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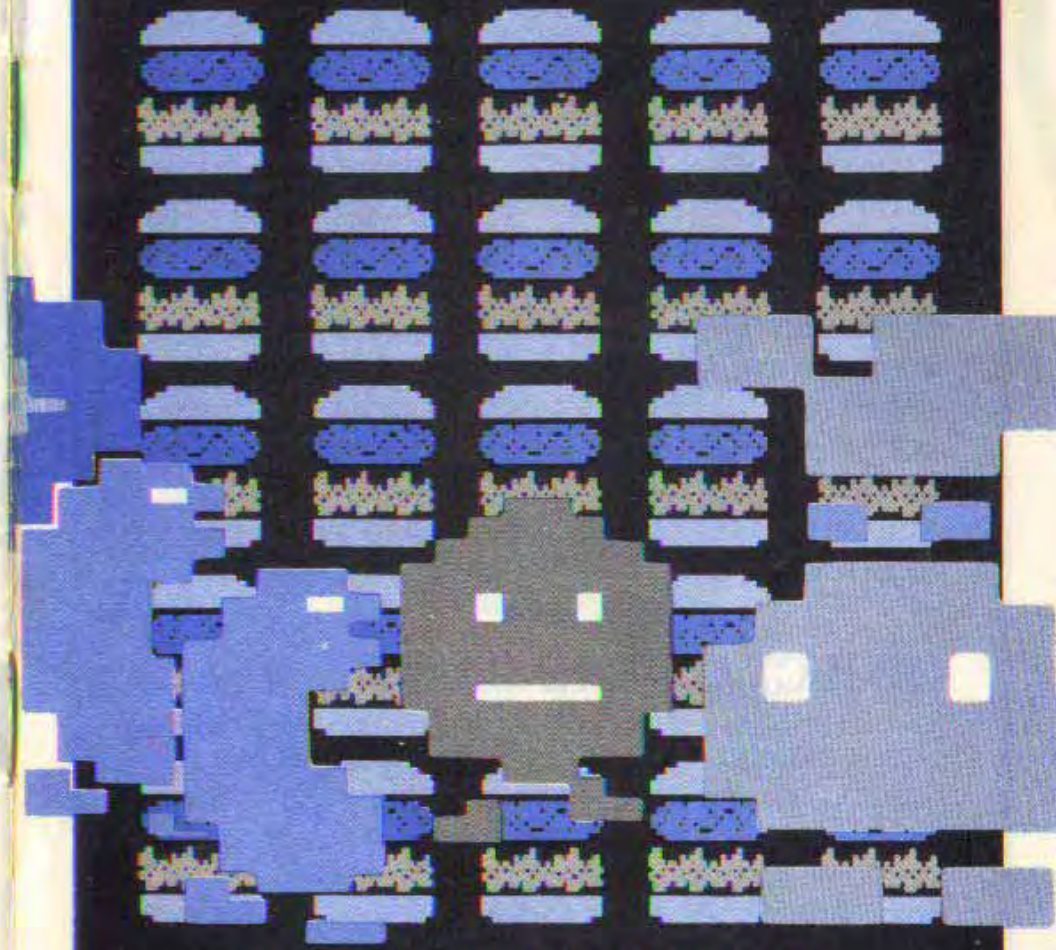
BURGERTIME™*

CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)



FOR COLOR TV VIEWING ONLY

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Your chef, Peter Pepper,™* is surrounded! Pickles and hot dogs are everywhere! Dodge down a ladder, pepper a pickle and you've escaped. They all chase after you. Run for your life to the next bun. Gobble some fries along the way and you've got some pepper — just in case. Lead them on a chase and the nasties get stuck together. Tiptoe out onto a bun and they follow in a bunch. Pepper 'em, step off, and drop 'em. WAY TO MOVE! You've got 8000 points and are one step closer to BURGERTIME.

OBJECT OF THE GAME

Score more points than your opponent while building hamburgers. Avoid dangerous hot dogs, pickles, and eggs. Points are scored for dropping ingredients and squashing nasties. Maximum point value is received for giving these foes a ride on a falling bun, patty, tomato, or lettuce leaf.

