Commodore:
Press the SHIFT/RUN STOP keys together.
Use Joystick Port 2 only.

Amstrad:
Press the CTRL and the small ENTER key together then follow prompts

Spectrum:
Type LOAD "" then press RETURN

GAME CONTROLS

Commodore / Amstrad / Spectrum Keys:
All the keys are user definable from the menu screen.

Default keys:

    O = LEFT   SPACE = FIRE (SPECTRUM = M)
    P = RIGHT   A = USE   Q = JUMP

Commodore Joystick:

    FORWARDS = JUMP   BACKWARDS = USE
    FIRE BUTTON = FIRE   LEFT = LEFT
    RIGHT = RIGHT   RESTORE = RESET

Amstrad / Spectrum Joystick:

    FORWARDS = JUMP   BACKWARDS = USE
    FIRE BUTTON = FIRE   LEFT = LEFT
    RIGHT = RIGHT

To reset game: Amstrad   ESC+DEL
                Spectrum   CAPSHIFT+SPACE

THE GAME

You control a little character that moves by turning end over end. His name is Hickey.

Hickey is capable of using three objects to extend his range of movement during the game. These consist of small diamond shaped "Sweets" that Hickey can eat, they come in three colours / effects:

        1. Red   - Allows you to move faster
        2. Blue - Allows you to jump higher
        3. Green - Allows you to fall further

You cannot use a sweet until you have picked it up and pressed the USE key. The effect generated will last until you pick up or use another object or sweet, after that the effect will cease.

During the game there will be times when you need to jump higher or fall further even if using a blue or green sweet. In order to help you there will be spring platforms to enable you to jump higher and mattresses to fall onto.

The display panel will be split into three windows. The first window indicates the OBJECT you are holding, the middle window is your STATUS DISPLAY and the third displays your REMAINING LIVES.

STATUS DISPLAY

On the bottom of the screen is a display of the 'Twang' remaining on this level. This is the time left before the captured Kreezer on this level is eaten. If this timer runs out the game is lost.

Top left is your score, displayed in numeric and graphical format.

The middle of the display informs you of how many Kreezers are yet to be rescued

Far right is your ammunition.

Many of the monsters are deadly and a life will be lost on contact with them. You have five lives to begin with and will be given chances during the game to gain extra lives.

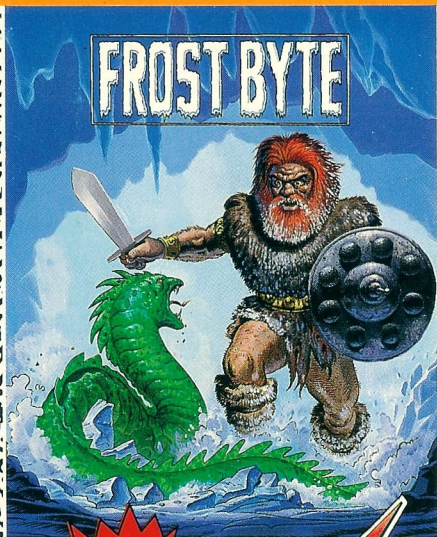To increase your ammunition you can use various objects which can be found scattered around the caverns.

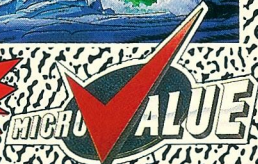**SCREENSHOTS FROM VARIOUS 8 BIT VERSIONS**

FROSTBYTE

FROST BYTE

Deep within the caverns of the planet **Cosmia** the lifelong struggle for freedom is being lost to the **goulish monsters** that inhabit the planet. Your mission is to make your way through the dangerous caverns to free five fellow **Kreezers** who have already been captured. **Frostbyte** tests your nerve and ability to restore freedom to **Cosmia** in this superbly addictive arcade game with outstanding graphics and gameplay.

ARCADE ACTION

MICRO VALUE

MICRO VALUE