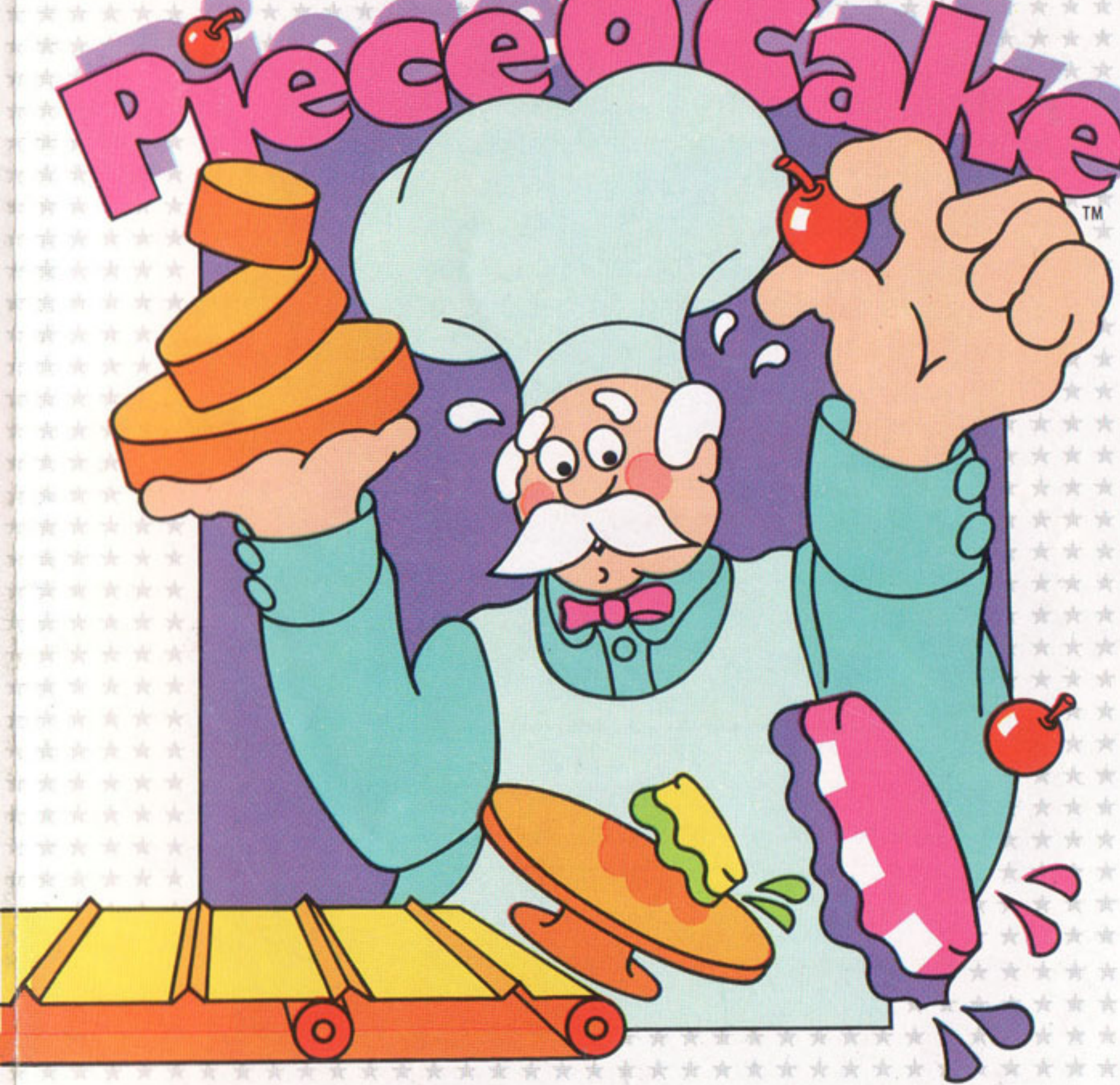


US games™

VC2005

Piece o' Cake™



U.S. Games Corporation

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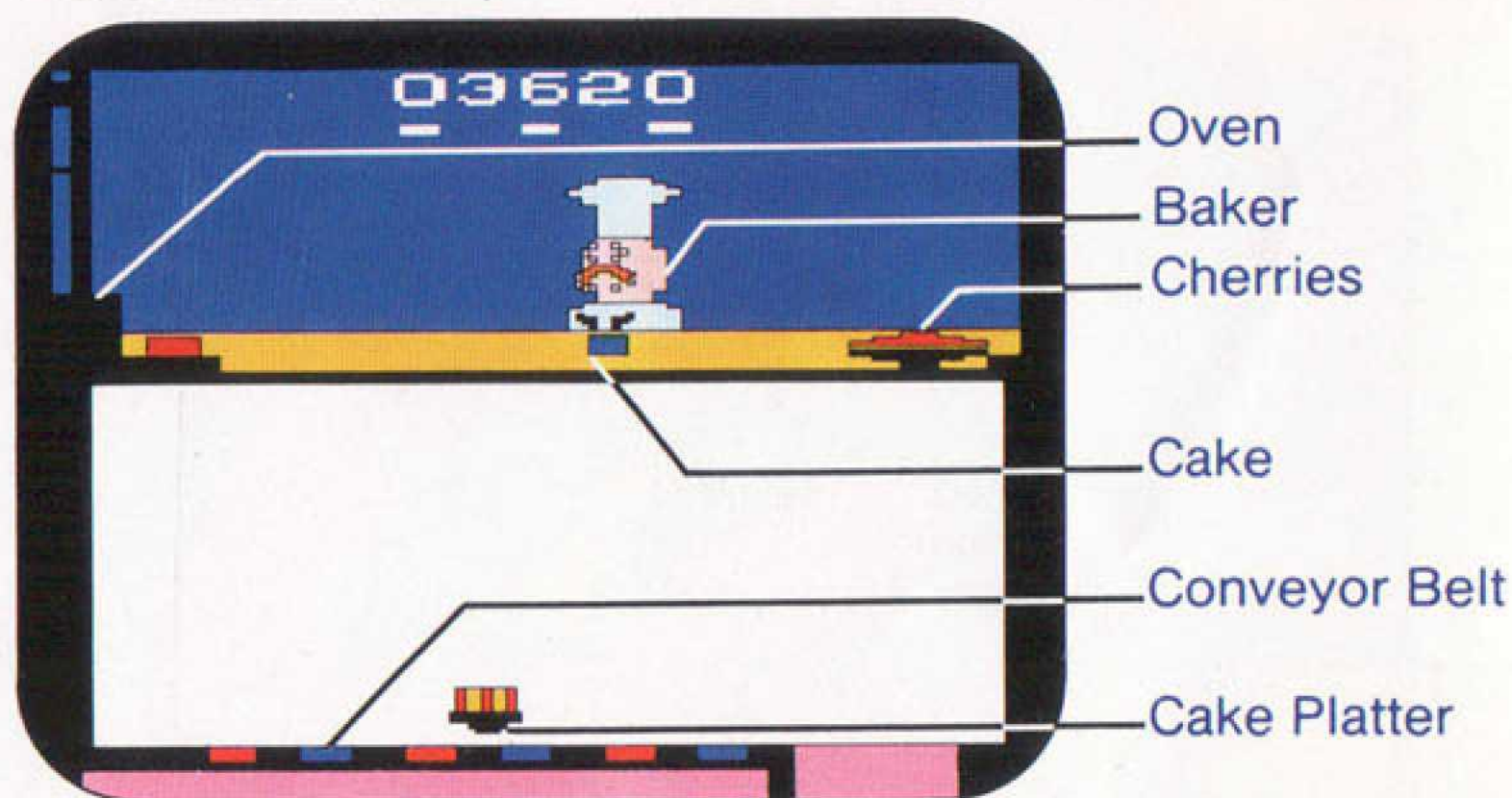
1515 Wyatt Drive

Santa Clara, California 95054

Piece O' Cake

Piece O' Cake is a single player, full color game designed to be played on the Atari® Video Computer System™ or the Sears Video Arcade®.

