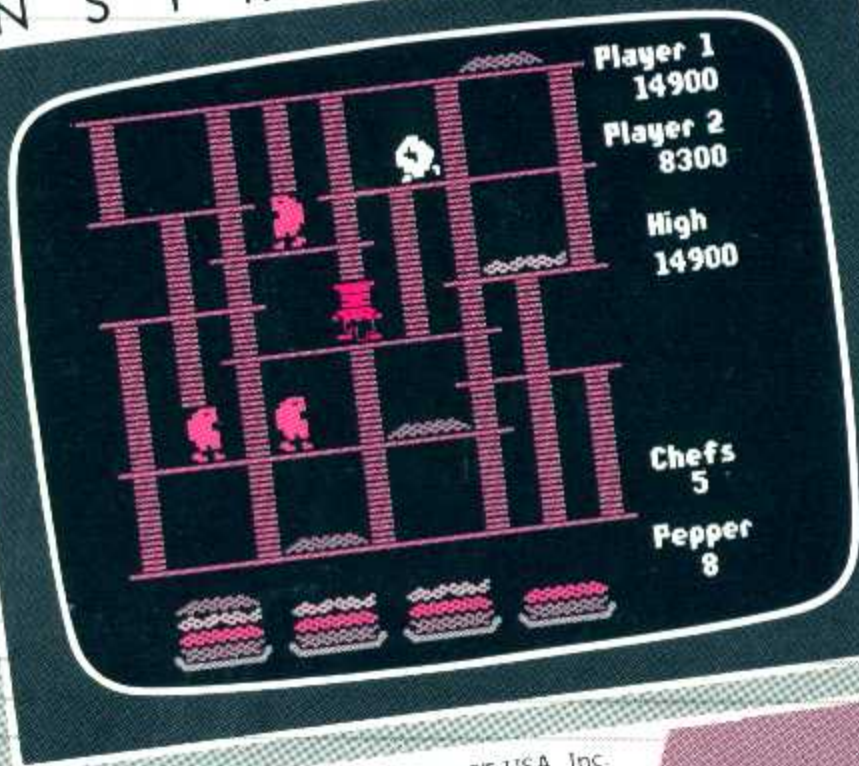


M Network by **MATTEL ELECTRONICS®**
For the **Apple II, II plus, and IIe***

BurgerTime™

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



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*REQUIRES 48K APPLE II WITH DOS 3.3, APPLE DISK II
DRIVE, AND COLOR MONITOR or TV WITH
RF MODULATOR.



MATEL ELECTRONICS

presents

BurgerTime™

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apple II

THE GAME

The object of the game is to score as many points as possible while making big, beautiful hamburgers. You can score points by dropping or squashing nasties with a falling burger ingredient. Drop an ingredient by moving your chef completely across the top of it. You can also score points by dropping an ingredient by itself or by gobbling French fries, coffee, or ice cream. The nasties are the hot dogs, eggs, and pickles that chase you through the maze. Dust a nasty with some pepper and he'll stop in his tracks. If they catch you, your chef is cooked!

GET READY

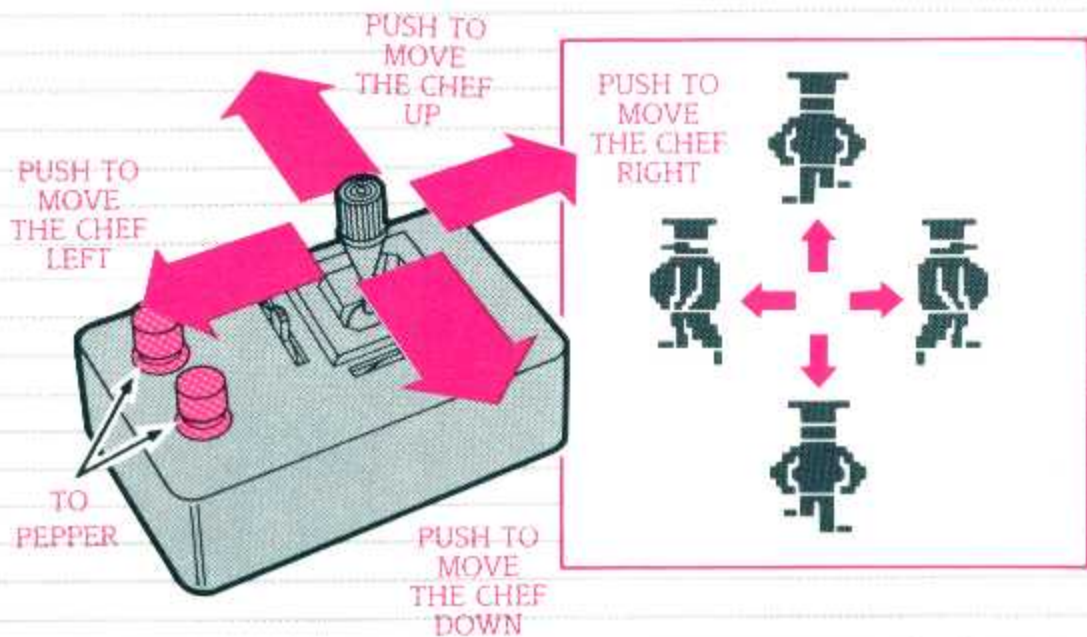
Insert diskette, then turn the system unit and the monitor On. When the red light goes out, choose your game controls.

