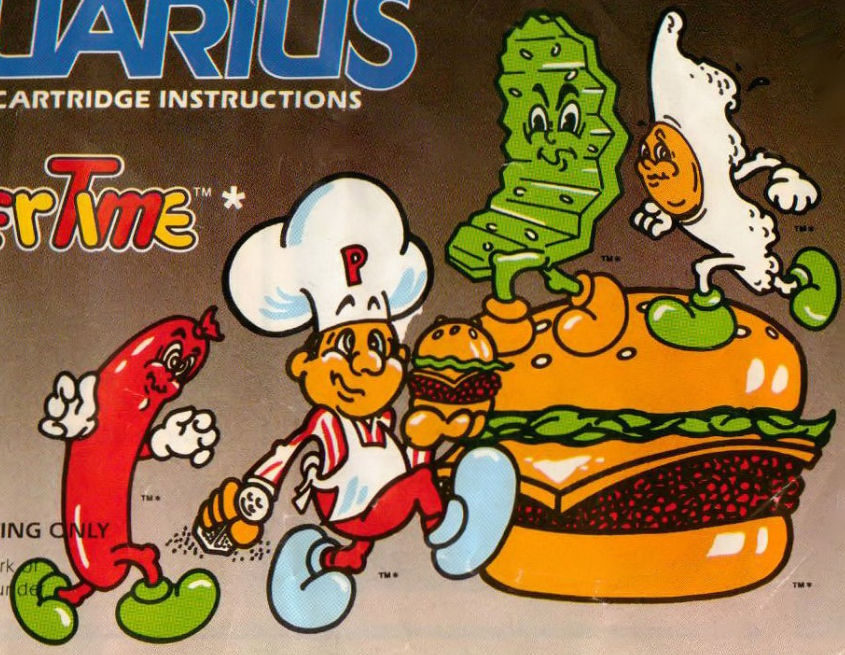
AQUARIUS

CARTRIDGE INSTRUCTIONS

BurgerTime™ *

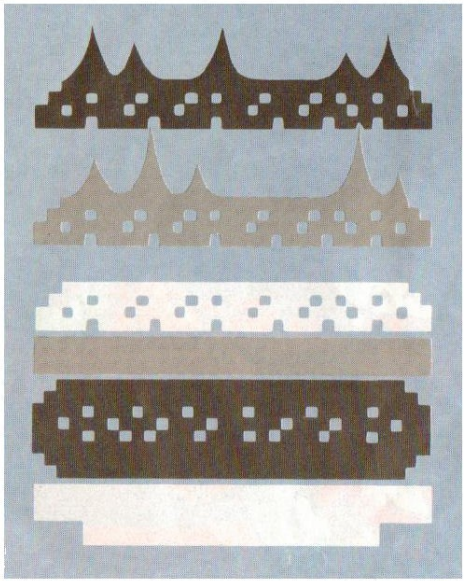
For 1 or 2 players.



FOR COLOR TV VIEWING ONLY

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

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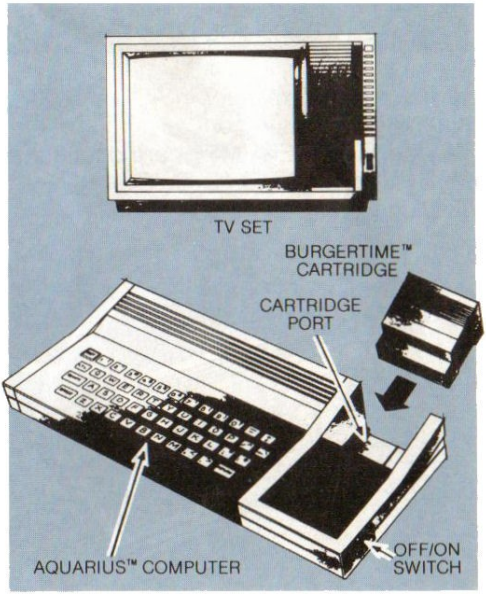
THE GAME

Your chef 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 16,000 points and are one step closer to BURGERTIME™!

