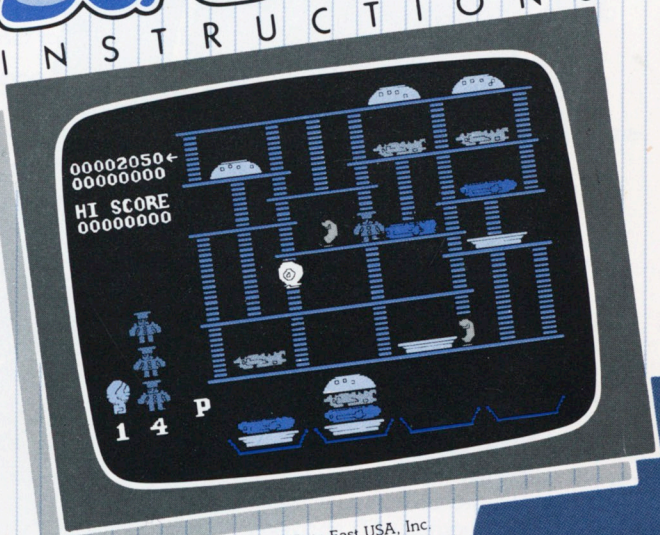


M Network by **MATTEL ELECTRONICS®**
For the **IBM PC***

BurgerTime™**

I N S T R U C T I O N S



••BURGERTIME is a trademark of Data East USA, Inc.
used under license. © 1982 Data East USA, Inc.

•REQUIRES 64K OF MEMORY, IBM DISK DRIVE, COLOR/
GRAPHICS ADAPTOR, and COLOR MONITOR (composite
color/RGB).



THE GAME

Your chef is surrounded! Pickles and hot dogs are everywhere! Dodge down a ladder, pepper a pickle and you've escaped. 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. You've got 16,000 points and are one step closer to BURGERTIME!

BEFORE YOU START THE GAME

Insert diskette in disk drive. Turn on IBM PC. For more information, see your IBM PC Owner's Manual.

The Title Screen automatically appears while game is loading. When the red light goes out, choose your game controls.

If you don't type J or K, then the keyboard will be chosen as the play control by the computer.

The computer automatically rotates from the Instruction Screen to the Demonstration Mode to the Title Screen and through again.

INSTRUCTION SCREEN...quick reference on how to play the game. To start your game, press space bar.

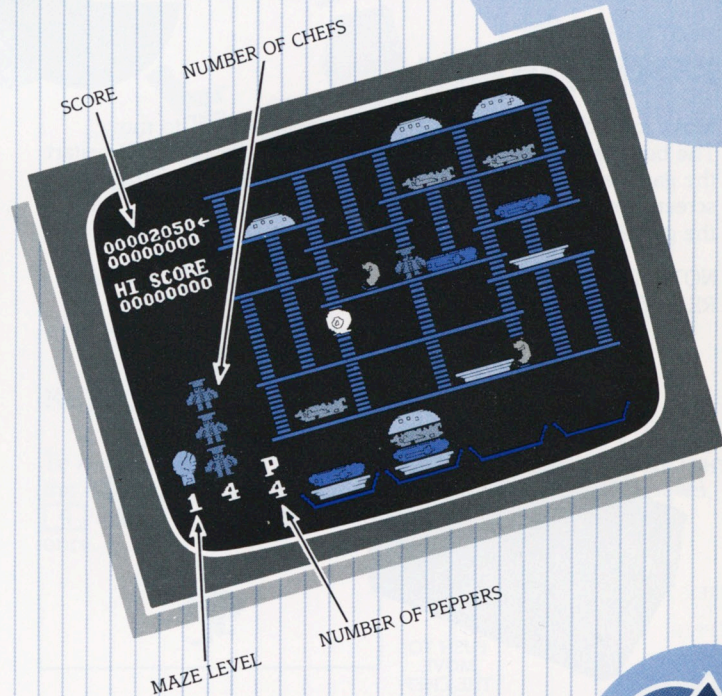
DEMONSTRATION MODE...automatically comes on after the instruction screen OR after a game is over. You cannot actually play the game in this mode. The computer controls all the action. After a brief game play sequence the screen switches back to the title screen. To get back to the instruction screen sooner, press the space bar once.

