

DEERTASE 2

REINDEERTASE

TORONTO THUMBS VIDEO GAME SYSTEM

GAME PROGRAM

10 levels of
tasing fun!

features new music
from DJ Finish Him



INSTRUCTION MANUAL

DEERTASE 2

REINDEERTASE

TORONTO THUMBS VIDEO GAME SYSTEM GAME PROGRAM

Thank you for your interest in *DEERTASE 2: REINDEERTASE*, the exciting new game from **TORONTO THUMBS ORIGINAL GAMES**. We hope this new addition to your video game library brings you many years of video entertainment enjoyment.

Before playing the game, it is recommended that you read this instruction manual cover to cover to familiarize yourself with the game features before being thrown into battle.

- The Toronto Thumbs Staff

INTRODUCTION

After you saved Toronto by tasing a doe one month ago, you are resting at home on Christmas Eve when you are attacked by that doe's reindeer friends. Now you will have to face the deadliest enemies you have ever been put up against. Can you make it through the night?

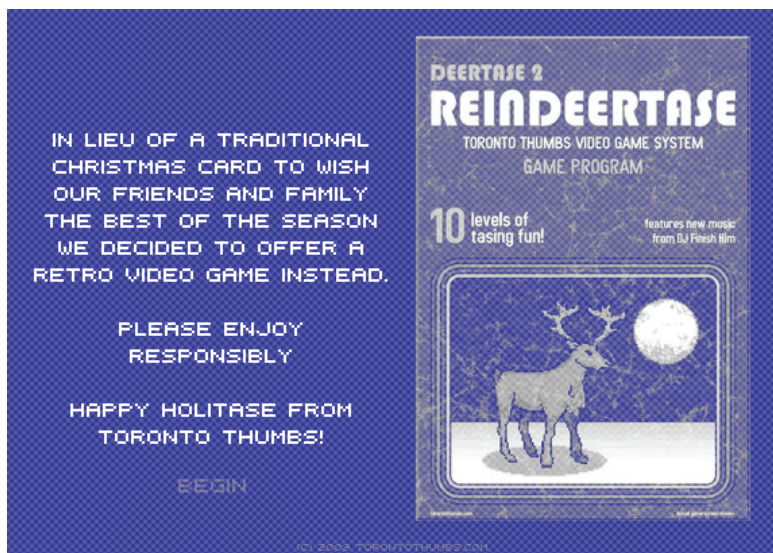
HOW TO PLAY

To start the game, open up your Internet browser and navigate to the following URL (Uniform Resource Locator):

<http://torontothumbs.com/holiday09>

TIP: If the page does not load, please check to make sure you hit the ENTER key on your keyboard. If this still does not work you might try checking to make sure your computer is connected to the Internet.

THE INTRODUCTION SCREEN



This will be the first screen you see upon booting up the game. Read the message on this screen. It is a message of holiday cheer from Toronto Thumbs. To initiate the game program, you will have to use your mouse pointer device and click anywhere

GAME INTRODUCTION



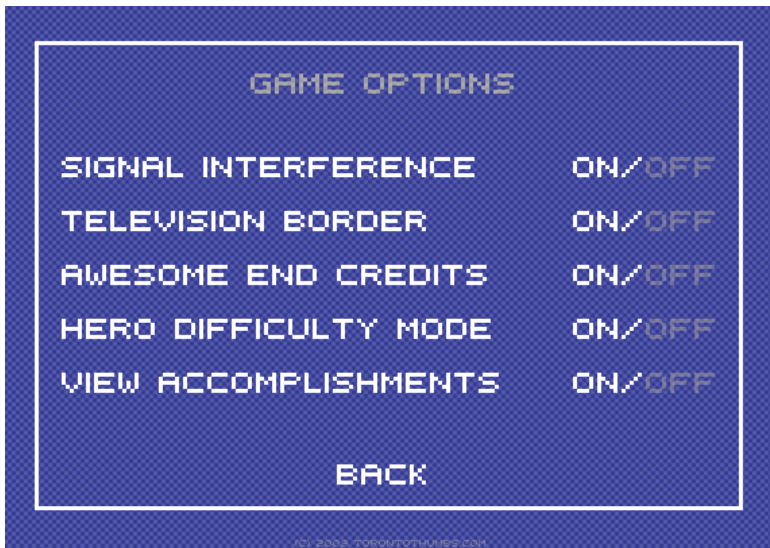
The game will begin booting up. This screen lets you know that the game is presented by its developers and producers, Toronto Thumbs.

GAME TITLE SCREEN

This screen features FOUR possible navigation choices. To begin the game you can click on PLAY. If you want to change the game's settings, visit the OPTIONS screen. The INSTRUCTIONS screen features simple rules about the game and might contain a secret!

