BurgerTime™

BurgerTime is a trademark of Data East USA, Inc.

ENTERTAINMENT CARTRIDGE

Designed for use with the TI-99/4A Home Computer only.
The game can be played using the optional Joystick Controllers—sold separately.

You are Peter Pepper™ the chef. Ghastly pickles, terrifying hot dogs, and menacing eggs are invading your kitchen! Can you escape the villains in time to make your burgers?

BurgerTime™

Designed by: Data East USA, Inc.

Programmed by: Data East USA, Inc.

Book developed and written by:
Staff members of Texas Instruments
Instructional Communications.

Introduction

You are Peter Pepper™ the chef. The food in your kitchen is out of control and is trying to catch and destroy you! As you rush through your kitchen frantically building burgers, the terrible villains—Mr. Hotdog™, Mr. Pickle™, and Mr. Egg™—chase you relentlessly. Escape the villains by crushing them with burger layers or stunning them with pepper. Make your burgers and go on to the next challenge!
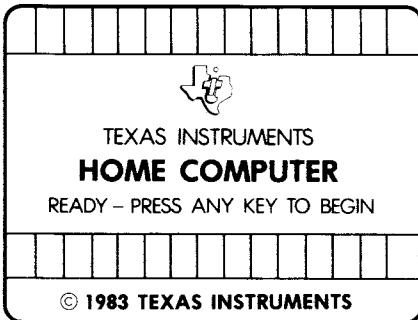
With BurgerTime, you can

- Move Chef Peter Pepper through six different mazes

- Enjoy lively graphics that feature a chef who walks and climbs

- Experience new challenges as your skills improve

- Play with Joystick Controllers or keyboard control

Peter Pepper, Mr. Hotdog, Mr. Pickle, and Mr. Egg are trademarks of Data East USA, Inc.

Using the Solid State Cartridge

Inserting Solid State Cartridges is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the "Maintenance and Service" section in this booklet.

Inserting the Cartridge

1. If you have been programming in BASIC, save your data before inserting a cartridge. When you insert a cartridge into the console, the computer automatically erases all data or program material you have entered and returns to the master title screen to begin the new program.

2. Be sure the cartridge is free of static electricity before inserting it into the computer (see the "Maintenance and Service" section in this booklet).

3. Turn the computer ON, and wait for the master title screen to appear.

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4. Slide the cartridge into the slot on the console.
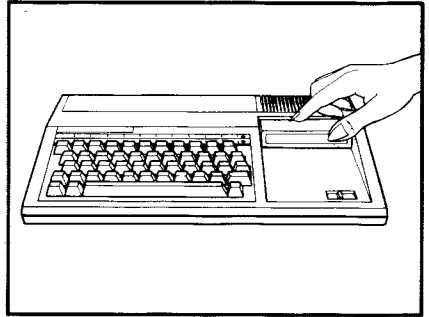
5. Press any key to make the master selection list appear. Then, press the appropriate number key for your selection.

Removing the Cartridge

1. To remove the cartridge at the end of play, press **QUIT** to return to the master title screen.

2. Remove the cartridge from the slot.

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When the BurgerTime title screen appears, press any key to begin the game. Make burgers by moving Peter Pepper over the layers of food until they fall into the plates at the bottom of the screen. Avoid the villains as they chase you through the kitchen, or stun them by throwing pepper. You earn points and extra chefs by making burgers and by destroying villains with the falling layers. Pick up ice cream cones and coffee cups to gain extra points and pepper throws. After making four burgers, you advance to a new kitchen with a different pattern. The game ends when you lose your last chef.

The Hero—Peter Pepper

Chef Peter Pepper marches over buns, burger patties, lettuce, and cheese to make burgers.

Chef Peter Pepper

• Walks over burger layers and makes them fall to other levels

• Begins each game with five other chefs and five pepper throws

• Stuns villains with pepper

• Destroys one or more villains with falling burger layers

• Adds a chef to his staff with every 10,000 points

But Beware!

If Chef Peter Pepper is touched by a villain,

• One chef is destroyed

• Play resumes with a new chef

When throwing pepper, Chef Peter Pepper

• Cannot move

• Can throw pepper only a short distance in the direction he faces

The Villains—Mr. Hot Dog, Mr. Pickle, and Mr. Egg

The villains pursue Chef Peter Pepper through his kitchen.