YOUR CONTROLS

Slide BURGERTIME overlays into the Hand Controller frames, so they cover the keypads. Insert game in the Computer Console cartridge slot. (See console owner's instructions for equipment connection details.)

These are the game controls...

USING THE DISC. There are 4 directions in which your can move your chef, indicated by the arrows on the disc above. Move your chef by pressing the outside edge of the disc in the direction you want to move.

USING THE SIDE BUTTONS. Pepper is sprinkled using any side button. YOU CAN MOVE AND SPRINKLE PEPPER AT THE SAME TIME.

GAME START

When game title appears, it is time to decide on your playing speed. For fastest speed possible press the disc. The 1, 2, and 3 buttons will give you slower speeds as indicated by the chart. Each speed is indicated by a different symbol that will appear on right side of the screen.

STARTING KEY	SPEED	SYMBOL ON SCREEN
PRESS DISC	FASTEST	DOT
PRESS 1	FAST	TWO VERTICAL DOTS
PRESS 2	MEDIUM	TWO HORIZONTAL DOTS
PRESS 3	SLOW	DASH

CHOOSE 1 OR 2 PLAYERS

Once you select playing speed and press the correct key, the computer will ask you to:
Select 1 or 2 Players:

- Press Key 1 for a 1-Player game.
- Press Key 2 for a 2-Player game.

Press ENTER and the game will start.
1-PLAYER GAME...Play until all 5 chefs are gone.
2-PLAYER GAME...Player #1 plays until he/she loses 1 chef. Player #2 then takes over. Each player has 5 chefs. If one player gains extra chefs for good play, that player may continue after the other player is finished.

GAME STARTS AS SOON AS YOU PRESS ENTER.

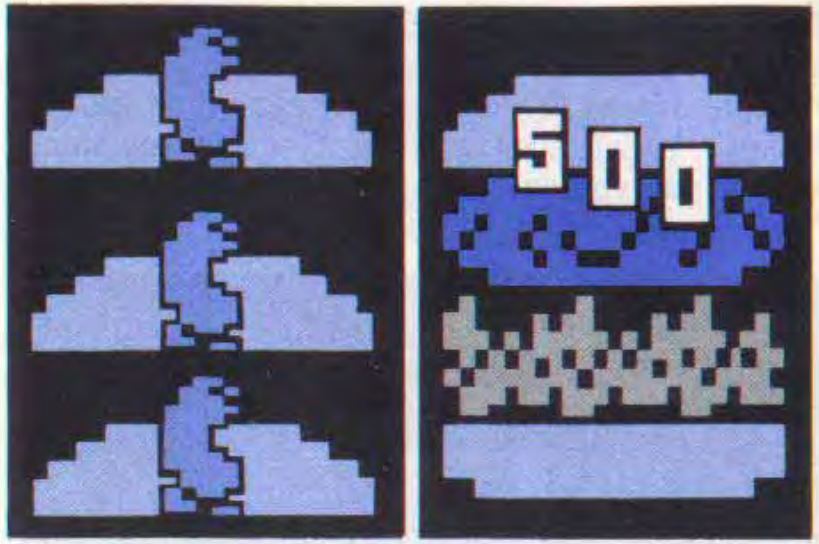
THE CHEF You control the chef. Move him up ladders and across planks using the direction disc. Move your chef completely across a bun and it drops one level. You rack up 50 points. You also rack up 50 points for each patty, tomato slice, and lettuce leaf that you drop.

You start with 5 chefs, but only one can be used at a time. For every 10,000 points scored, you get an extra chef. The number of chefs you have waiting are displayed in the lower right corner of the screen.

