COLD WAR



"You throw like a snowgirl!"

Four snowmen, two sides, infinite snowballs, only one victor!

Written by David Weavil Graphics by Nathan Strum & David Weavil Special thanks to David, Bob, Manuel & Albert for their comments and suggestions Written using batari Basic 1.0 by Fred Quimby

CONTROLS

This is a two-player game using both joysticks. Move your square cursor with the joystick. To throw a snowball, position your cursor over a snowman and hold down the fire button. A horizontal 'power meter' line will appear. The longer you hold down the fire button, the bigger the power meter grows and the further the snowball will be thrown. While fire is depressed, you may also use the joystick to move the snowman. You may not control a snowman who still has a snowball in flight.



ROUNDS

Round 1 has no obstacles.
Rounds 2 and 3 have an ice wall that will have to be chipped away at with snowballs before you can hit your opponent's snowmen.
Rounds 4 and 5 have snow forts. Your snowman and snowballs can pass through the fort on your side. Enemy snowballs cannot, but will destroy sections as they are hit.

VICTORY

You win a round by defeating both of your opponent's snowmen. The first to win three rounds wins the game.

SELECT SWITCHES

Difficulty switch controls can be set independently for each player.



Small snowballs

Large snowballs