

FOR
COLECO VISION[®]
& **ADAM**[™]
FAMILY COMPUTER SYSTEM

Guide No. 14363

CARTRIDGE INSTRUCTIONS

No. 2430

BurgerTime[™]



Join in the ultimate food fight as you help Chef Peter Pepper[™] fend off the Food Foes and make perfect burgers.

COLECO

YOUR RECIPE FOR FUN

Can you help Chef Peter Pepper™ make delicious burgers and evade the tricky Food Foes?

BurgerTime™ Recipe!



1 Chef

3 Food Foes—Mr. Hot Dog™, Mr. Egg™
and Mr. Pickle™

Season to taste with pepper.
-----and----- YOU!

Take one Chef. Add three Food Foes.
Season with pinches of pepper. Play at
four skill levels on six tempting scenes.
Serve sizzling to one or two hungry players.

Chef Peter Pepper™ owns The Pepper Grille, the best burger place in town. The Food Foes—Mr. Hot Dog™, Mr. Egg™, and Mr. Pickle™—are trying to stop Chef Peter Pepper™ from making gourmet burgers for hungry customers.

As Chef Peter Pepper™ you must stay cool as a cucumber while you move around The Pepper Grille, zipping across the tops of burger parts to make them drop into the plates below. While cooking delicious burgers for your hungry customers, you must try to flatten the pursuing Food Foes.

- For one or two players
- Select from four skill levels

Use your ColecoVision® controllers or Super Action™ controllers.

GETTING READY TO PLAY

ALWAYS MAKE SURE THE COLECOVISION® UNIT OR ADAM™ IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

One-Player Game

Use the Port 1 Controller.

Two-Player Game (Alternating players)

Player 1 uses the Port 1 controller. Player 2 uses the Port 2 controller. Player 1 starts cooking first and stays in the kitchen until losing a chef. Player 2 then starts cooking until losing a chef, and so on.

Choose Your Challenge

Press the Reset Switch. The Title screen appears on your TV. Wait for the Game Option screen to appear, then choose the number of players and the skill level:

Skill 1 is the easiest, suitable for an apprentice cook. You get seven pinches of pepper to fight off the Food Foes.

Skill 2 is for fast-food cooks. Action is faster than for apprentices; you have six pinches of pepper to use against the Food Foes.

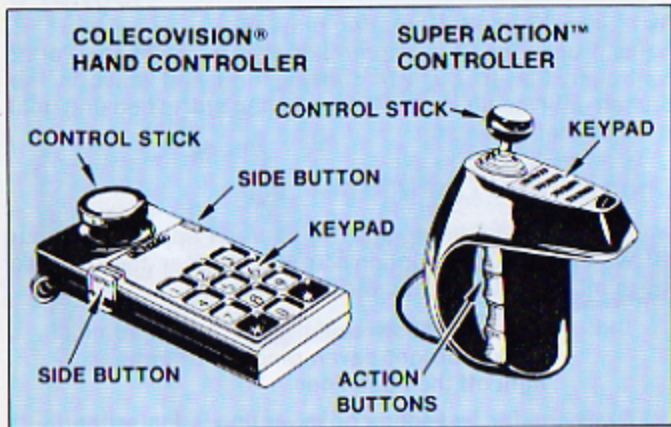
Skill 3 is for short-order cooks and offers arcade-level challenges. Orders pick up; you fend off Food Foes with just five pinches of pepper.

Skill 4 is the greatest challenge, suitable for a gourmet chef. You have only four pinches of pepper to ward off the Food Foes.

Choose a skill level by pressing the corresponding number button on either controller keypad.

USING YOUR CONTROLS

- 1. Keypad:** Keypad Buttons 1-8 allow you to choose your skill level. Pressing ***** after a game lets you replay your option at the same skill level and number of players; pressing **#** after a game returns you to the Game Option screen.