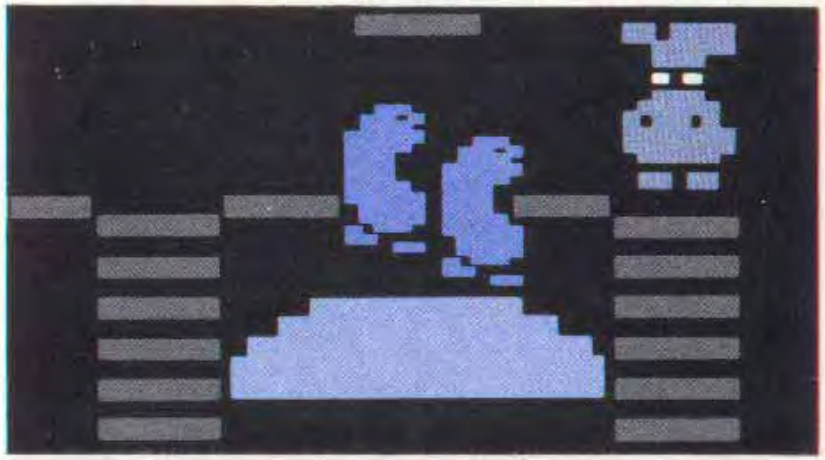
NASTIES AND MAZES Hot dogs, eggs, and pickles chase your chef wherever he goes in the maze. If they catch him, the round is over. All the nasties get smarter as you go along.

There are seven mazes constructed of ladders and planks. Some are more difficult than others. When you successfully build all the hamburgers in one maze, you move on to the next maze. When all seven mazes have been completed, you start over again with the first maze — only at a more difficult level. Your current level is displayed after you lose your chef.

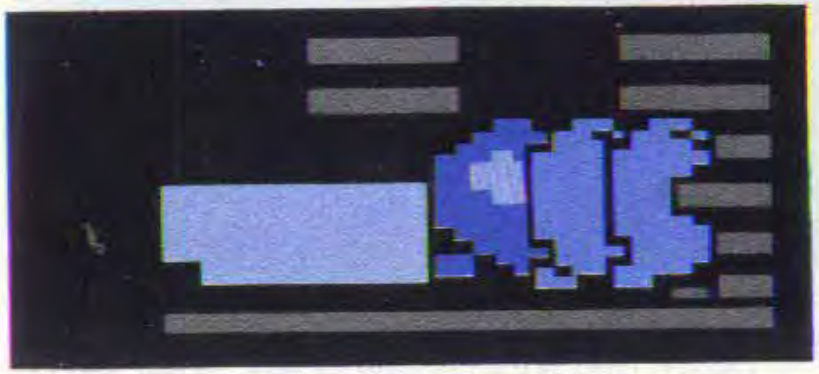
FOR MORE POINTS DROP the ingredients ON TOP of the nasties. You will get 100 points for each one you squash. Squashed nasties come back to life from either side of the screen.



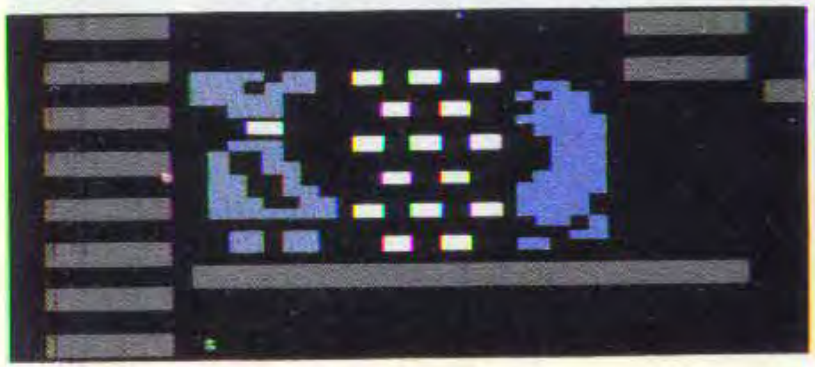
FOR EVEN MORE POINTS Tempt the nasties out onto a bun and then drop it by stepping off. The bun will drop TWO levels. The more nasties on the bun, the higher the point value. (See chart.) After a few seconds, dropped nasties return from the point where they ended their fall.



