

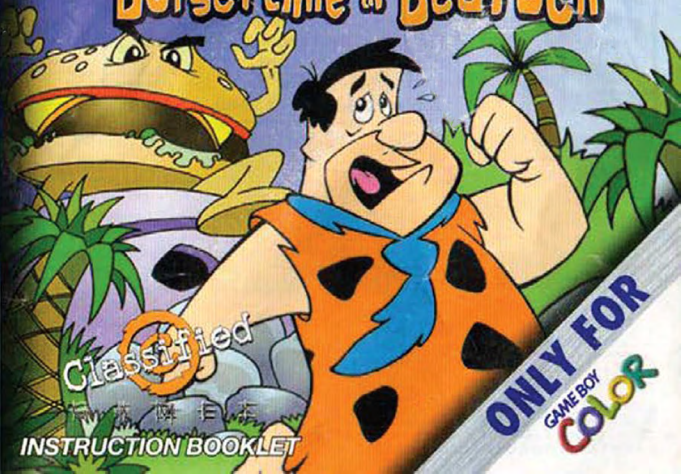
Nintendo

GAME BOY COLOR

CGB-BFSE-USA

THE
FLINTSTONES™

Burgertime in Bedrock™



Classified

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INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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FRED'S NEW JOB

Flintstooooonnnne! This is Mr. Slate. I have a new job for you. I just bought a *Brontoburger* restaurant. I wanted to put my best man in charge to make sure it will be a *huge* success. Unfortunately, my best man wasn't available, Flintstone, so I'm giving the job to you.

You've got to run from counter to counter, up and down ladders, and assemble several brontoburgers. If you just walk over the individual burger ingredients, they'll fall down to the ingredient on the level below. When you get all the ingredients piled high on the lowest level of the restaurant, they'll automatically be served to the customers and you can move on to the next round of burgers.



But don't get overconfident yet, *Flintstone*. It isn't that easy. The smell of those burgers will attract plenty of pests who will try to interfere with your cooking. Stay away from them or they'll slow you down. And if you slow down too much, I'll take you off the job, *Flintstone*. Remember, this is *FAST* food.

Fortunately, I'll give you a few clubs to protect yourself and you can always drop the ingredients on their heads to slow them down. You might even find some items *hidden* around the kitchen that will help you.

I'm counting on you, *Flintstone*. Now put on that chef's hat and get down to the restaurant. **NOW!**



HOW TO PLAY

Cooking as *Fred* or *Barney*, you can use the Control Pad to move around the kitchen. You must assemble a complete burger by walking over each ingredient until all ingredients are stacked up at the bottom level of the kitchen. Be sure to walk over the entire length of each ingredient or it will not drop to the next level.

In the meantime, you'll be chased by pesky primeval pests who want to get in your way. You can *avoid* them or *attack* them (see Prehistoric Pests.) But each time they tag you, you'll lose a life. Lose all your lives and your burger-building days are over.

Every time you finish building all the burgers in a level, you'll advance to the *next level*. Get through all 24 *levels* and you'll be praised as the *ultimate Brontoburger builder*!

Watch out for special items that will help you in your cooking quest (see Pick-Ups.) These little kitchen aids can make the difference between a *master chef* and just another fast food flunkie.

STARTING THE GAME

Make sure your Game Boy® Color power switch is turned off. Then insert the "Flintstones: Burgertime in Bedrock" Game Pak into your Game Boy® Color.

Turn the power switch ON and wait until the title screen appears.

MAIN MENU

On the Main Menu you can:

- Start a one player game (1P GAME)
- Start a two player game (VS GAME)
- Enter a password to start the game in a higher level (PASSWORD)
- View the current high scores (HIGHSCORE)
- Configure the game (OPTIONS)



Use the directional buttons on the control pad to choose the desired option. Press the A or B Button to select it.

1P GAME

Time to Bedrock 'n' roll! Fred has to prepare those tasty Brontoburgers by assembling the burger ingredients. Help him to put the different layers of the Burger together by walking over them. For every piece of burger, Fred gets more points. A Brontoburger will be finished as soon as Fred puts together all the necessary layers of the burger.

VS GAME

Of course, you can play the game with two players. Connect two Game Boy® Colors using a Game Link cable*. Each Game Boy® Color must have its own Flintstones Burgertime Game Pak. After turning on both Game Boy® Color, choose the menu item "VS GAME" from the Main Menu. Before you can start the game, you have to set the number of levels needed to win and the number of clubs each player gets. The winner is the player who first finishes all Brontoburgers in one level.

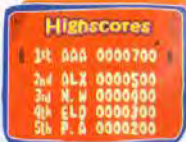


PASSWORD

The levels are organized into six areas. Each time you finish a complete area, you get a password. This password consists of a combination of four symbols. Remember those passwords or write them down. You can enter them in the password menu to start a game at a higher stage.