CHECK YOUR EQUIPMENT

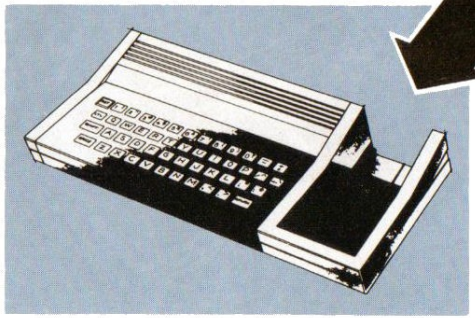
MAKE SURE:

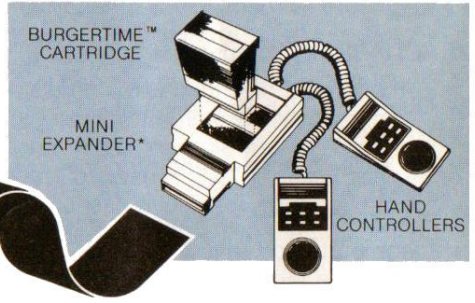
- AQUARIUS™ Computer is connected to TV set and power cord is plugged in.
- Antenna Switch Box is set at COMPUTER.
- TV set is plugged in and properly adjusted.
- BURGERTIME™ cartridge is placed in cartridge port and firmly engaged. Game title should be facing up.
- OFF/ON switch is turned ON.



IF MINI EXPANDER AND HAND CONTROLLERS* ARE USED

- Insert Mini Expander in AQUARIUS™ computer cartridge port.
- Insert BURGERTIME™ cartridge in the Mini Expander.
- Plug Hand Controllers into Mini Expander.

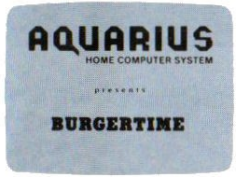




- Turn Computer's OFF/ON switch to ON. (For detailed instructions, see your Mini Expander instructions.)

*SOLD SEPARATELY.

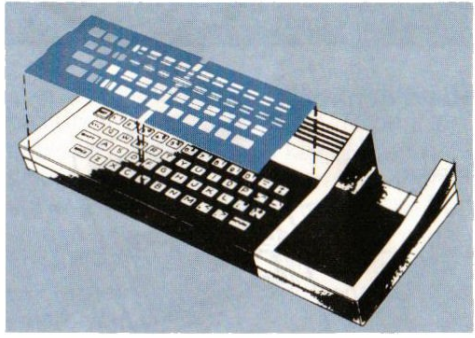
PRESS THE RST KEY ON YOUR COMPUTER. Game title will appear on the TV screen.



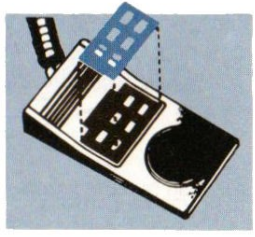
ADD OVERLAYS

Your BURGERTIME™ cartridge comes with one divided overlay for the computer keyboard and two overlays for the hand controllers. These overlays are your visual guide to the BURGERTIME™ game.

If you are using the computer keyboard to play the game, fit the left half of the overlay over the left side of the keyboard and the right half of the overlay over the right side of the keyboard.

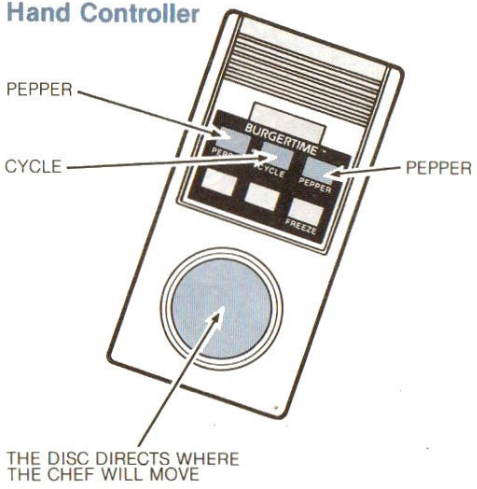


If you are using hand controllers to play the game, fit one hand controller overlay over the keys of each hand controller.

