



T'was the night before Christmas and all through Santa's warehouse, just about everything was stirring except one tired elf...

Jolly Holly the elf sighed. The Big Cheese was away on his flight, the warehouse was locked up and the big return party was going to start in ten minutes. What a year! The elf magic to make the toys load themselves in the sleigh went haywire, sending toys flying around the warehouse knocking down elves. The elevators went nuts too, and won't stop running. Holly could hear them banging around in the warehouse. "I'll deal with that tomorrow," she promised herself. Suddenly Ralph elf burst into the office panic stricken. "Mrs. Claus is on one of her rampages again!", he yelled. "Oh no!" whimpered Holly, "What now?" Mrs. Claus and her inferiority complex. She can't stand being relegated to baking cookies and smiling in a grandmotherly way. "She says the party decorations aren't good enough. Here is a list of what she wants added." squeaked Ralph as he handed Holly the list. Holly eyed the list. "Oh great! This stuff is all over the warehouse, and I just finished locking up."

OBJECTIVE

Help Holly collect the 40 items demanded by Mrs. Claus in time or be demoted to cleaning out the stables. The warehouse has eight rooms. In each room Holly must collect five items and a key, then get to the exit. Finish all eight rooms in eight minutes to win.

GAMEPLAY

Press RESET to begin a new game. The game will start when you move Holly. Use the joystick (in the left port) to control Holly. Pushing left and right will make Holly walk. Holding down the fire button while pushing left or right will make Holly dash. The energy bar at the bottom of the screen shows how much dash Holly has left. Each room of the warehouse has seven floors. Holly must ride elevators to reach other floors. Hold the joystick up or down to get Holly onto an elevator as it reaches her floor. Once Holly is on an elevator, hold left or right to have her get off at the next floor.

Pick up items by running over them. When everything is collected, a door appears. Touch the door to go to the next room. Picking up the key, or exiting a room restores Holly's dash energy. Each room has a different set of toys out of

ELF DASH

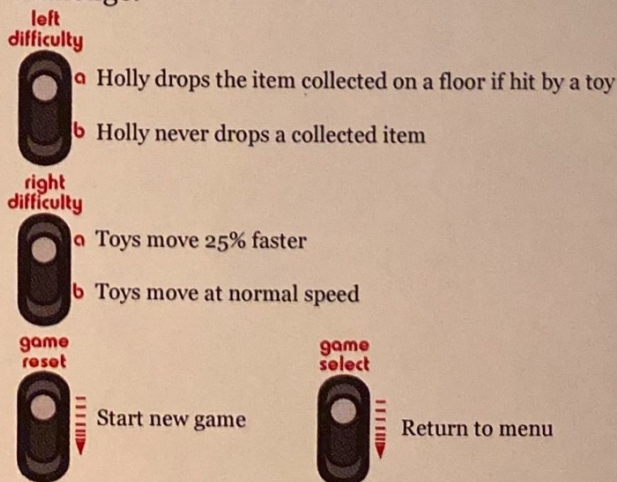


control. If a toy touches Holly, she will fall to the bottom floor and be stunned for five seconds. Some toys fire darts which can knock Holly down.

The timer shows how much time Holly has left. The game ends when all the rooms are completed or the timer expires. The remaining time is your final score.

SELECT SWITCHES

Use the difficulty switches to increase the challenge.



Game Design by LUCY MUMDSCHAU, ROB MUMDSCHAU
 Programming by ROB MUMDSCHAU
 Graphics by NATHAN STRUM
 Written using batari Basic v1.0 by FRED QUIMBY