

Game design and Programming
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*Prancer just got flattened by a Nova.
Dancer and his sister Vixen too.
Since my poor ol' Granny got run over
her ghost has been out making reindeer stew.*

*Prancer just got flattened by a spirit
riding in a beat up Chevrolet.
Though fans of Rudolph might not wanna hear it,
ol' Granny's ghost is making deer puree'.*



GRANDMA'S

REVENGE



Venison is on the menu tonight, served on ice with a side of posthumous revenge. Who said ghosts can't drive?

reaches nine points or the car runs out of fuel. In two-player games, you may use the opposite joystick to control the reindeer. You may place obstacles for the car by pressing the joystick button. The RIGHT DIFFICULTY switch controls how quickly blocks disappear in this mode. The TV TYPE switch selects level of play.

OBJECTIVE

In each level, run down all nine reindeer in your car. If you're going fast enough, you'll make mincemeat of them. However, the reindeer's corpse will remain and will damage your car if hit. Your car also has a limited fuel supply. Fuel and damage guages, as well as remaining cars, are at the bottom of the screen. Higher levels include ice, borders at the left and right edge of the screen, moving corpses and other challenges.

CONTROL

Steer with the joystick (in the left controller port) by moving left or right and accelerate with the fire button. You can also use a driving controller (in the right controller port) if a game variation with the 'DC' icon is selected at the start.

POWER-UPS

Collect power-ups for the following temporary effects:
Pulser - Makes your car larger.
Roller - Higher top speed.
Eller - 'L' shaped powerup which repairs some of your car's damage.
Bouncer - Turns your car into a snowmobile (only appears on ice levels.)
Powerups are active for about 15 seconds. The score will flash during the last two seconds.

TWO-PLAYER GAME

In two-player mode, one player controls the car and the other controls the reindeer. The car scores a point by striking the reindeer, while the reindeer scores a point if the car crashes. The reindeer may place temporary obstacles for the car. The game ends when a player

OPTIONS

At the main title screen, cycle through the game options by moving the left joystick up. Press fire to start the game. You can select number of players, controller type and choose from four different cars, each with different attributes for speed, acceleration and traction.

SELECT SWITCHES

The LEFT DIFFICULTY switch controls the severity of collision with a reindeer corpse.

left
difficulty



- a Your car will completely stop
- b Your car will slow down

In one-player mode, the TV TYPE switch selects car size.

tv type



- color Play with standard size car
- b.w Play with a larger car

On the Atari 7800, the Pause button replaces the TV Type switch.

SCORING

Running down a reindeer will score between 55 and 105 points, depending on your car's wheel speed. If you finish a level, you may receive between 10 and 2240 points depending on the length of your fuel/damage indicator. You begin the game with four cars. Every 10,000 points, you will earn another car.