

Left Turn Only Presents...

# Christmas Carol

vs *The Ghost of Christmas Presents*



You are on a mission. The children of the world are counting on you...

*Can you save Christmas?*

CARTRIDGE INSTRUCTIONS FOR 1 PLAYER

## 'Twas the night before Christmas...

While Santa and his elves were busy getting ready for their most important night of the year, an **Evil Snowman** broke into Santa's Workshop and stole some of the presents! With no time to lose, Santa has sent one of his most trusted and resourceful elves, **Carol Greenleaf**, to confront the fiend and bring back the stolen gifts.

Meanwhile, the **Evil Snowman** has hidden the loot deep in the *Frozen Ice-Cube Caverns*, nestled away in the Himalayan mountains. The caves are haunted by the legendary Ghost Of Christmas Presents, who is very fond of wrapped packages and will not easily part from his newly acquired treasure.

As **Carol**, you must explore the dark and frozen caverns to retrieve all the presents before the **Evil Snowman** returns, and without attracting too much attention from the Ghost Of Christmas Presents.



*You are on a mission.*

*The children of the world are counting on you...*

*Can you save Christmas?*

### Objective:

Guide **Carol** through the maze-like caverns to pick up all the Christmas presents while avoiding her enemies. Along the way, pick up candy and *magical snowflakes* that award you additional points and help you on your adventure.



# Check Your Equipment:

## MAKE SURE...

- \* MASTER COMPONENT is connected to TV set and power cord is plugged in.
- \* ANTENNA SWITCH BOX is set at GAME.
- \* TV set is plugged in and properly adjusted.
- \* **Christmas Carol** cartridge is placed in slot, and firmly engaged.
- \* OFF/ON switch is turned ON.

## PRESS RESET BUTTON

Title will appear on TV screen:



## ADD OVERLAYS

Find two **Christmas Carol** keypad overlays in the cartridge package with this booklet.

Remove hand controllers from the console.

Insert an overlay into either hand controller. Make sure the overlays fit tight and are all the way in. The overlays will be your visual guide to access game options.



## Starting the Game:

At the title screen, press the button labeled **START** on your controller to begin **Carol**'s adventure. Her adventure spans several *stages*, each set in a different cavern where she must collect all the presents to save Christmas. If **Carol** succeeds, she will earn a higher rank among *Santa's Elite Elf Squad*.

To practice a particular stage, press the button labeled **PRACTICE** at the title screen instead.

To return to the title screen, press RESET on your console at any time.



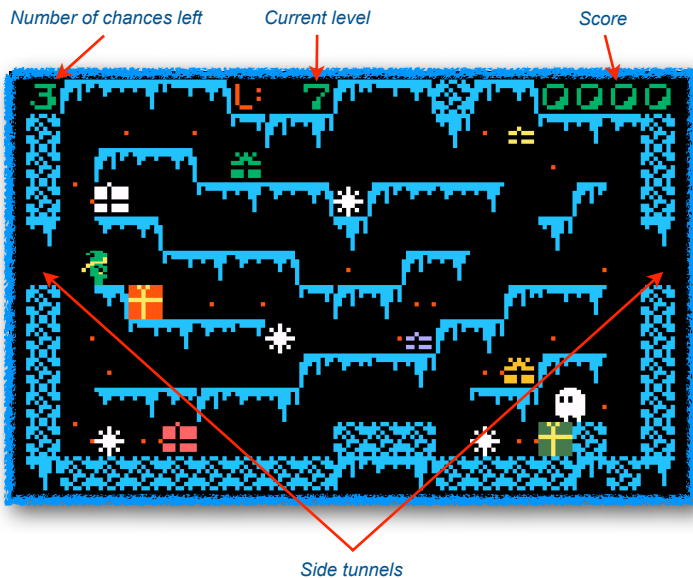
## Playing the Game:

The **Evil Snowman** has hidden the presents throughout the *Frozen Ice-Cube Caverns*. Each new cavern **Carol** encounters is trickier and more challenging than the one before it. Whether through carefully honed skills or by keen strategy, it is up to you to guide **Carol** successfully through.

