

BURGER BUILDER



MINIMUM REQUIREMENTS

- TI 99/4A Home Computer

BURGER BUILDER

INTRODUCTION - The Fast Food Industry has penetrated every nook and cranny of everyday life. In the past just as we have had House Builders, Bridge Builders, Midnite Masons (Wall Builders), now one of the most honered professions is ... BURGER BUILDER! Your job as head of your fast food franchise is to generate ever greater profits in honer of free interprise, the American spirit and your pocketbook. Speed and agility are the ticket as some of the items used have mutated, and after being rehydrated (water added) from their freeze-dried shipping condition become very active. To preserve your profits (and you), burgers are their biggest attraction. Build those burgers fast enough and - NO PROBLEM, otherwise its goodbye for your fast food franchise ...and you.

SETUP:

- 1) Insert the module into the slot on the console. Turn the computer ON, and wait for the master title screen to appear.
- 2) Press any key to make the master selection list appear. Press the key corresponding to the number beside BURGER BUILDER. Note: To remove the module, power OFF the the computer. Then remove the module from the slot. Make sure the ALPHA LOCK is OFF.

GAME PLAY - Either the keyboard, or joystick 1 may be used to start the play and launch the ball.

JOYSTICK OPTION		
(1 Player)		
Direction	ACTION	
Up	Begin	Play
Down	Launch	Ball
Fire	Move	Chippers

KEYBOARD OPTION		
(1 Player)		
KEY	ACTION	
FCTN 8	Begin	Play
S	Chef	Left
D	Chef	Right
E	Chef	Up
X	Chef	Down
FCTN =	Quit Game	

JOYSTICK OPTION		
(1 Player)		
Direction	ACTION	
Fire	Begin	Play
Left	Chef	Left
Right	Chef	Right
Up	Chef	Up
Down	Chef	Down

KEYBOARD OPTION		
(1 Player)		
KEY	ACTION	
FCTN 8	Begin	Play
S	Chef	Left
D	Chef	Right
E	Chef	Up
X	Chef	Down
FCTN =	Quit Game	

GAME PROGRESSION

Press REDO or FIRE to begin play. Use the joystick or keyboard arrow keys (S,D,E,X) to guide the chef around the ladders and platforms. Walking over a burger part will cause it to drop to the next level if the next level is empty. Try to drop the parts onto the moving hotdog for extra points. If you succeed the hotdog will turn into a different and faster menence. Continue until all 4 hamburgers are built. You must build 4 hamburgers on the order plates at the bottom of the screen within the time limit shown on screen bottom right.

Scoring

Hotdog	100 points
Swiss Cheese	200 points
Pickle	300 points
Mushroom	400 points
Completed Burger	1000 points

Strategy Tips

- 1. The Chef has just enough room to hide on the ladders between levels.
- 2. The 'Fixins' always double back, in turn, from top to bottom.

LIMITED WARRANTY

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DataBioTics Inc.
P.O. Box 1194
Palos Verdes Estates, California 90274

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LOADING THE PROGRAM

Insert The disk in DRIVE 1.

USING ED/ASSM: Select 5 then enter DSK1.BURGER.

USING TI-WRITER: Select 3 then enter DSK1.BURGER.

USING EXTENDED BASIC: Select EX-BASIC from the menu.

PLAYING THE GAME

Press REDO or FIRE to begin play. Use the joystick or keyboard arrow keys (S,D,E,X) to guide the chef around the ladders and platforms. Walking over a burger part will cause it to drop to the next level if the next level has nothing on it. Try to drop the burger parts onto the moving hotdogs for extra points. If you succeed the hotdog will turn into a different and faster menace. Continue until all 4 hamburgers are completed. You must build 4 hamburgers on the plates at the bottom of the screen within the time limit shown at the bottom right of the screen.

SCORING

Hotdog.....	100 points.
Swiss cheese.....	200 points.
Pickle.....	300 points.
Mushroom.....	400 points.
Complete burger.....	1,000 points.

STRATEGY TIPS

1. The Burger Builder has just enough room to hide on the ladders between levels.
2. The villains always do their double back in turn from top to bottom.