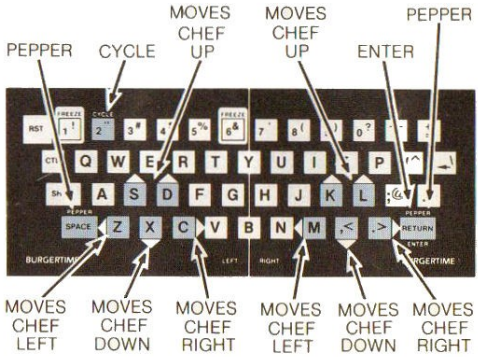


EXAMINE YOUR CONTROLS

Hand Controller



Keyboard



NUMBER OF PLAYERS

When you see the title screen, start the game by pressing any button, except RESET. The screen will print out "ENTER NUMBER OF PLAYERS." The "CYCLE" button (button #2) allows you to choose a 1 or 2 player game. Press ENTER to get immediately into the play.

For a one player game, use the LEFT hand controller or either side of the keyboard. For a two player game, player #1 should use the LEFT hand controller and player #2 should use the RIGHT hand controller. Either side of the keyboard may be used for a two player game, depending on your preference.

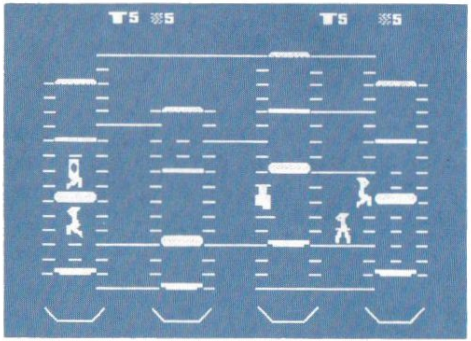
TIME OUT!

You can put the game on hold and come back to it the way you left it. To do this, press key 6 and then key 1 and hold them both down for a moment on the keyboard or hand controller. The TV screen now freezes for a moment and goes blank. When you return, press any key (except RESET) and continue right where you left off.

The screen will also go blank if you don't press any key for 60 seconds. Again you can press any key (except RESET) to return to the play.

THE GAME BEGINS

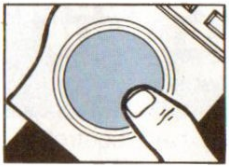
Once the number of players is selected, the game begins immediately after you press the ENTER button. Be ready to move the chef up into the heart of the maze.



HAND CONTROLS

Move the chef using the hand controller

Press the Disc on your hand controller to move the chef through the maze. Press the Disc edge in the direction you want the chef to go.

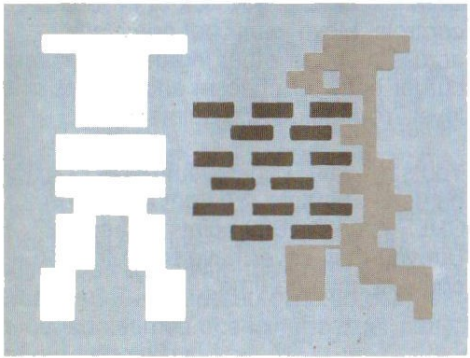




Press to move up
Press to move down
Press to move left
Press to move right

How to pepper using the hand controller

The chef may only throw pepper in the direction he last moved. Use button #1 or #3 to throw pepper when the nasty gets within range.



KEYBOARD CONTROLS

Move your chef and pepper nasties using the keyboard keys

You can make your chef move in four different directions.

ON THE LEFT SIDE OF THE COMPUTER KEYBOARD

Press S D to move the chef up.

Press X to move the chef down.

Press Z to move the chef left.

Press C to move the chef right.

Press SPACE to pepper the nasties.

ON THE RIGHT SIDE OF THE COMPUTER KEYBOARD

Press K L to move the chef up.

Press < to move the chef down.

