

Stay FROSTY

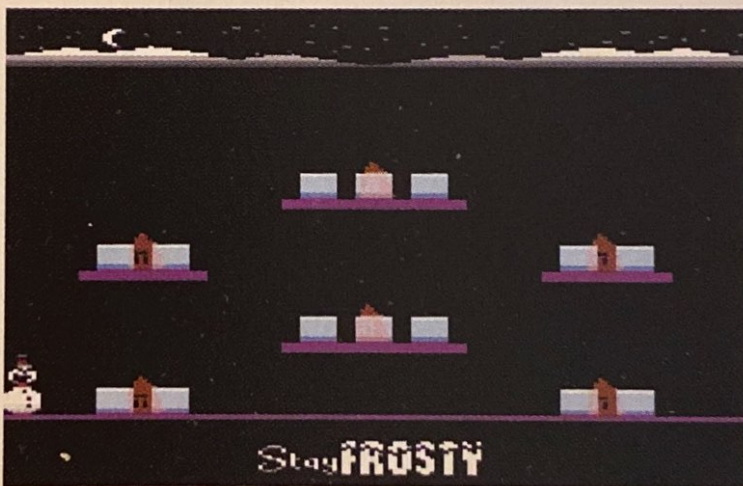
You were just chilling out at the North Pole, when a short-circuiting string of Christmas lights on Santa's barn set the reindeer dust on fire. Now magic fireballs are threatening to melt everything. It's up to you to put them out so you can keep your cool!

Objective

Put out all the fires on each level by running over them. This is not an easy task for someone made of frozen water. To avoid melting away, you must collect ice as you go. Small fires can be just sat on, but larger fires will require more attention.

Added to this, the heat of the sun will melt both your snowman and the ice. As the ice melts you'll have to collect more to compensate.

The melting gets more rapid as the day progresses!



Controls

Joystick left and right to move the snowman. Press fire to jump, hold for a higher jump.

Scoring

FIRE 50 points when shrunk, 100 when put out

ICE 4-10 points depending on size

LEVEL BONUS 1000 for a solid snowman, 500-100 for various melted stages, no points if just a head remains.
NOTE: All ice on the level must be collected to earn the Level Bonus

Game Over

If you melt past your neck, you lose one of your snowmen. The game ends when all four snowmen have melted.

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