A villain can

• Combine forces with one or two other villains

• Turn invisible for a few seconds

• Reappear in another place after being destroyed

A villain is destroyed when

• Crushed by a burger layer

• Dropped with a burger layer

When hit by pepper, a villain

• Stops

• Changes color and shape

• Allows the chef to pass through it unharmed

• Regains its usual powers after several seconds

The Kitchens

After your chef has made four burgers, he advances automatically to the next kitchen. Each kitchen has one of six increasingly difficult patterns.

The number of times your chef advances to a new kitchen is shown on the pattern counter.

Earning Points and Bonuses

You earn points for each level that a burger layer falls and for destroying villains. You also earn points and pepper throws for picking up ice cream cones and coffee cups.

Food Item	Value
Burger Layer	50 points for each level it falls
Hot Dog	100 points
Pickle	200 points
Egg	300 points
Ice Cream Cone	500 points and 1 pepper throw
Coffee Cup	1000 points and 1 pepper throw

Strategy Tips

Your chef moves more slowly on the stairs—avoid stairs if you must escape a villain.

When possible, allow a villain to fall with a burger layer. The extra weight may cause the burger layer to fall two levels.

If two or more villains combine, you can stun them with one pepper throw.

Pausing During a Game

To pause during a game, press the **P** key. Press any key to resume the game.

Ending the Game

If you wish to stop playing the game at any time, press **QUIT**.

The game ends automatically when you lose your last chef. You see your final score.

Playing Again

To play the game again, press one of these keys:

REDO   Begins the game

BACK   Returns you to the BurgerTime title screen

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Continuing Play

You can use either the keyboard or the Joystick Controllers to maneuver your chef and throw pepper at the villains. The game allows you to throw pepper continuously until your supply of pepper runs out. To throw pepper continuously, press and hold the appropriate key or the joystick FIRE button.

Using the Keyboard

Move your chef and throw pepper from the left or right side of the keyboard.

Keys	Action
(↑) **E** , **I**	Moves chef up
(↓) **X** , **M**	Moves chef down
(←) **S** , **J**	Moves chef left
(→) **D** , **K**	Moves chef right
Q, Y, V, or **(.)**	Throws pepper

Using the Joystick Controllers

Move the lever in the desired direction.

Movement	Action
Move lever forward (toward **FIRE** button)	Moves chef up
Move lever backward (away from **FIRE** button)	Moves chef down
Move lever left	Moves chef left
Move lever right	Moves chef right
Press **FIRE** button	Throws pepper

Note: The **ALPHA LOCK** must be in the OFF (up) position when using the Joystick Controllers.

Cartridges are durable devices, but they should be handled with the same care you would give any other piece of software media. Information concerning use and service can be found in your *User's Reference Guide.*

Caring for the Cartridge

Keep the cartridge clean and dry.

Caution: The contents of a cartridge can be damaged by static electricity discharges.

Static electricity buildups are more likely to occur when the humidity of the air is low (during winter and in areas with dry climates). To avoid damaging the cartridge, touch any metal object (a doorknob, a desklamp, etc.) before handling it.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static buildup. These preparations are usually available from hardware and office supply dealers.

In Case of Difficulty

If the cartridge programs do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the cartridge, align it with the cartridge opening, and carefully reinsert it. Then press any key to make the master selection screen appear. (**Note:** In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the cartridge is removed from the slot while the cartridge contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer off and wait a few seconds. Then, reinsert the cartridge and turn the computer on again.

TI–99/4A

(←) S	Moves the chef	
(→) D	from the left side	
(↑) E	of the keyboard.	
(↓) X		

(←) J	Moves the chef
(→) K	from the right
(↑) I	side of the
(↓) M	keyboard.

Q or **V**	Throws pepper from the left side of the keyboard.
Y or **(.)**	Throws pepper from the right side of the keyboard.
P	Stops the game temporarily.
FCTN 8 or **8** (**REDO**)	Starts a new game.
FCTN 9 or **9** (**BACK**)	Returns you to the BurgerTime title screen.
FCTN = (**QUIT**)	Returns to the master title screen.

For rapid play, BurgerTime allows you to press the number key without the **FCTN** key for **REDO** and **BACK**.

If the optional Joystick Controllers are used, four directions are available to maneuver the chef; move the lever in the desired direction.

The **ALPHA LOCK** must be in the OFF (up) position when using the Joystick Controllers.

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