### ICE-CUBE CAVERNS

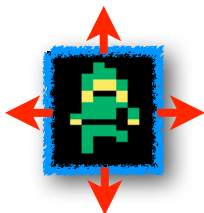
Acquaint yourself with the cavern at the start of each level. You have a brief moment to examine its layout, as well as where the **Snowman** has stashed the presents before everything sets in motion.

**Carol** must collect all eight presents before she can proceed to the next challenge, deeper in the *Frozen Ice-Cube Caverns*.



## Exploring the Caverns:

Use the hand controller DISC to guide **Carol** through each cavern while avoiding her enemies.



**Carol** only walks in straight lines, and will keep moving in the same direction until she hits an obstacle or you direct her otherwise. Tap the DISC **up**, **down**, **left** or **right** and **Carol** will try walking in that direction.

To quickly get from one side of the cavern to the other, guide **Carol** to one of the tunnels at the left and right edges of the cave. These magical tunnels whisk **Carol** from one side of the cavern to the other instantly. In some caverns, this may be the only way **Carol** can reach all the presents!

### PICKING UP ITEMS

In addition to presents, **Carol** will automatically pick up all the candy and *magical snowflakes* you guide her to. The more items **Carol** collects, the better your score. Be careful though, because **Carol** slows down a little while picking something up!



*Move towards an item...*



*...and just walk over it.*



## Carol's Adventure:

To save Christmas, you must guide **Carol** through all eight stages of her journey. **Carol's** adventure concludes once she collects all the presents the **Evil Snowman** hid in the *Frozen Ice-Cube Caverns*.

Carol reaches a new stage of her adventure every two levels. Each stage introduces a new cave for **Carol** to explore.

Each new stage of the adventure opens with a short scene telling its story. Some scenes introduce new characters, while others recount amusing moments along her trek. Press the **START** button if you would rather get straight to adventuring.



### SAVING CHRISTMAS

The final stage of **Carol's** adventure will require extra effort. This cave is nestled deep in the Himalayas and contains new surprises. If you guide **Carol** this far, Santa will give you one extra chance to master its unique challenges.



Once **Carol** finishes this last stage, *congratulations!* With your help, **Carol** has saved Christmas from the **Evil Snowman!**

Her work is not done, however. The **Evil Snowman** gets trickier every year, and Santa will once again ask **Carol** to save Christmas when he strikes again.



# The Adventure Continues:

## SANTA'S ELITE ELF SQUAD

**Carol Greenleaf** begins her adventure as a novice among *Santa's Elite Elf Squad*. When **Carol** successfully saves Christmas, she earns a higher rank among her fellow elves. Santa will send her to face bigger challenges the next time he asks her to save Christmas.

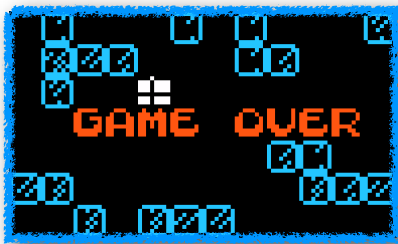
The *Elite Elf Squad* has four ranks: **Novice**, **Helper**, **Ranger** and **Master**. Can you guide **Carol** to the top of the *Elite*?

## BACK TO THE NORTH POLE

If the **Evil Snowman** catches **Carol**, he freezes her, stopping her adventure right in its tracks. Santa then has to use his magic to thaw her back out again!

Santa will always thaw **Carol** back out, but will only give her so many chances to complete her mission. The game displays the number of chances you have left in the upper left hand corner of the screen.

**Carol** will work tirelessly to save Christmas for as long as Santa asks her to. Santa will whisk her home to safety, though, if she gets frozen too many times. When that happens, the *game is over*.