To see who made the game and the names of people who helped make *DEERTASE 2: REINDEERTASE* a reality, click on the CREDITS option.

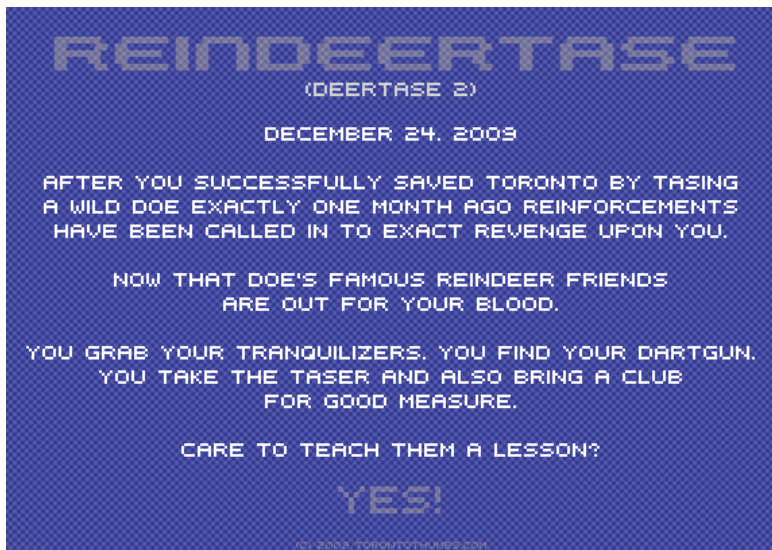
GAME OPTIONS SCREEN



On this screen you can adjust the various option switches to change the way the game plays. **SIGNAL INTERFERENCE** is a high tech emulation of RF signal interference from tube televisions from the year 1974. **TELEVISION BORDER** will obscure parts of the screen and will cut off some of the picture; an emulation of 1980s television tube technology. **AWESOME END CREDITS** is an option that changes the song that plays during the game's ending sequence. If you find the game to be too easy after you have mastered it, you may choose to turn on **HERO DIFFICULTY MODE**. **VIEW ACCOMPLISHMENTS** is an option that shows you which **ACCOMPLISHMENTS** you have earned while playing **DEERTASE 2: REINDEERTASE**. Because this game is not equipped with a battery back-up ROM function, you will lose your **ACCOMPLISHMENTS** when you navigate away from its URL.

TIP: If you wish to prove you have received an **ACCOMPLISHMENT**, you should take a photograph of the **ACCOMPLISHMENTS** screen with a camera without a flash.

GAME MISSION BRIEFING SCREEN



Before you begin the game you will have to read the story on this screen. When you have read and understood your mission, press the YES! button. The game will now begin.

GAME BATTLE SCREEN



The battles in *DEERTASE 2: REINDEERTASE* are turn-based. You will not have to worry about having quick reflexes to defeat your enemies. Instead you will rely on cunning, wit, planning, and a little luck. When your enemy appears you will have to choose your battle moves from the menu provided.

ATTK - The simplest of moves, this will make you punch your enemy.

ITEM - An important move that opens up the ITEM menu so you can select an ITEM to either attack with or use to boost your Health Points (HP) shown below the move menu.

TALK - Some enemies will have important things to say. It is good to TALK before resorting to violence to resolve conflict.

PET - Show some affection for your enemies by choosing to PET them.

GAME BATTLE SCREEN CONT.'D

RUN - If you think you are going to lose the fight and do not wish to partake in it, you may choose to RUN. Doing so will forfeit the game but you will at least not have to see your enemy laugh at you.

ITEMS

ITEMS play a big role in DEERTASE 2: REINDEERTASE. To access them you will have to select ITEM from the MOVE MENU. Here are some of the ITEMS in the game:

TASER - This weapon will send a few thousand gigawatts of electric charge through your hapless foes

TRANQLZR - This weapon will subdue your enemy allowing you to hit it without fear of getting hurt back

CLUB - A heavy weapon with low accuracy. It will deal a lot of damage when connecting with a foe, but it rarely connects.

DARTGUN - A highly accurate weapon that never misses but does very little damage. Good for weaker foes. You can only carry 15 darts at a time, so once those run out you will have to wait till the next round to use this weapon again.

FRUTCAKE - An item that replenishes Health Points (HP)

COOKIES - An item that replenishes Health Points (HP)

EGGNOG - An item that replenishes Health Points (HP)

SCARF - An item that boosts your defense

SPECIAL - An item with a mysterious use.