HOW TO PLAY

IT'S NEARLY BURGERTIME

To allow you to play the game right away, the options have been selected for you. The computer is now ready for a one player game, starting with the first maze, starting at the fastest speed, and set up for a composite monitor. If you want to start at a higher level, skip to page 10 and CHOOSE YOUR OPTIONS.

NOTE: FOR KEYBOARD CONTROLS PLEASE SKIP TO THE KEYBOARD CONTROLS.

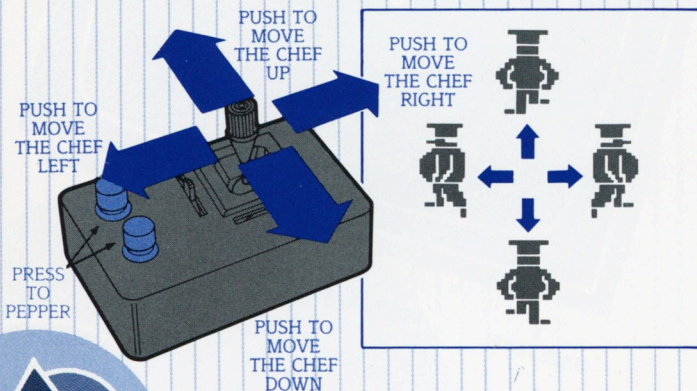


THE CONTROLS

JOYSTICK CONTROLS

Move joystick in same direction you want the chef to move. The buttons are used to either 1) pepper the nasties or 2) restart the game after the game is over or 3) return to the instruction screen from demonstration mode. You are now ready to start the game by pressing either button.

NOTE: IF YOU ARE PLAYING WITH THE JOYSTICK, YOU ARE READY TO SKIP TO PRIME BURGER DATA.



PUSH TO
MOVE
THE CHEF
LEFT

PUSH TO
MOVE
THE CHEF
UP

PUSH TO
MOVE
THE CHEF
RIGHT

PUSH TO
MOVE
THE CHEF
DOWN

KEYBOARD CONTROLS

To move your chef around the maze, use the direction keys on the right side of the keyboard: press **8** for up, **2** for down, **4** for left, and **6** for right. To pepper, press the space bar once.

SPECIAL GAME CONTROLS

THE ESCAPE KEY



stops the ACTION onscreen with the first push and restarts it on the second push. (Any key will also restart it.) If no key is pressed for 10 seconds, the screen goes blank.

CONTROL KEY



will reset the game in the middle of game play. Start the game by pressing the space bar once.

AND THEN



KEY



will turn sound on and off before or during game play.

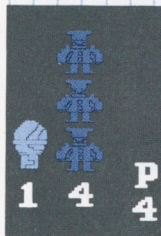
6

ACTION!

PRIME BURGER DATA



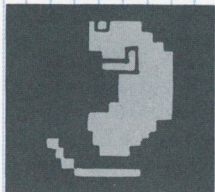
THE CHEF You control the chef, Peter Pepper. Move him up ladders and across planks using the joystick or keyboard controls. Move your chef completely across a bun or other ingredient and it drops one level. You rack up 50 points.



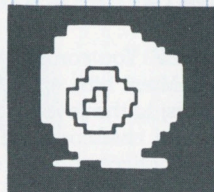
You start with 5 chefs, but only one can be used at a time. You get an EXTRA CHEF at 10,000; 20,000; 40,000; 80,000; 160,000; 320,000; 640,000; 1,250,000; 2,500,000; 5,000,000; and 10,000,000 points. The chefs are waiting in a column to the right of the maze. The total number of chefs including the one in the maze is displayed below the column.

