

Stay FROSTY 2

STAY FROSTIER



FROSTY 2



 AtariAge

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

Extinguish the pesky fireballs, either by throwing snowballs or simply running over them! The larger the fireball, the more snow it takes to put it out.

But remember, our hero is only made of snow! He'll melt a little bit whenever he touches something hot, with each snowball thrown or just as time passes. You have to replenish him with the ice blocks scattered around.

Ice blocks also melt as time passes, so you'll need to be quick. To make matters worse, everything melts faster as the day progresses. 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.

After your game ends, you can choose to continue playing from the last level reached up to two times. Your score and lives will be reset.

There are 32 different layouts in Stay Frosty 2 which repeat for 128 total levels. Each time you complete a set of 32 levels, the weather gets a little hotter and everything melts a little faster.

After every 32nd level, you'll rescue one of Santa's helpers. After level 128, you'll rescue Santa himself and win the game!

Controls

You can use any Atari 2600-compatible joystick or a multibutton gamepad* 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.



Left - Right
Move snowman



Button - Jump
(Hold to jump repeatedly)



Double tap button
to double jump!



Up - Throw snowball
(Your speed and direction
affect the throw)

*GAMEPAD CONTROLS

Use PRIMARY BUTTON to jump.
SECONDARY BUTTON throws a snowball.

Known compatible gamepads
(PRIMARY/SECONDARY):

- Amiga CD32 Joypad (RED/BLUE)
- Sega MD/Genesis Controller (B/C)
- Other gamepads may work also.

Console Switches



tv type
Toggle to
pause / resume
gameplay
(7800 consoles use
PAUSE button)



**right
difficulty**

a Music OFF
(adds additional sound effects)
b Music ON



**game
select**

Main menu



**game
reset**

Restart game

Items

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



BROOM Double-jump gives your snowman extra jumping distance and height.



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.



BRANCH Moves walls out of your way, opening up new areas to explore.

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



ICE CHEST Completely restores your snowman's health.



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



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



FIREBALLS They come in all shapes and sizes and are determined to turn you into nothing but a puddle.



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

ELEVATORS You can hop on these and ride them to access unreachable platforms. Can you find the hidden one?



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 them, so move quickly!



GAS CAN Restores all fireballs on the current level - avoid it at all possible!



WALLS These will block your path, so you have to find a way around them. Some of them will actually try to push you off the platforms!

Scoring

FIREBALLS	50 points per hit.
COLLECT ICE	1-10 points.
LEVEL BONUS	Variable points based on state of snowman when he exits the level. Only earned if all ice blocks have been collected.
PRESENTS	100-400 points.
RESCUING ONE OF SANTA'S HELPERS	10,000 points if all presents have been collected in previous 32 levels.
RESCUING SANTA	1,000 points per reserve life, plus 10,000 points if all presents have been collected in previous 32 levels.
EXTRA LIVES	Earned every 20,000 points.

Credits

PROGRAMMING: Darrell Spice, Jr.

MUSIC: Michael Haas, John Payson, Darrell Spice, Jr.

MELODY BOARD DESIGN AND DPC+ DRIVER: Fred Quimby

STELLA EMULATION: Stephen Anthony

GAME GRAPHICS: Nathan Strum

ADDITIONAL GRAPHICS: David Vazquez

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