TO TEK Editions

JO PAC

CHEZ MAXIME

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VXT A08

COMPATIBLE VIDEOPAC

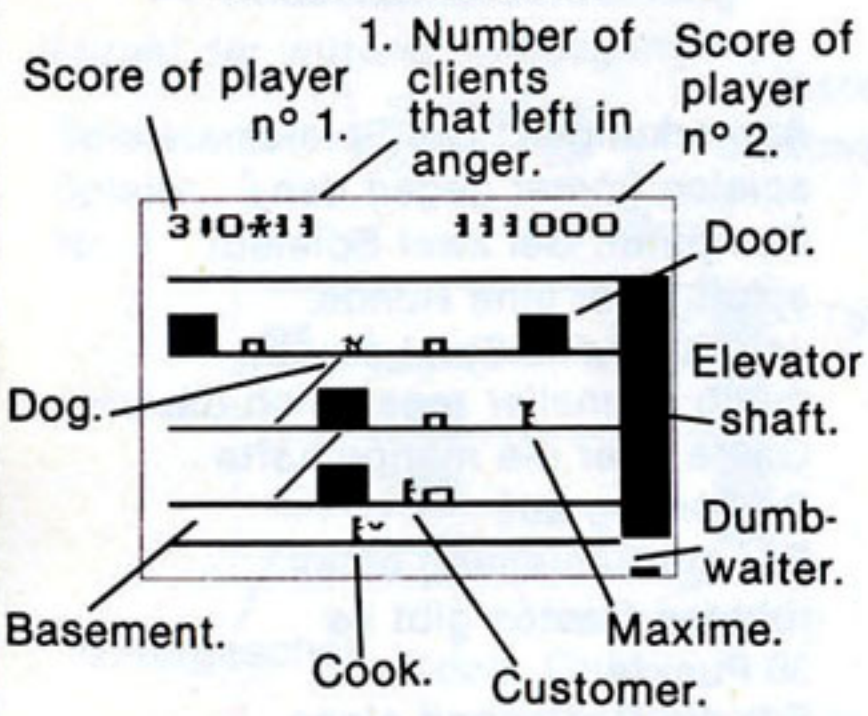
Chez Maxime (1 or 2 players)

— Start-up

Press the "DEPART" key, then press "1" (for 1 player) or "2" (for 2 players).

If you press the "0" key, you will find yourself in demonstration mode.

— Screen description



The three floors and basement of a restaurant are shown in a side view on the screen. On each floor the black rectangles represent the doors that customers use to enter and leave the restaurant. The hollow white squares represent the tables.

The white rectangle on the lower right of the screen is the dumb-waiter that the cook (purple figure) uses to send the meals up to the waiter (light blue figure).

The waiter goes from one floor to the next by using the stairways shown by the two white broken lines that go from floor to floor. The score of each player is shown at the top of the screen.

— Game operation

Maxime's job is to provide faultless service so as to keep his job in the restaurant. He must serve the customers as quickly as possible if they are to leave satisfied. This task is made even harder by the fact that his customers' adrenalin level rises very quickly. When they enter the restaurant they are perfectly calm (constant green), but this does not last long. After a short while, if the waiter has not appeared, they start to get upset and change colour suddenly (constant red). Another few minutes of waiting and they become literally furious (flashing red). This is Maxime's last chance; if he cannot serve someone who is in the "literally furious" state, the customer will get up and leave. If Maxime manages to serve him at the last minute, the customer will calm down (constant green) and then leave. When Maxime allows more than three angry customers to leave, the game ends, indicating that Maxime has not done his job.

Although Maxime must serve some very impatient customers very quickly, he must also obey certain rules:

When the cook places the meals in the dumb-waiter, Maxime must collect them when they pass by positioning himself alongside the elevator shaft on the floor he is on. (If, for example, he is on the first floor and he reaches the elevator shaft when the meals are already between the first and second floors, Maxime must wait until they go all the way to the third floor and come down again).

The second rule that Maxime must obey is to only serve customers when he is facing them. This means that if he reaches a customer's table from behind he must make a half-turn before serving him.

Finally, there is one last obstacle that Maxime must face — a dog that is always looking for him and trying to steal his tray. The dog appears on the screen randomly and has a

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When a game is over, press RESET.

"SELECT GAME" appears on the screen.

It is then possible to :

a) Chose another game from the cartridge,

b) Change the cartridge.

To remove a cartridge, place one hand on the console alongside the cartridge and pull the cartridge out.

Press a new cartridge into the console and refer to the instruction booklet.

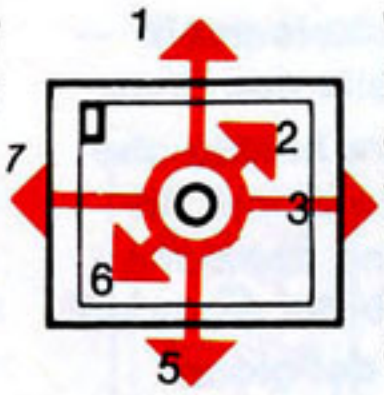
c) Connect the outside aerial input on the TV and disconnect the games console from the mains to use the TV normally.

Test Procedure

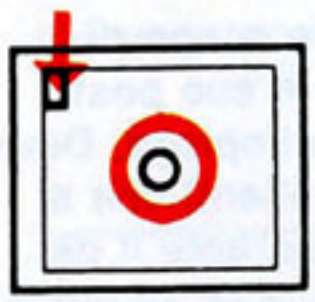
If the equipment does not appear to be working normally, proceed as follows:

Press RESET. The TV should make a sound and "SELECT GAME" should appear on the screen. If not, check that the console is installed according to the instructions for use. If the problem remains, return the console and the cartridge to your dealer.

nasty habit of going straight for the waiter's legs. When Maxime has his hands free, the dog is forcibly expelled, but when Maxime is carrying a meal the dog invariably makes him fall and runs away with the plate. The only refuge for the waiter carrying a meal is the stairway that the dog cannot use.



When Maxime is in front of a customer, press the Action button for him to place the plate on the table.



When Maxime is in the stairway, in positions 1, 2, 3, he keeps going up. In positions 5, 6, 7 he keeps going down.

— Operating the controls



Maxime moves to the right: positions 1, 2, 3, 4.
Maxime moves to the left: positions 5, 6, 7, 8.



Maxime enters the stairway to go up to the next floor: positions 1 and 2.
Maxime enters the stairway to go down to the floor below: positions 5 and 6.

NOTES : The players always play against the computer; if there are two players, they each take their turn.
The longer the game lasts, the quicker the customers get upset.
Serving a calm customer earns 30 points.
Serving an upset customer earns 20 points.
Serving a furious customer earns 10 points.