



**'T WAS THE NIGHT BEFORE CHRISTMAS, AND SANTA'S REINDEER HAVE FLOWN OFF WITHOUT HIM! WHAT'S WORSE IS IT'S A DARK AND STORMY NIGHT, SO THERE'S LIGHTNING-FILLED CLOUDS TO CONTEND WITH! HELP SANTA GET BACK HIS REINDEER!**

To begin the game, press fire.  
To start the timer and move Santa, move the joystick.

## LEVELS

Each level consists of two parts: getting the cookies and tossing the cookies. When you catch a reindeer, you go to the next level. Going into the clouds slows you down considerably, so avoid doing it unless you have to.

# TOSSING COOKIES

## GETTING COOKIES

Your job is to get the magic cookies scattered throughout the level. With these, you'll be able to lure your reindeer back! As soon as you collect a cookie, another one pops up. You have 30 seconds to collect up to a maximum of nine cookies. Also, don't touch the lightning bolt, or else you'll lose a life. If you don't get any cookies in the thirty seconds, you also lose a life and start the level over again.

## TOSSING COOKIES

After you get the cookies, your job is to get the reindeer. You can only catch them if they eat the cookies that you toss. If the reindeer touches a cookie, they'll slow down (and they turn a lighter brown) and it's then that you can catch them. If you touch a reindeer when it's a darker brown, you'll lose a life. You have 15 seconds to catch the reindeer, one per level. If you fail to catch the reindeer or lose all of your cookies, you'll start the next level one life down (how dare you lose your cookies!)

## GAME OVER

The game ends if you lose all three lives or you catch all 12 reindeer (if you're wondering why there's 12 reindeer, Santa has a few backup reindeer in case some get injured or sick).



Concept - Nathan Strum, Chris Read  
Sprite design - Nathan Strum  
Level design - Chris Read, Nathan Strum  
Programming - Chris Read  
This game was made using batari Basic version 1.0, which was made by Fred Quimby.