TREASURE CHESTS



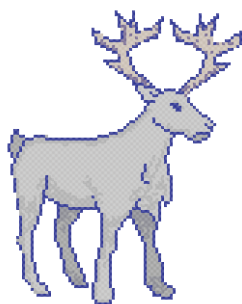
Defeated enemies drop TREASURE CHESTs. You may choose to open these treasure chests when you win a battle. Choose YES or NO from the menu prompt. TREASURE CHESTs usually contain items that will help replenish HP in battle, but can also contain helpful information needed to continue. Some TREASURE CHESTs are empty. These are bad omens in the game.

You can only hold 10 items so be sure to use your HP -boosting items when you need to. This way you won't have to leave anything behind when you open a TREASURE CHEST.

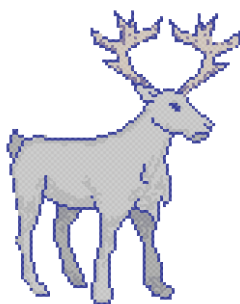
GAME ENEMIES

DEERTASE 2: REINDEERTASE has more than 10 enemies to battle. Some of them are **SECRET ENEMIES** that you will only find if you meet certain **SECRET CONDITIONS** in the game. No one knows what these conditions are.

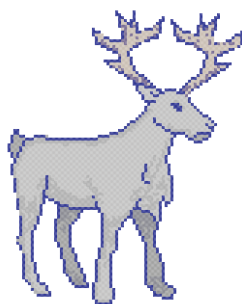
Here are some of the enemies you will fight:



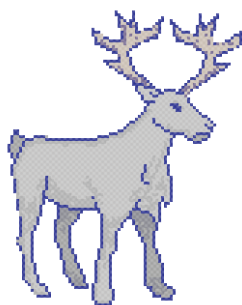
DONNER



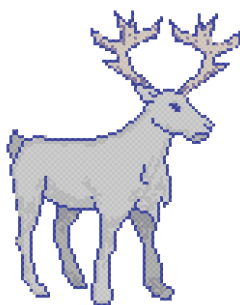
COMET



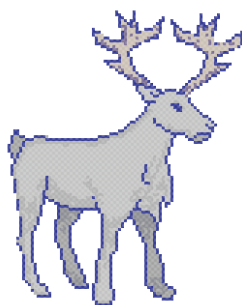
BLITZEN



PRANCER

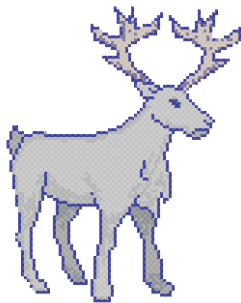


DASHER

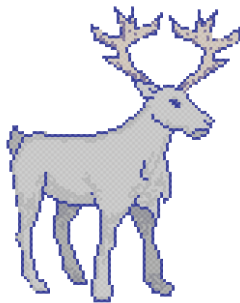


ARAGORN

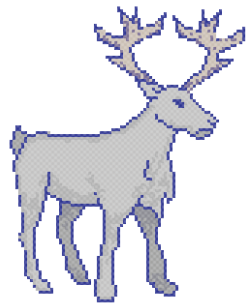
GAME ENEMIES CONT.'D



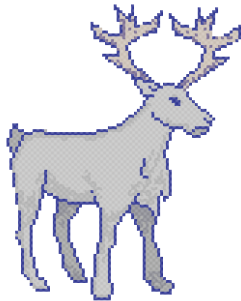
CUPID



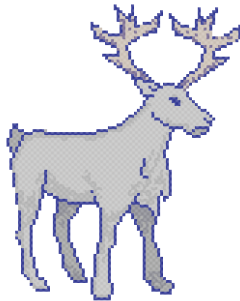
KISMET



JAR JAR



DANCER



VIXEN



SECRET ENEMY



SECRET ENEMY



SECRET ENEMY

GAME CREDITS

GAME CONCEPT

SHAUN HATTON

GAME SCRIPT

SHAUN HATTON

GAME PROGRAMMING

SHAUN HATTON

ART AND ANIMATION

SHAUN HATTON

BEAR APPEARS COURTESY OF

THE BEAR STORIES

MUSIC AND SOUND EFFECTS

DJ FINISH HIM

REINDEERTASE THEME MUSIC AND LYRICS AND PERFORMANCE

JORGE FIGUEIREDO

THE BETA MEN

JORGE FIGUEIREDO

CHRIS HATZOPOULOS

AYMERIC HOBBS

GEOFF HOLDEN

KEVIN HICKEY

PAUL HUNTER

KIRK JACKLIN

MIKE JACKSON

REAY JESPERSEN

NICK RUMAS

FILIPE SALGADO

JIM SQUIRES

PAUL TENK

THANKS TO

JIM SQUIRES

LESS LEE MOORE

AND OUR FRIENDS AND FANS

