of his helpers, so it's up to you to put out the fireballs and rescue your friends from their fiery fate.

Your first frosty adventure was just a warm-up - now there are all new levels to conquer and challenges to face! Fortunately, you've found some new magic in that old silk hat of yours. Can you stay frostier, fight your way to the fireballs' frigid fortress, and freeze those fiendish flames?

Gameplay

Maneuver across the platforms, and extinguish all fireballs by running into or throwing snowballs at them. Your snowman will melt a little bit whenever he touches something hot, with each snowball thrown, and as time passes, so you have to replenish him with the ice blocks scattered around. The larger the fireball, the more snow it takes to put it out. Ice blocks also melt as time passes so you'll need to be quick, and as the time of day changes, everything melts faster. If your snowman melts past his neck or falls through the floor, he loses a life. If he loses all of his lives, the game ends.

This special Demo Version has 7 levels. Can you conquer them and rescue Mrs. Claus?

The full version of Stay Frosty 2 has 32 different levels, which repeat at increasing difficulties for 128 total levels, more characters to rescue, and many more surprises!

Scoring

- Fireballs: 50 points when hit
- Collect Ice: 1-10 points
- Magic Items: No points, but you gain special abilities
- Level Bonuses: 1000 for a complete snowman, 50-550 for various melted stages, no points for just a head remaining. 200 if you have the carrot nose. Bonuses are earned only if all ice blocks are collected.
- Presents: 100, 200, 300 or 400
- Rescuing Mrs. Claus: 1000 points per reserve life, plus 1000 points if all presents have been collected

Items

Santa has left behind magic items that can help you in your quest:



Broom - Double-jump gives your snowman extra jumping distance and height. Your magic hat will shimmer when double jump is active.



Carrot - Lets your snowman throw snowballs at enemies, but he loses some snow with each throw.



Corn cob pipe - Turns your snowman to solid ice so he'll melt more slowly, but only for a short time.



Snowflake - Restores all ice blocks on current level.



Coal - Lets you see invisible platforms, but be careful - coal causes the fireballs to grow!



Branch - moves walls out of your way, opening up new areas to explore.

Other elements that can help or hinder you on your mission:



Fireballs - Come in all shapes and sizes and are determined to turn you into nothing but a puddle.



Elevators - You can hop on these and ride them to access unreachable platforms. Be alert - some of them are hidden!



Presents - Earn extra points by picking up presents that Santa dropped when he was kidnapped.



Firebirds - The fireballs have conjured up a new ally! They like to steal carrots and melt nosey snowmen. You can't kill them, but a well-thrown snowball will briefly chill them out.



Lava platforms - your snowman melts fast when in contact with these red-hot platforms, so move quickly!



Walls - These will block your path and can't be melted, so you have to find a way around them. Some of them will actually try to push you off the platforms!

Controls

You can use any Atari 2600-compatible joystick or a multibutton gamepad¹ to play Stay Frosty 2.

Stay Frosty 2 will auto-detect and display the type of controller plugged in when you turn on your Atari.

Joystick:

- Left, Right - Move snowman
- Button - Jump (hold to continuously bounce)
- Button (double-tap) - Double-jump
- Up - Throw snowball (your speed and direction affect the throw)

Gamepad:

- Left, Right - Move snowman
- Primary button - Jump (hold to continuously bounce)
- Primary button (double-tap) - Double-jump
- Secondary button - Throw snowball (your speed and direction affect the throw)

Console:

- TV TYPE — Toggle to pause/resume game (7800 consoles use PAUSE button)
- Right Difficulty B - Music on, 1 channel sound effects
- Right Difficulty A - Music off, 2 channel sound effects
- Game Select - Return to Main Menu
- Game Reset - Restarts game

¹ Compatible gamepads:

- Amiga CD32 Joypad (primary: Red, secondary: Blue)
- 3 button or 6 button Sega Genesis Controller (primary: B, secondary: C)
- Other gamepads may work, try at your own risk

Credits

Programming: Darrell Spice Jr. with support from Thomas Jentsch, Mark Ball, Jeff Johnson, Fred Quimby, John Payson and Chris Walton.

Music: Michael Haas, John Payson and Darrell Spice, Jr.

Stella emulation: Stephen Anthony

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Game graphics: Nathan Strum

Additional graphics: David Vazquez

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