*Better luck next Christmas...*

Once the game ends, tap the DISC or any button on your controller to return to the title screen.





## Practicing for the Adventure:

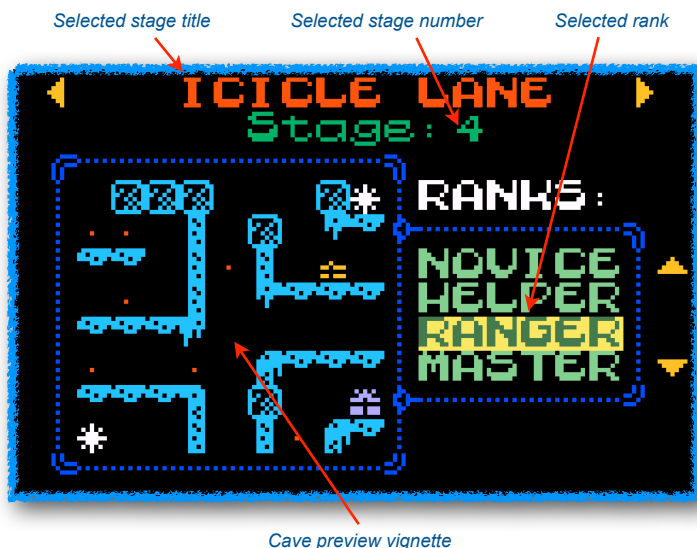
**Carol's** adventure is a difficult one and you may not make it without some practice. You can practice specific stages of her journey at various difficulty levels to hone your skills.

### NAVIGATING THE MENU

Use the hand controller DISC to select the stage to practice and the rank you wish to practice at. Press **left** or **right** to select a stage. Press **up** or **down** to select the rank. *Remember: Higher rank elves take on greater challenges!*

Press the button labeled **START** to practice the cavern.

You cannot practice the final stage of **Carol's** journey. **Carol** can only reach there by adventuring through the other caverns.



## Meet the Characters:



### Carol Greenleaf, a.k.a. Christmas Carol

Smart, resourceful, and with beautiful golden hair, **Christmas Carol** is highly regarded around the North Pole. Her sharp skills and sagacity have quickly risen her through the ranks of *Santa's Elite Elf Squad*.



### The Ghost Of Christmas Presents

The **Ghost Of Christmas Presents** likes to roam around his cave tending his parcels. He's hard of hearing and won't notice **Carol** rummaging around. However, he is very keen on protecting his presents, and may be alerted if someone tries to take them.



### The Evil Snowman

The **Evil Snowman** is busy plotting his next caper, so **Carol** has not much to worry for the moment. However, she would be wise to not spend too much time looking around, for the **Evil Snowman** may return at any time. *Heed the Snowman's howl, for it warns you of his impending attack!*



### T.O.M.Bot 3k, a.k.a. The Bad Toy

The **TOY OF MISCHIEF 3000**, or **T.O.M.BOT 3K**, can be found in most little boy's Christmas Lists this year. However, don't be fooled by its cute and mild demeanor—*this toy is designed for mischief*, to the chagrin of mothers everywhere! This one is especially naughty, for the **Evil Snowman** has reprogrammed it to aid his foul deeds.



## Know the Items:



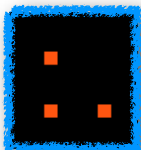
### Ice Cube

What can be said about an ice cube? It's made of water, and it is very cold and hard. Ice cubes grow naturally to form the walls of the *Frozen Ice-Cube Caverns*, and give them their distinct structure and appearance.



### Christmas Present

There are eight of these presents scattered around each cave, and **Carol** will not leave a cave before retrieving every single one of them. Picking up a parcel will alert the Ghost to **Carol's** presence. But don't fret—he is known to be absent-minded and will soon forget what happened, and resume his stroll around the place.