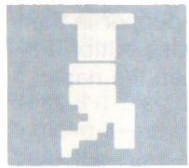
Press M to move the chef left.

Press > to move the chef right.

Press RETURN to pepper the nasties.

NOTE: You cannot move your chef and pepper nasties at the same time.

PRIME BURGER DATA

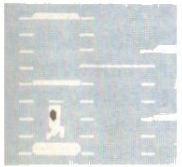


THE CHEF You control the chef, PETER PEPPER™.* Move him up ladders and across planks using the joystick or keyboard controls. Move your chef completely across a bun or other ingredient (lettuce, burger patty, or cheese) and it drops one level. You rack up 50 points.

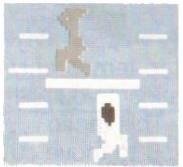
You start with 5 chefs, but only one can be used at a time. You get an EXTRA CHEF every 10,000 points you score. But you may never have more than 9 chefs at any one time.



NASTIES 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.

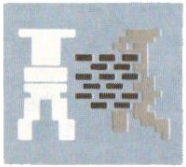


MAZES There are 7 mazes constructed of ladders and planks. When you successfully build all the hamburgers in one maze, you move on to the next maze. When all seven mazes have been completed, you start over again with the first maze. A hamburger is made up of a top bun, lettuce, sometimes cheese, a burger patty, and a bottom bun.



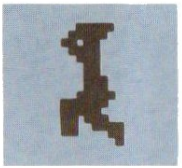
SQUASHING AND DROPPING Try dropping the ingredients ON TOP of the nasties. You get 100 points for each nasty you squash. Squashed nasties return from the side of the screen.

FOR MORE POINTS, tempt a nasty out onto a bun or other ingredient and then drop it by stepping off. The ingredient will drop TWO levels. The ingredient will drop one EXTRA level for each EXTRA nasty taking the ride. You score points (consult chart) for each nasty you drop. 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 reappear.



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. YOU CANNOT 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 (1500 points) or ice cream (500 points) or gulping coffee (1000 points) when they appear in the maze. You store ONE pinch of pepper for each prize gobbled or gulped. You have a maximum storage capacity of 9 pinches of pepper.



CLUMPING You may want to use pepper to "clump" the nasties. You can trick them out onto a bun, pepper them, and then drop them. The nasties will get stuck together in a clump and stay that way for awhile. You may only see one nasty. But every time you drop them, you get points for the whole clump.

Watch out though! They unclump! So take advantage of the situation quickly. NOTE: It is also possible to clump the nasties by leading them around on a merry chase until they all stick together.

SCORE DISPLAY



For a one player game, the running score is tallied in the top left corner of the screen. For a two player game, the score on the left is for player #1 (left controller) and the score on the right is for player #2 (right controller). The score of the player currently controlling the chef alternates color from white to yellow.

The number of chefs a player has is displayed next to the chef's hat. The number of peppers is displayed next to the pepper symbol.

SCORING CHART

POINTS	ACTION
50	Knocking a hamburger ingredient from a horizontal plank using your chef.
100	Squashing a hot dog, pickle, or egg
500	Giving one nasty a ride on an ingredient
1000	Giving two nasties a ride
2000	Giving three nasties a ride
4000	Giving four nasties a ride
8000	Giving five nasties a ride
16000	Giving six nasties a ride
500	Gorging on an ice cream cone
1000	Gulping coffee
1500	Gobbling French fries

WINNING TIPS!

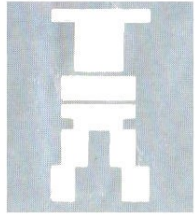
■ SAVE PEPPER for the times you need it most. Don't waste it on nasties that are easily avoided.

■ 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!

■ REMEMBER, your chef STOPS while he peppers a nasty. Don't get blind sided by a marauding pickle while you're busy peppering a hot dog.

■ Keep away from the corners after squashing a nasty. The same nasty could return in that corner and could run right smack into your chef!!!

■ Time it just right and you can drop some nasties and squash others with the same falling bun. The point values will COMBINE!





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