- 2. Control Stick:** Pressing the Control Stick in any of four directions (up, down, left, or right) moves Chef Peter Pepper™ in the selected direction. Pressing the Control Stick up (away from you) when Chef Peter Pepper™ is at or on a ladder makes him climb up; pressing the Control Stick down (toward you) when Chef Peter Pepper™ is at or on a ladder makes him climb down. Pressing the Control Stick left or right moves Chef Peter Pepper™ across the burger parts or empty kitchen platforms.
- 3. Side Buttons (ColecoVision® Controllers):** Press either Side Button to fling a pinch of pepper in the direction Chef Peter Pepper™ is facing.

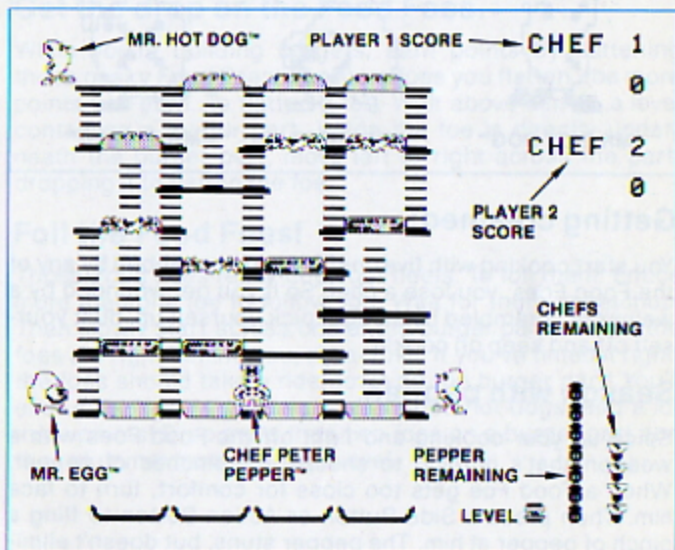
4. **Action Buttons (Super Action™ Controller):** Press the Yellow or Orange Action Button to fling a pinch of pepper in the direction Chef Peter Pepper™ is facing.

NOTE: On the Super Action™ Controller, the Speed Roller and the Purple and Blue Action Buttons are not used.

HERE'S HOW TO PLAY

The Cook's tour.

To build burgers for Chef Peter Pepper's™ customers, move the Control Stick up or down to make the chef climb the ladders to different levels of the kitchen. Move the Control Stick to the left or right to zip the chef across burger parts to



drop them down to the next lower level. Keep dropping burger parts until you've built complete burgers on the plates at the very bottom of the kitchen. Build complete burgers and cook your way through six delicious scenes.

You earn points for each burger part you drop down a level. A cooking tip from the chef: Start at the top of the kitchen and work your way down. Drop a burger part down on another and set a food chain going.

Add the Food Foes.

Lurking in The Pepper Grille are three playful, tricky types of Food Foes—Mr. Hot Dog™, Mr. Egg™ and Mr. Pickle™—who are cooking up trouble for Chef Peter Pepper™. While you're building burgers, keep an eye peeled for these foes. Climb up or down ladders or zip across burger parts to shake them off.



MR. HOT DOG™



MR. EGG™



MR. PICKLE™

Getting creamed!

You start cooking with five chefs. If you get nabbed by any of the Food Foes, you lose a chef. So if you get wounded by a weiner or scrambled by an egg, pick yourself up, dust yourself off and keep on cookin'.

Season with pepper.

Spice up your cooking and fight off the Food Foes with a weapon that's nothing to sneeze at—pinches of pepper. When a Food Foe gets too close for comfort, turn to face him. Then press a Side Button or Action Button to fling a pinch of pepper at him. The pepper stuns, but doesn't eliminate the Food Foes. Once they're stunned, you can move right through them. Any Food Foe within range of the pepper can be stunned with one pinch!

But try to be as frugal as possible with your pinches of pepper. You only have so many and will need them to get out of sticky situations later on. The higher your skill level, the less pepper you start cooking with, and the more you will need to keep out of the clutches of the Food Foes!