7

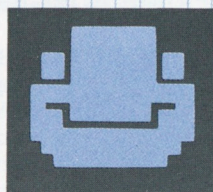
NASTIES AND MAZES Hot dogs, eggs, and pickles chase your chef wherever he goes in the maze. If they catch him, the round is over. All the nasties get quicker as you go along, so the game becomes more challenging as you get better.



HOT DOGS



EGGS



PICKLES

There are 12 mazes constructed of ladders and planks. When you successfully build all the hamburgers in one maze, you move on to the next maze. When all twelve mazes have been completed, you start over again with the first maze.

SQUASHING AND DROPPING DROP the ingredients ON TOP of the nasties. You will get points for each nasty you squash — 100 points for a hot dog, 200 points for a pickle, 300 points for an egg. SQUASHED nasties return from the side of the screen.

FOR EVEN MORE POINTS, tempt a nasty out onto a bun and then drop it by stepping off. The bun will drop THREE levels. The bun will drop one EXTRA level for each EXTRA nasty taking the ride. You score points (consult chart) for each nasty you drop and each level the bun falls. After a few seconds, dropped nasties return from the point where they land. They may not be dropped again and are not dangerous again until they step off the ingredient.



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 FRONT OF YOU. This means you can only throw pepper in the direction you last moved or are moving. YOU MAY RUN AND THROW PEPPER AT THE SAME TIME.

You start with 5 pinches of pepper which are displayed to the left of the screen. You can earn extra pinches of pepper by gobbling French fries (2000 points) and ice cream (500 points) or gulping coffee (1000 points). You store ONE pinch of pepper for each prize gobbled or gulped.

NOTE: IF YOU DO NOT MOVE THE CHEF FOR THREE MINUTES AND ARE NOT IN THE ESCAPE MODE, THEN THE GAME WILL RESET.

CHOOSE YOUR OPTIONS

While looking at the instruction screen, you may select the OPTION screen by pressing the  key. The first option will appear:

"PLAYING SPEED [1-4] [4 slowest] — (1)."

Following the printed option will be a blank and then the "default" in parentheses. The "default" is the option the computer will select unless you fill in the blank with a different option.

Press one key and the ENTER key
to select a new option.

Press the ENTER key to select
the default in ()

Press the Esc key to exit.

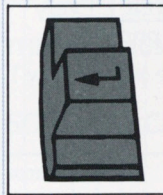
PLAYING SPEED [1-4] [4 SLOWEST] ? ()

NUMBER OF PLAYERS [1 OR 2] ? ()

STARTING LEVEL [1-9] ? ()

KEYBOARD OR JOYSTICK [k or j] ? ()

If the parentheses contain the option you want, then print out the next line by pressing the  key. The next line will appear and again you will decide whether to select a different option or to go with the "default" (which is in parentheses). The options are listed on the previous page.



ALIGN JOYSTICK

If you select JOYSTICK, [J], the next line will allow you to align the joystick. Just print [Y] for yes and press [ENTER]. You will see a whole new screen which visually helps you align your joystick. Follow the instructions printed on the screen.

CHANGE KEYBOARD KEYS

If you select the KEYBOARD, [K], then you may change the key functions. Just print [Y] and press [ENTER]. Every time you press the enter key, each direction will print out followed by the current key that controls it.

KEY USED FOR UP	(↑)
KEY USED FOR DOWN	(↓)
KEY USED FOR LEFT	(←)
KEY USED FOR RIGHT	(→)
KEY USED FOR PEPPERING	()

To change the key, simply press a new key, i.e. [M] and press the [ENTER] key.

WHAT TYPE OF MONITOR?

After you finish the first option screen, there is a second single option screen which asks what kind of monitor you have:

"COMPOSITE" or "RGB." Follow the instructions on the screen. This only needs to be set once for your particular monitor.

SCORING

The running score is tallied in the top left corner of the screen. The maze level is the number displayed under the stack of prizes.