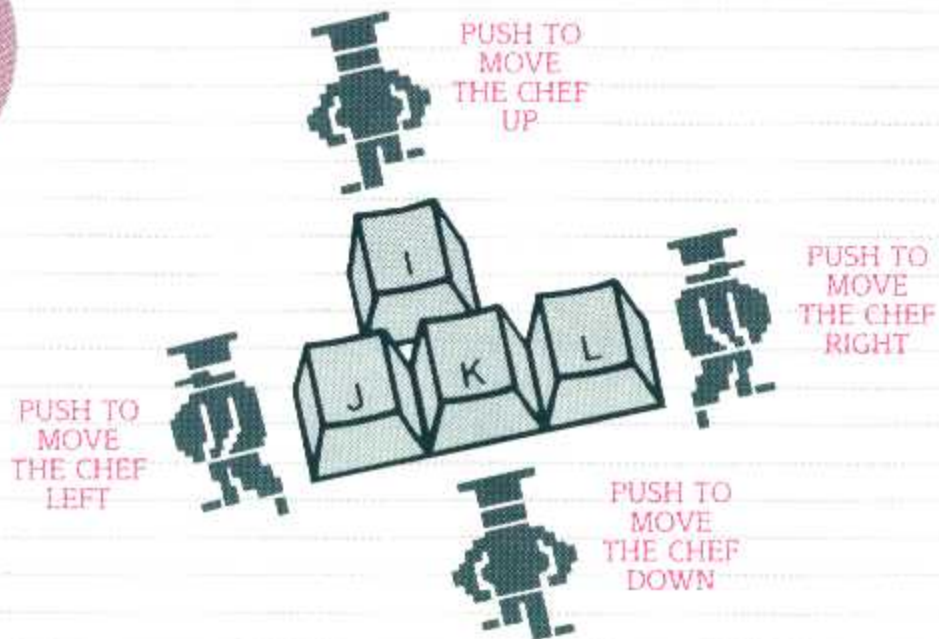
Choose your controls: If you have a joystick attached, press **J** and follow the instructions on the screen to calibrate it. To start your game, press the space bar. Enter the number of players and press **RETURN**. Then, type the starting level number and press **RETURN**.

THE CONTROLS

JOYSTICK CONTROLS

Push the joystick up, down, left or right to move your chef in these four directions. To pepper, press either button.







KEYBOARD CONTROLS


To move your chef around the maze, use the following keys on your keyboard: press **I** for up, **K** for down, **J** for left, and **L** for right. Use **S** to Pepper and the Space Bar to stop.

SPECIAL GAME CONTROLS

You may use any of the following Keyboard Keys once the game is underway:

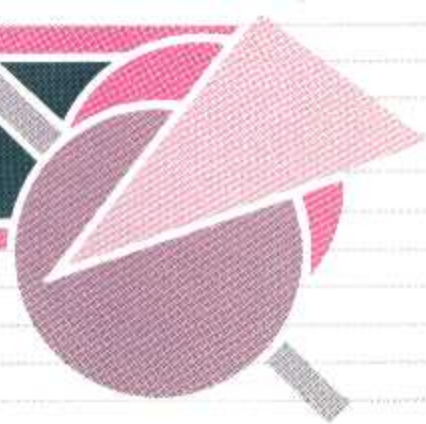
Key  Press once to turn the sound off...press again to turn the sound on...press a third time and the sound is off again...and so on!

Key  Press the **Escape Key** to freeze the action. You can leave the game like this indefinitely. When you return, press any key and the game continues...right where you left it.

Key  Press the **H** Key (Help), and the keyboard keys to use with this game are displayed on the screen. Press any other key to go back to the game...right where you left off.



ACTION!



PRIME BURGER DATA



THE CHEF You control the chef, Peter Pepper. Move your chef completely across a bun or other ingredient and it drops one level. You score 50 points. You start with 5 chefs and get an EXTRA CHEF at 10,000; 20,000; 40,000; 80,000; 160,000; 320,000; 640,000; 1,250,000; and 2,500,000 points. The running score is tallied in the top right corner of the screen.

NASTIES AND MAZES Hot dogs, eggs, and pickles chase your chef. If they catch him, the round is over. There are 12 mazes. When you successfully build all the hamburgers in one maze, you move on to the next maze.