Season to taste with pepper!

Get the drop on the Food Foes.

While you're building burgers, earn points by flattening those pesky Food Foes. The more foes you flatten, the more points you earn. To flatten a foe: Wait above him on a level containing a burger part. When the foe is directly underneath the burger part, move left or right across the part, dropping it to flatten the foe.

Foil the Food Foes!

Those Food Foes really dog your heels. To foil them: Entice more than one foe to follow you. Wait for them to ketchup. Then slowly start across one of the burger parts. When the foes are right behind you, zip across! If you've timed it right, the foes should take a ride down on the burger part! You'll end up with scrambled eggs, flattened hot dogs, and a lot more points! Drop more than two foes on a burger part and they plummet more than one level.

Can't keep a good dog down.

Watch out—those little critters won't stay down long. After you flatten them or drop them into the kitchen, they quickly pop back up and get back on your trail.

Time for a treat!

Anyone as hard-working as Chef Peter Pepper™ deserves treats. From time to time while you're building burgers, tempting treats—ice cream, hot coffee and french fries—appear in the center of The Pepper Grille. Grab them for bonus points and an extra pinch of pepper. But move fast. Delicious treats don't hang around forever!

SCENE 1
TREAT



ICE CREAM CONE

SCENE 2
TREAT



CUP OF COFFEE

SCENE 3
TREAT



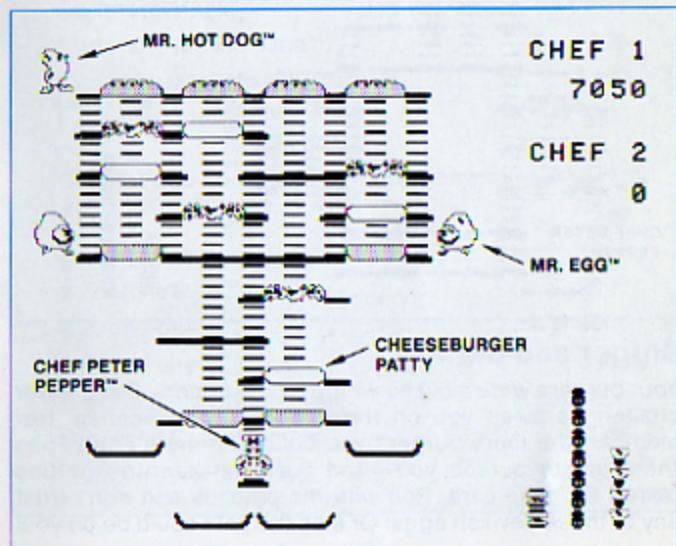
FRENCH FRIES

The weiner and still champion!

If you make four gourmet burgers for your customers, you earn an extra pinch of pepper for the next round of food wars. Congratulate yourself and relax—but not for too long—you've got more customers waiting!

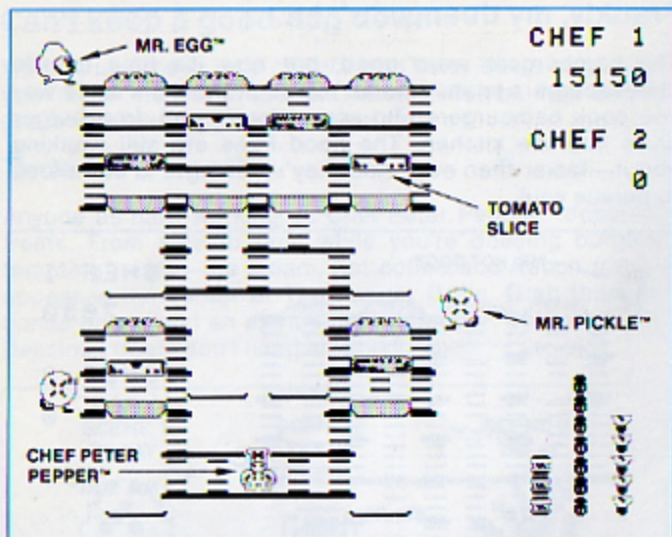
Frankly, my dear

The hamburgers were good, but now it's time to add cheeseburgers to your menu. You cook them the same way you cook hamburgers. Zip across levels and drop burger parts into the kitchen. The Food Foes are still skulking about—faster than ever. And they've brought in more foes to pursue you!