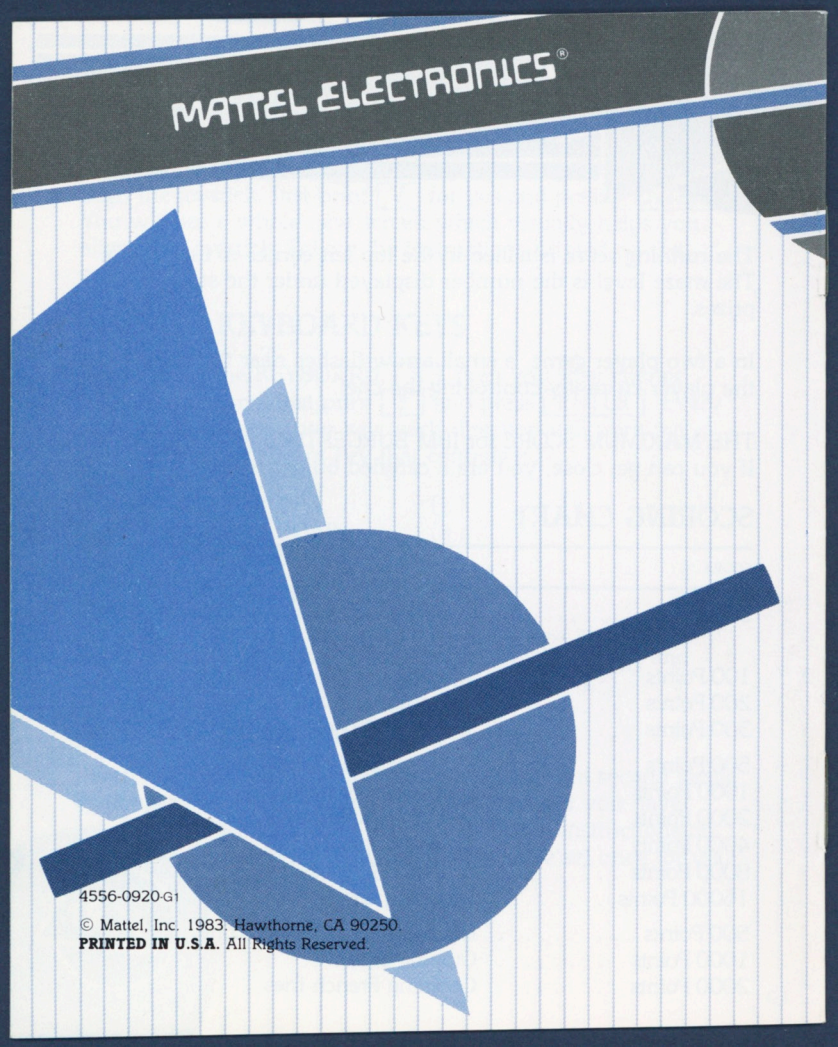
In a two player game, a small arrow flashes near the score of the player currently controlling the chef.

THE MAXIMUM SCORE for IBM BURGERTIME is 99,999,950. If you can get close, you are a certified burger-maniac.

SCORING CHART

SCORE	ACTION
50 Points	Knocking a hamburger part from a horizontal plank
100 Points	Squashing a hot dog
200 Points	Squashing a pickle
300 Points	Squashing an egg
500 Points	Dropping one nasty
1000 Points	Dropping two nasties
2000 Points	Dropping three nasties
4000 Points	Dropping four nasties
8000 Points	Dropping five nasties
16000 Points	Dropping six nasties
500 Points	Gobbling an ice cream cone
1000 Points	Gulping coffee
2000 Points	Gobbling French fries

MATTEL ELECTRONICS®

An abstract graphic design featuring various blue geometric shapes. A large, dark blue triangle is on the left. A large, medium blue circle is in the lower center. A dark blue horizontal bar crosses the circle. Several other smaller blue shapes, including a rectangle and a triangle, are scattered around. The background is white with faint, vertical blue lines.

4556-0920-G1

© Mattel, Inc. 1983. Hawthorne, CA 90250.
PRINTED IN U.S.A. All Rights Reserved.