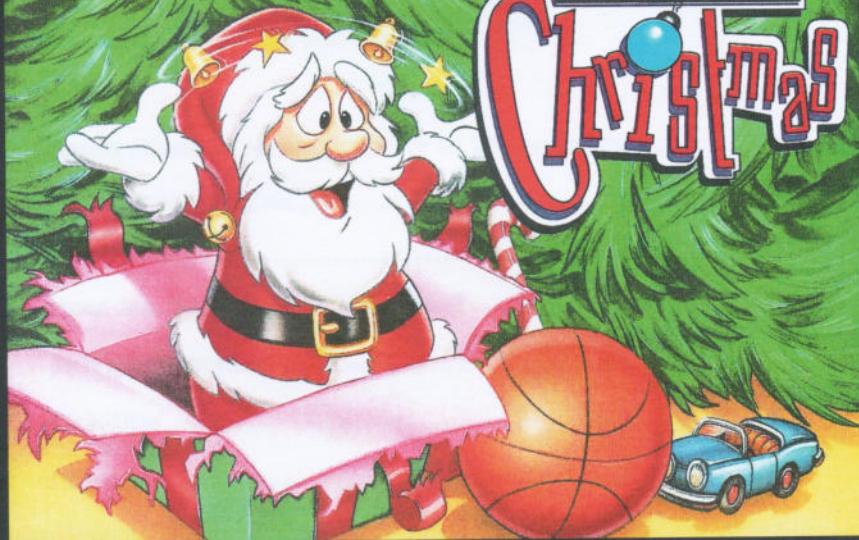


SNSP-ADCP-NOE

# DAZE BEFORE Christmas



INSTRUCTION MANUAL



**SUPER NINTENDO**<sup>TM</sup>

ENTERTAINMENT SYSTEM

PAL VERSION

**SUNSOFT**<sup>TM</sup>

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# SANTA CLAUS IS RESTING QUIETLY IN HIS HOUSE

Only days before Christmas Santa slept in his house,  
an evil plot was brewing cooked up by awful louse

The cold and evil Snowman scared all the Elves away.  
Timekeeper stole plans from Santa's house that day

But for the vicious louse this wasn't bad enough;  
I'm really gonna show'em, I'm gonna play rough!!!

He tore the presents open and on them cast a spell  
That's when Santa woke up - Something wasn't well!

All his Elves had vanished his presents also gone  
and threats were awaiting surely more than one!

Beware the magic potion calling Santa's evil twin  
The angry Anti-Claus his fiend from within!

So Anti must be Santa pick presents all the way to  
face the foes so bravely and make it through the day

Go beat the evil bosses who's lurking in the dark  
Find his sleigh & reindeer set out to make his mark

Find every stolen present that was unjustly craved  
For every kid on Earth Christmas must be saved!



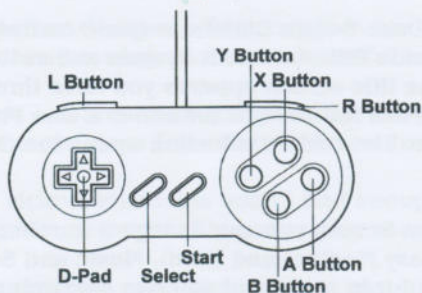
# BEFORE PLAY BEGINS

Insert your Daze Before Christmas game cartridge into your Super Nintendo Entertainment System and switch the Power ON. After the title screen appears you have three different selections. Push left or right for either a One Player or Two Player Game. The middle selection opens the Option Menu.

In the Option Screen you can change a number of settings. Difficulty (Easy, Medium and Hard), Music and Sound Effects, the controls for in game and you can also enter a PASSWORD here to carry on from a certain level in a previous game.



# THE CONTROLS



**D-Pad:** Choose on Title & Option screen/  
Move Santa Claus

**A Button:** Not used

**B Button:** Jump

**B and then B again:** Jump kick attack

**X Button:** Not used

**Y Button:** Throw magic dust as Santa/  
Swing sack as Anti-Claus

**L Button:** Not used

**R Button:** Not used

**SELECT:** Not used

**START:** Pause



# HOW CAN SANTA SAVE CHRISTMAS?

Are the Children all over the world to experience a huge disappointment this Christmas? Not if Santa can help it! He is helped by four lives and unlimited continues in order to find all the presents and deliver them to the various houses everywhere before Christmas Day. In order to bring the gifts he must be able to fend off the cursed toys by either throwing magic dust at them or by jumping on them. Once defeated they will transform back into harmless toys and are wrapped up in Blue gift paper ready for Santa to collect. Besides these are Red and Gold wrapped presents from which Santa can get different Pick-Ups. Some of them contain great surprises. For example: Additional lives, Gold Bells which serve as mid-level checkpoints, Hats for Santa's Health bar and maybe even a missing Elf will jump out of them. But Beware! In certain ones you will find Bombs or an Enemy waiting for you....

Can you possibly believe that such a good hearted man like Santa Claus would have trouble saving the day. Unfortunatley you will very soon realize that even the good have weaknesses. If Santa drinks a cup of Tea he turns into the Anti-Claus. Instead of defeating the enemy with his magic dust Anti-Claus has only his sack as a weapon, but this also destroys presents. Not to worry though as the effect of the Tea does not last long and then Santa can continue on his way collecting all the presents ready for Christmas Day.



# HOW CAN SANTA SAVE CHRISTMAS?

Bells serve as checkpoints, if you die you will restart the level from the last checkpoint.

A spinning Gold star is at the end of each level. For all the presents that Santa collects, you will receive bonus points.

At the end of each section Santa's bag is so full and heavy with presents that he must

deliver some of them to reduce the load so he can carry on. On the flight levels, Santa hops onto his sleigh with reindeer up front. You need to steer the sled to get the presents down the chimneys whilst avoiding any obstacles in your path.



Will there be a Merry Christmas, or just upset and dissatisfied children on Christmas day. So do your best to get all the presents you can. It's up to you!



# THE GAME SCREEN

Number of Presents

Health

Lives

Score



# PICK-UPS



**Hat - Health**



**Blue Gifts - Points**



**Santa - Extra life**



**Tea - Turns you into  
Anti-Claus**



**ThunderBolt - Throw Flames**



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