### Bon-Bon Candy

Being an elf, **Carol** loves candy, and will eat as much of it as she can find. The Ghost left some of his own *Halloween* loot lying around the floor of his caves. But be careful, **Carol** has a tendency to slow down while eating candy on the run!



### Magical Snowflake

Deep within the *Frozen Ice-Cube Caverns*, there are some very peculiar snowflakes enchanted with the magic of yore. It is said that eating a *magical snowflake* stuns the feeble-minded and dulls the senses of everyone around you. **Carol** will be wise to respect the magic of these snowflakes and only use them when absolutely necessary.



## Scoring:

Your score increases as **Carol** collects items in the *Frozen Ice-Cube Caverns*. You earn an additional *Perfect Level Bonus* if **Carol** collects all the items in a level without getting frozen. This bonus increases as you complete more stages.

Bonus Item	Points
Candy	1 point
Magical Snowflake	3 points
Christmas Present	5 points
Perfect Level Bonus	10 x bonus multiplier

The playing field only displays four digits of your score. As your score increases above 9,999 points, its color changes based on how many total points you have earned.

If you earn enough points, Santa will award **Carol** with an additional chance to save Christmas. **Carol** gets her first additional chance at 300 points, and her second at 750 points. Santa awards additional chances at progressively wider intervals.

Low	
0	9,999
10,000	19,000
20,000	29,000
30,000	39,000
40,000	49,000

Middle	
50,000	59,000
60,000	69,000
70,000	79,000
80,000	89,000
90,000	99,000

High	
100,000	109,000
110,000	119,000
120,000	129,000
130,000	139,000
140,000	149,000



## Tips & Tricks:

- \* *Magical snowflakes* stun the Ghōst and confuse the **Snowman**. Use them strategically.
- \* The Ghōst won't hurt **Carol**, but he will take his presents back if given the chance. *Watch out!*
- \* Avoid the **Evil Snowman** at all costs. He freezes **Carol** in her tracks, requiring Santa's help.
- \* **Carol** zig-zags faster than anyone. Use her nimbleness to wriggle away from enemies and to throw them off her trail.
- \* The Ghōst's attention wanders almost as much as he does. Try to pick up presents when he's distracted.
- \* The *Snowman's howl* warns you that he is about to enter the cave. Make sure to move away from the side tunnels quickly, so as not to get in his way.
- \* *Magical snowflakes* have a tendency to re-generate when you need them the most.



## Credits & Acknowledgements:

Although **Christmas Carol vs. The Ghost Of Christmas Presents** is mostly the work of one man, a few people were involved in its development and production. I'd like to take this opportunity to acknowledge their participation, and extend my sincerest gratitude for their assistance.

A special mention goes to **Joe Zbiciak**, whose technical expertise was invaluable in the making of this game. Without Joe's assistance, this game would not have seen the light of day, for I would have been unable to attain the skills necessary to make an Intellivision game.

And of course, extra special thanks go to my wife, **Shera**: Your patience and understanding is the stuff of *Epic Legends!* Thank you for being there while I toil away in what was supposed to be a *hobby*. ;)

### Game Concept, Design, Graphics & Programming:

- \* James Pujals - a.k.a. "DZ-Jay"

### Hardware Designer & Software Tool Maker:

- \* Joe Zbiciak

### Sound Design & Sound-FX Programming:

- \* Joe Zbiciak & James Pujals

### Music Arrangement & Track Programming:

- \* James Pujals

### Music Tracker Programming & Support:

- \* Arnauld Chevallier

### Original Artwork for Box, Overlays, and Cartridge Label:

- \* Jason Hotle

### Beta Testing & Quality Assurance:

- \* All the members of the **Carol-Beta** mailing list— *You know who you are!*

Christmas Carol

vs.

The Ghost Of Christmas Presents

*is dedicated to the memory of  
Sr. Enrique Pujals Castaños*

"Thanks for the Intellivision, Grampa! Best present ever!!!"





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