

BURGER BUILDER

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.