
MULTISOFT

ICICLE WORKS



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DESCRIPTION

ICICLE WORKS is a multi-screen game of snowballs, gift wrapped presents, polar bears and penguins.

Santa has returned from holiday to find that his presents have been scattered over the polar cap and are buried in the snow. Your task is to help Santa dig his way through the snow, collecting as many gift wrapped presents as are required to complete the toy in each scene.

Life in the north, however, is fraught with many perils and poor Santa must be very careful not to get caught under an avalanche of his own creation. His life is further endangered by the many bad tempered polar bears and penguins which run up and down the passages Santa has dug.

Christmas is not as far away as you may think and Santa faces a horrible fate if he cannot complete the toy and escape to a new task before the time runs out.

SETTING UP

Read all instructions carefully. Check you have followed the correct procedure for setting up your COMMODORE computer. Before switching on, check that your COMMODORE Cassette Unit is correctly plugged in and ready for use. Ensure that the cassette unit is kept as far away as possible from the TV. Now switch on both your computer and TV and turn up the volume. The screen displays the "READY" signal and a flashing cursor.

NOTE: It is always advisable to turn the computer off and then on again before loading a new program. This clears all the memory locations and minimizes load errors.

LOADING

Two versions of the program are provided on the tape, each version being recorded twice. One version is for use on the COMMODORE PLUS/4, the other for use on the COMMODORE 64. It is important that you load the correct version for your machine. The cassette labels show on which side of the tape each version is recorded.

COMMODORE 64

- ★ Check that you have the correct side of the tape uppermost.
- ★ Insert the cassette into the cassette unit.
- ★ Ensure that the tape is fully rewound to the beginning.
- ★ Hold down the SHIFT key and press the RUN/STOP key.
- ★ Press PLAY on the cassette unit and the game loads.
- ★ The title screen appears once the game has loaded.
- ★ Press the STOP key on the cassette unit.

COMMODORE PLUS/4

- ★ Check that you have the correct side of the tape uppermost.
- ★ Insert the cassette into the cassette unit.
- ★ Ensure that the tape is fully rewound to the beginning.
- ★ Type LOAD and press the RETURN key.
- ★ Press PLAY on the cassette unit and the game loads.
- ★ The title screen appears once the game has loaded.
- ★ Press the STOP key on the cassette unit.

HOW TO PLAY THE GAME

The title screen displays the present setting of the control, music and player options. Press 'C' to select either keyboard or joystick control, 'M' to switch the music on or off (for the duration of the game) and 'P' to select a one or two player game.

Press the space bar to commence play. If the space bar is not pressed within forty-five seconds a demonstration is shown. Press any key to return to the title screen.

CONTROLS

JOYSTICK	KEYBOARD	
Standard 4 directional control	P	— up
	L	— down
	A	— left
	S	— right
	Space	— dig
H	—	— pause on/off
Run/stop	—	— suicide
— (C64)	—	— abort game
Esc (14)	—	— abort game

To dig or go through doors hold down the fire button or space bar and move in the appropriate direction.

When you have selected your options, press the space bar to commence play. The game begins in room one and you have a set time to move Santa through the snow, searching for and collecting presents to complete the toy car. Failure to do this before your time runs out results in the loss of one of your three lives. You automatically dig a path through the snow as you move, creating passages which may be used by bears, penguins and falling snowballs.

In some situations the collection of a gift may result in the loss of a life due to the arrangement of the hazards. This may be overcome with the use of the space bar or fire button. Pressing either of these prevents you from moving, but collects or removes the object immediately adjacent to you in the direction in which you are trying to move. The toy appears at the lower right hand side of the screen as you build it. You may run under snowballs but do not wait, as after a very short pause they fall into the space you create, blocking the passage behind you.

Once you have collected the three presents needed to complete the car, the screen flashes and a 'ping' is heard indicating that the doors to other rooms have opened. The remaining presents turn into bonus squares worth twenty points for each one collected. You may now proceed to another room by any of the exits. Stand beside the selected door and press the fire button or space bar while moving towards the door. Successive rooms contain larger, more difficult toys and entail careful negotiation of bears and penguins. If a completed room is re-entered all the presents appear as bonus points and the room may be left at any time. Extra lives are awarded at every 1000 points.

There is a total of sixteen rooms, each room requiring a different strategy and careful thought. For example, should a room appear to have no presents, try dropping a snowball onto a penguin. Some rooms contain hot under-ground springs which need extreme care. They form an impassable barrier, melt all the snow in their path and can only be stopped by snowballs, animals, toys, bonus squares and yourself. Should the water be released, you face a race against time to complete the toy and leave the room before you become trapped. At the end of a game the high score table is displayed. If you scored enough points you can enter your name (up to five letters) from the keyboard.