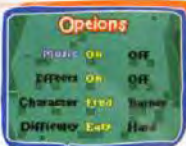
In the main menu, use Up or Down on the Control Pad to choose "Password" and press the A or B Button.

Use the Control Pad to enter the password. When finished, press the A or B Button.



HIGHSCORE

Here you can view the top scores. The best five players for that session can enter their names here. Use the Control Pad to enter a name.



OPTIONS

Music on/off

Toggle background music on or off

Effects on/off

Toggle sound effects on or off

Character Fred/Barney

Choose to play as Fred Flintstone or Barney Rubble

Difficulty Easy/Hard

Toggle between Easy and Hard difficulty levels





CONTROLS

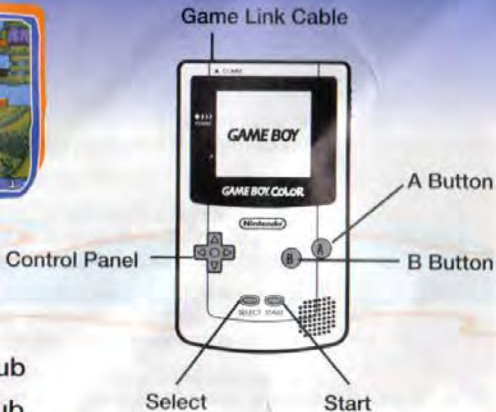
A BUTTON- Use the club

B BUTTON- Use the club

CONTROL PAD LEFT/RIGHT- Move left or right

UP- Climb up ladders

DOWN- Climb down ladders



PREHISTORIC PESTS

Serving fast food in the Stone Age isn't all fun and fries. Whether you play as *Fred* or *Barney*, you'll have to hustle to assemble burger and bun because you'll be chased by an endless array of primeval pests. If you let them interfere too many times, Fred and Barney will lose their jobs.

Fortunately, you have two ways to fight these creatures.

One way is to whack them unconscious with a club. Make sure you're within striking range and facing the pest, then take a swing by pressing the A or B Button. Every direct hit adds 100 points to your score.

Unfortunately, they had a lot to learn about making quality clubs in those days. Even a good Stone Age club will break after one use. Clubs are limited. *So be careful!* It is often wiser to outmaneuver an enemy than to waste one of your precious clubs!

You can also chase away pests for a short period of time by dropping burger items on their heads. Wait until a pest is under a burger item and then run across the item to drop it to the level below. If your timing is right, you'll knock out one or more pests.



PICK-UPS

Even in the prehistoric age, fast food jockeys would catch a break once in a while. From time to time, extra goodies will appear in the restaurant that will help *Fred* and *Barney* in their new jobs.

CLUB

Score an additional club and get 200 points.

UP

You win the current level immediately and get 200 points.

POW

Get one *extra life*, one *extra club* and 200 points.

FRED / BARNEY HEAD

You're awarded one *extra life*.

ELVIS

All enemies get kicked out immediately and you get 400 points.

DINO

Fred's pet *Dino* appears and hunts the enemies. Adds 400 points to the score.

BUFFALO HELMET

Enemies are "frozen" for a short period of time. Adds 600 points.

GUITAR

All enemies turn into bugs and you get 800 points.



READING THE SCREEN

At the bottom of the Game Boy® Color display you'll find several items to show how you're doing as a Brontoburger champ.

1UP or *2UP* indicates the scores for both players in a two-player game. If you play on your own, you will always see *1UP* at this position. To the right of this you can find your current score.

Below your current score and next to the letters "HI," you can see the high score for the current game.

In the middle of the score area, you can see the *area* and *sub-level* that you are playing at the moment. For example, the numbers *2.1* would indicate that you are in the second area and the first sub-level. The full game contains a total of *24 levels* organized into *6 areas* of *4 sub-levels* each.

To the right of the level display, you'll find the number of lives remaining and the total number of clubs in your possession.



FLINTSTOOOONNNNE! HELPFUL HINTS FROM MR. SLATE

Flintstone! Keep moving! Our customers expect *FAST* food and the longer you wait, the more likely a pest will catch up with you.

Those clubs cost me money, *Flintstone!* So don't just go swinging away every time you get in trouble. Only use a club when there is no other way to escape a pest.

Pay attention, Fred! Always keep track of where the pests are and what direction they're going.

If you slow down, they'll follow you. Sometimes a brief pause will make pests move into awkward areas and give you a chance to run to a safer location. It's also a great way to set up pests so you can bash them with a falling burger.

Oh... and these hints apply to your pal *Rubble*, too.



CREDITS

Producer: Thomas Brockhage; Sirus Ahmadi

Associate Producer: Norbert Wellmeyer

Program: Alex Reinicke

Graphics: Full Fat

Sound/Music: Full Fat

Manual: Bob Lindstrom

QA: Pete Willoughby

For Classified Games:

President & Executive Producer: Bob Lindstrom

Package and Manual Design: I4 Design

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THE
FLINTSTONES™

Burgertime in Bedrock™

**CARTOON
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