In a real pickle

Now you're really cookin'. But waiting in the wings is a real dilly—Mr. Pickle™! He'll try to make you eat humble pie. Just stay cool as a cucumber and follow your past recipe for success. You'll soon have him eating out of your hand!



Bigger and better

Your burgers were a big hit with your customers. But greater challenges await you on three more savory scenes. Remember, the more burgers you build, the more Food Foes there are to pursue you—and they just keep on getting faster! So, take care. Roll with the pinches and don't trust any of those devilish eggs! Or else the yolk could be on you!

Starting over

Press ***** to replay the game option that you have been playing. Press **#** to go back to the Game Option screen.

Reset

The Reset Button on the console or ADAM™ stops the game and returns you to the Title screen. It can be used to start a new game at any time, and can also be used in the event of a game malfunction.

SCORING

You earn 50 points each time Chef Peter Pepper™ drops a burger part down one level. You also earn points for flattening Food Foes or for sending them for a ride on a burger part.

Counter Attack	Points
Flattening Mr. Hot Dog™	100
Flattening Mr. Pickle™	200
Flattening Mr. Egg™	300

Giving Food Foes a ride on the same burger part:

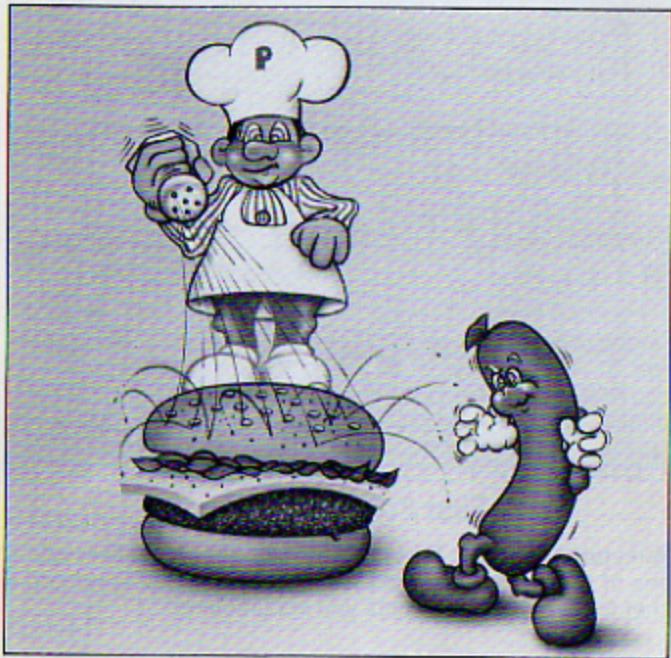
1 Food Foe	500
2 Food Foes	1000
3 Food Foes	2000
4 Food Foes	4000
5 Food Foes	8000
Grabbing Ice Cream Cone	500
Grabbing Cup of Coffee	1000
Grabbing French Fries	1500

Fast Food Turnover

You start cooking in BurgerTime™ with five chefs. Every time one of the Food Foes nabs you, you lose a chef. You earn a chef for every 10,000 points you accumulate.

THE FUN OF DISCOVERY

This instruction booklet provides the basic information you need to get started playing BurgerTime™, but it is only the beginning. You will find that this cartridge is full of special features that make BurgerTime™ exciting every time you play. Experiment with different techniques—and enjoy the game!



90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

Any implied warranties arising out of the sale of the video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

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SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer

Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

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