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**QUICK GUIDE**

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## CONTROLS

### **Move and Duck:**

- XInput Controller: Dpad or Left Stick
- Keyboard: WASD or Arrow Keys
- Touchscreen: Dpad

### **Jump** (hold for higher jumps) and **Respawn** (multiplayer):

- XInput Controller: A or B
- Keyboard: Spacebar or Z
- Touchscreen: A

\*Hold **Move-Up** while pressing **Jump** to jump out of water

### **Run** (hold while moving) and **Use** Power-up:

- XInput Controller: X or Y
- Keyboard: X or Shift
- Touchscreen: Automatic

### **Pause** and **Skip Cutscene:**

- XInput Controller: Start
- Keyboard: 1
- Touchscreen: Pause

### **Confirm:**

- XInput Controller: A
- Keyboard: Spacebar or Z
- Touchscreen: A

### **Cancel:**

- XInput Controller: B
- Keyboard: X or Shift
- Touchscreen: B

## COLLECTIBLES

**Cookie:** Collect 100 for an extra life.

**Hat:** An extra life.

**Outfit:** An extra heart.

**Stocking Full of Coal:** Endless supply of coal that can be thrown at enemies.

**Candy Cane:** Endless supply of candy canes that can be thrown at enemies.

## TIPS

In addition to holding **Jump**, you can jump even higher by getting a running start.

While swimming, hold **Move-Up** or **Move-Down** to move faster in those directions.

You can run across pits that are as wide as Santa.

Try out the 4:3 Aspect under Options for a more classic feel and slightly higher difficulty level. It can be accessed from the Main Menu, as well as the Paused screen from the World Map, and in most levels.