HOT DOG



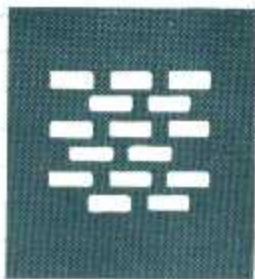
EGG



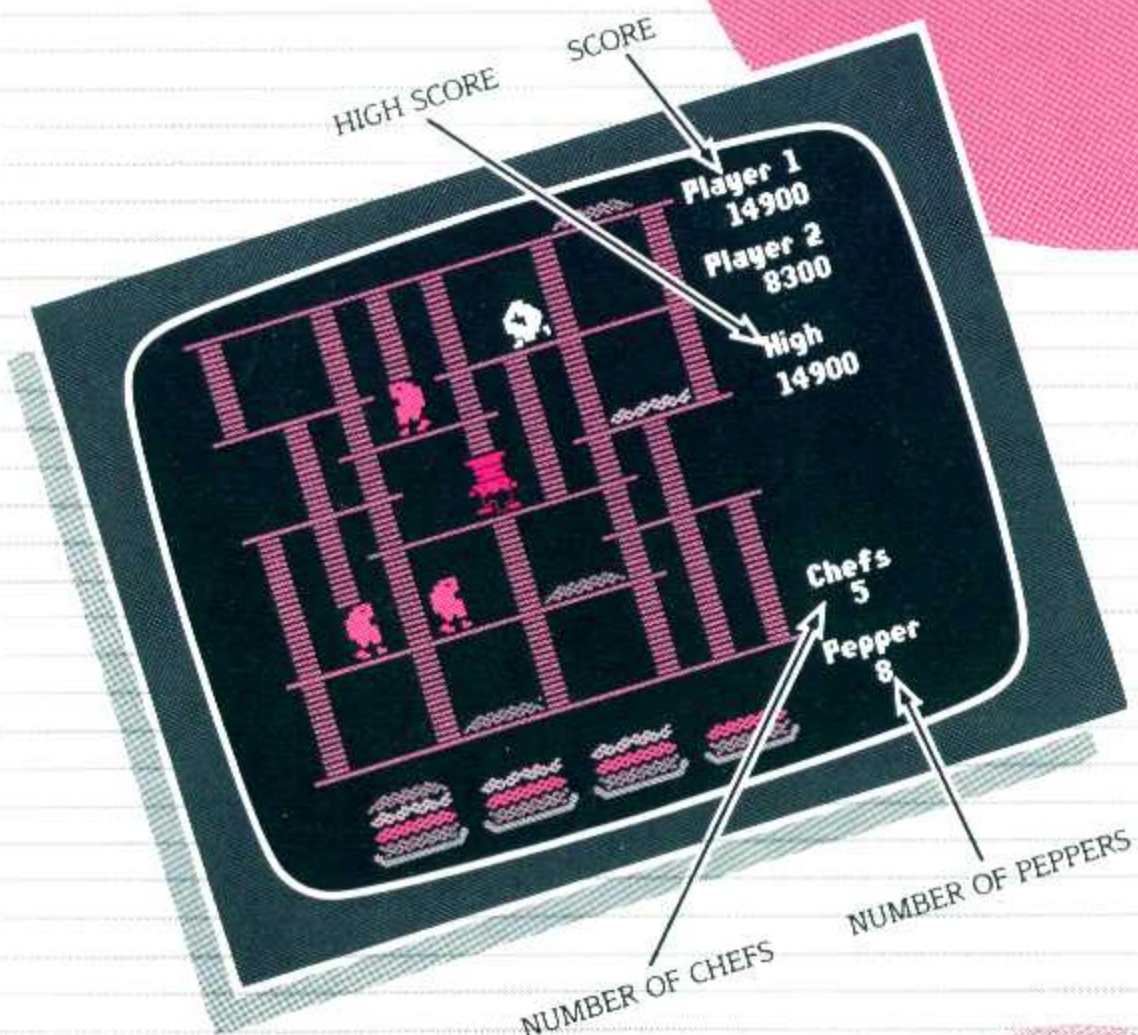
PICKLE

SQUASHING AND DROPPING DROP the ingredients ON TOP of the nasties. You 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. 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.



AND A PINCH OF PEPPER Pepper may be used to temporarily stun nasties if you are trapped. You can only throw pepper in front of you. You start with 5 pinches of pepper. You can earn extra pinches of pepper by gobbling French fries (1500 points) and ice cream (500 points) or gulping coffee (1000 points). You store ONE pinch of pepper for each prize gobbled or gulped.



SCORING

SCORING CHART

SCORE

ACTION

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



FRENCH FRIES



ICE CREAM



COFFEE



TIPS

- **SAVE PEPPER** for the times you need it most. Don't waste it on nasties that are easily avoided!
- Try to get the **HIGHEST** point value for **EACH** hamburger part that you drop. Try **SQUASHING** a nasty! Better yet, give him a fast ride down on a falling bun!
- Time it just right and you can drop some nasties and squash others with the same falling bun. The point values will **COMBINE!**
- Each nasty has its own personality. Learn how each one moves and plan burger-making strategy to foil them all!



MATTTEL ELECTRONICS®

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