FOR MAXIMUM POINTS Lead the nasties on a chase and get them to meet at corners. If they meet and head in the same direction (and you're lucky), they will stick together. Get as many stuck together as you can and give them a ride on a falling bun or other ingredient. You will score big.



AND A PINCH OF PEPPER Pepper may be used to temporarily stun nasties if you are trapped. This tactic allows you to move out of corners unharmed. You can only throw pepper IN THE DIRECTION YOU ARE MOVING OR LAST MOVED.



You start with 4 pinches of pepper which are displayed in the lower left corner of the screen. You can earn extra pinches of pepper by gobbling ice cream, coffee, ketchup, or french fries depending on your level. You get 500 points and a pinch of pepper for each item gobbled. Smart cooks only use pepper when they need to. That pepper can be very valuable at the upper levels.

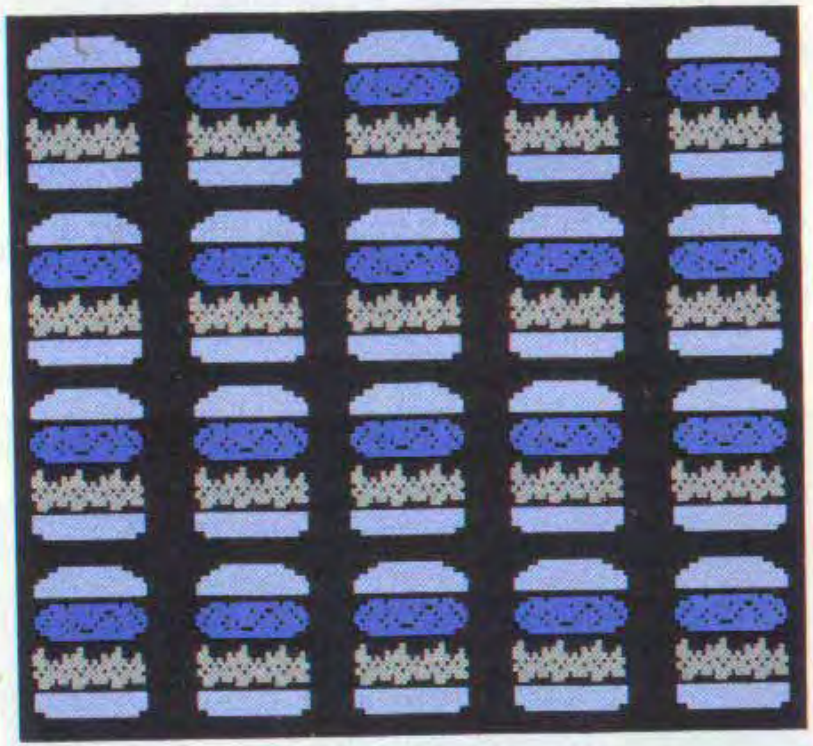
SCORE DISPLAY For one player games, the running score is tallied on the upper left in yellow. The center score (green) is the highest score achieved at that game speed.

For two player games, Player #1 has his score displayed on the left, Player #2 on the right. The score is bright yellow for the player in control of the chef while the score is tan for the player at rest. Again, the green score in the center is the highest score.

MAXIMUM SCORE

(FOR BURGER-MANIACS ONLY)

Once you get 1,000,000 points, the scoring begins at zero again. At the end of each game you will see a number under the center score. This tells you how many times you have reached 1,000,000. You may reach 1,000,000 a total of 255 times...for a possible score of 255,999,950. GOOD LUCK!



SCORING CHART

POINTS	ACTION
50	Knocking a hamburger part from a horizontal plank
100	Squashing a nasty with a falling hamburger part
500	Giving 1 nasty a ride on a falling hamburger part
1000	Giving 2 nasties a ride on a falling hamburger part
2000	Giving 3 nasties a ride on a falling hamburger part
4000	Giving 4 nasties a ride on a falling hamburger part
8000	Giving 5 nasties a ride on a falling hamburger part
500	Gobbling one of the "pinch of pepper" prizes (ice cream, coffee, ketchup, or french fries)

FRENCH FRIES

COFFEE

KETCHUP

ICE CREAM