Piece Of Cake? — no way!! So you thought your first day on the job was going to be easy? Well, you not only have to learn the fine art of baking cakes, but you also have to master it in a big hurry. This is a production operation, and business is booming! It's actually a very simple job — *at first*. You simply take a freshly baked cake from the oven and drop it on a platter which is moving on a conveyor belt. Top that with a cherry, and you will be rewarded for your artistic endeavors. You must stack them correctly however, or — splat!! As your skill progresses, so does the conveyor speed, so keep your cool, and try not to earn the dubious title of "butterfingers." Being a top notch bakery chef requires adeptness and a calm temperament, so if you can't stand the heat, get out of the kitchen!



Set-Up Instructions:

1. Connect the Atari® Video Computer System™ or Sears Video Arcade® following the manufacturer's instructions.
2. Install the left paddle controller.
3. Insert the cartridge — making certain that the power is **OFF**.
4. Move the POWER switch to **ON**.
5. Select the game of your choice.
6. Press the red fire button on the paddle controller to start the game.

7. Push RESET switch at any time to start a new game.
8. After the game is over, a new game may be started by pressing the red fire button on the paddle controller.
9. Difficulty switches:
 - Position A = Additional speed increases as player skill increases.
 - Position B = Normal speed increases as player succeeds in completing cakes.

Controls:

- Use the paddle controller, rotating paddle left or right to move the baker.
- Move the baker to the extreme left to automatically pick up a cake from the oven.
- Push the red "fire" button to drop a cake.
- Move the baker to the extreme right to recycle a cake, and return to the oven for another piece to drop.
- Move the baker to the cherry platter (right side of screen), and depress the fire button to pick up a cherry. Depress the fire button again to release the cherry.

Game Variations:

The seven game variations can be chosen with the game select switch. The higher the game number, the faster the game play, and the higher the bonuses. In each game variation, the speed of play increases as the player demonstrates his ability to get completed platters across the conveyor belt chute.

Scoring:

Dropping a cake layer on the moving platter, or on top of another cake layer, scores 10 points.

Each successfully completed cake that crosses the chute scores 100 points, or more, depending on the game level played. A successfully completed cake consists of stacking any number of layers in order of size starting from the bottom (largest) to the top (smaller). The cake must then be completed with a cherry on top. Even a cherry alone on a platter is considered complete. However, a correctly stacked cake with no cherry will be rejected. A perfect cake, which consists of three correctly stacked layers with a cherry on top, earns the player bonus points depending on the game level played.

The following is an example of how bonuses are awarded:

Game 1

Cakes Completed	Correct Cake	Perfect Cake
First 2	100	200
Next 3	500	1000
Next 3	2000	4000
Next 3	3000	6000
Next 3	4000	8000

The higher the game number, the more bonus points awarded at each step of the game.

NOTE: The three horizontal lines appearing just below the score, at the beginning of the game, indicate your baking merits. These allow you to make some mistakes during play. If you incorrectly stack a cake, or don't complete it, you will lose a merit. If you miss the platter three times you will lose a merit. When you lose all three merits, the game is over.

Playing Hints:

- Early in the game try to stack perfect cakes (three successive layers topped with a cherry). You have more time since the conveyor is moving slowly, and a perfect cake gives you maximum points.
- As the game progresses and speed increases, you have to be less concerned about perfect cakes and more concerned about completing a platter. At all costs, place a cherry on each — even if you have no cake layers. Otherwise, splat! crash!
- If you get too anxious in the heat of the game and “mess up,” you lose your chef's license, and it's back to cleaning the floors.

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