

# LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Data East USA shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Data East USA has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

**Data East USA, Inc.** 1850 Little Orchard Street, San Jose, CA 95125. (408) 286-7074.

BURGERTIME DELUXE TM and © 1990 DATA EAST USA, INC.

EmuMovies

Nintendo  
GAME BOY



## Cautions During Use

- 1) If you play for a long period of time, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3) Do not touch the connectors or let them come into contact with water, as this can cause malfunction.
- 4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5) Store the Game Pak in its protective case when not in use.

LICENSED BY



NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC. © 1990 NINTENDO OF AMERICA INC.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

*Please read this instruction booklet to ensure proper handling of your new game and then save the booklet for future reference.*

## CONTENTS

---

Burgers to Go .....	2
Gimme the Works .....	4
The Game Screen .....	4
How to Play .....	6
Two-Player Games .....	8
Today's Lunch Specials .....	9
Limited Warranty .....	10

## ***BURGERS TO GO***

---

With your Game Boy turned off, insert the *Burger Time Deluxe* cartridge into your Game Boy label-side down. Then turn your Game Boy on and wait until you see the title screen.

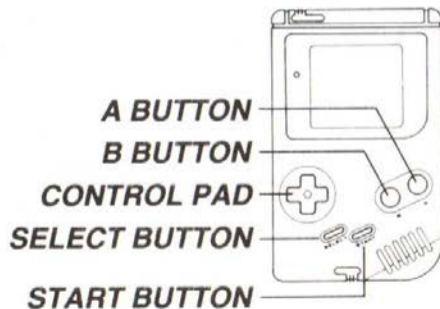
Press *SELECT BUTTON* to select between a one-player or two-player game (two-player games require a second Game Boy and a Game Link™) and then press *START BUTTON* to make your choice.

Press the *A or B BUTTON* to begin the game.

### **These are your basic controls for one or two players throughout the game:**

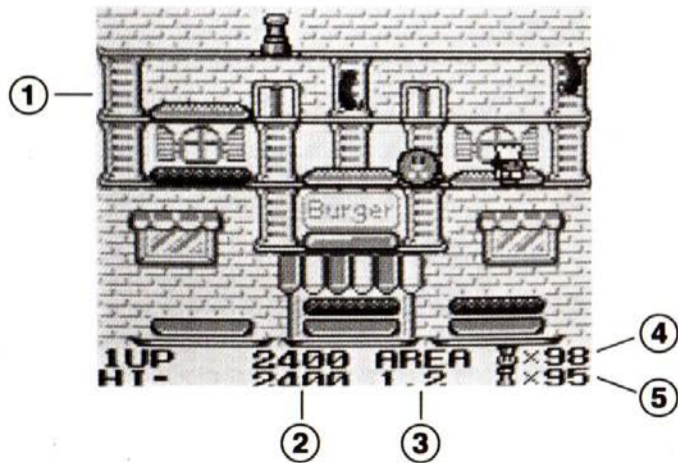
*CONTROL PAD:* Moves Peter Pepper Up or Down, Left or Right.

- A or B BUTTON:* Throws pepper in direction Peter Pepper is facing.
- SELECT BUTTON:* Selects between "1 player" and "2 players" at beginning of game.
- START BUTTON:* Pauses game during play.



# GIMME THE WORKS

## The Game Screen

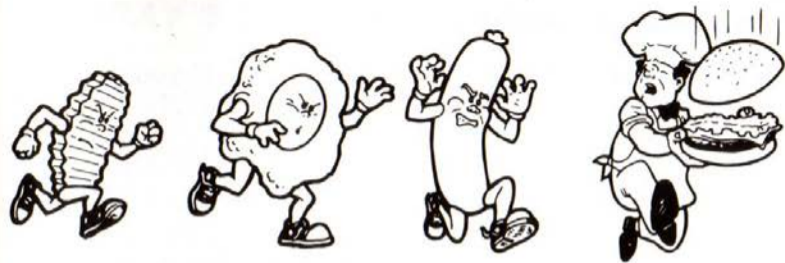


- 1) Burger Factory:** Manuever Peter Pepper up and down the ladders and left and right across the floors.
- 2) Scores:** The top number is the current score and the lower number is the high score since your Game Boy was last turned on.
- 3) Current Level:** There are four stages in each level. And seven levels in the game – each progressively more difficult.
- 4) Lives Remaining:** Lists the number of Peter Pepper lives remaining.
- 5) Peppers Available:** Number of pepper shakers available.

## How To Play

The object of *Burger Time Deluxe* is to make hamburgers. Peter Pepper, the hamburger chef, is in charge of burger preparation. He climbs the ladders up and down and moves left and right across each floor. Crossing over any piece of the burger will cause it to fall one level – and push any other burger makings in that stack down a floor as well. Dropping all the burger makings in a stack to the bottom of the screen will complete a burger. Completing all the burgers on the current stage will move you to the next stage.

However, Food Foes – Mr. Hot Dog, Mr. Pickle and Mr. Egg – will try to stop Peter Pepper from making burgers. Peter Pepper can destroy these Food Foes by having them follow him across a piece of burger that's about to



fall. Food Foes caught on a falling burger part will be destroyed along with any Food Foe that gets squished as a result of the burger-domino-effect. Peter can also freeze Food Foes – rendering them harmless for a few seconds – by shaking pepper at them. Additional pepper shakers will appear briefly on the screen at random. Run over the pepper to add to your pepper total. Make sure peppers are used sparingly, so that you've got them when the going gets tough.

## ***Two-Player Games***

With two players, connect your Game Link™ to your Game Boys. Turn on your machine and wait for the display screen with the three game options – 1 Player, 2 Player, and Password. Use the *SELECT BUTTON* to choose your game option or you can use the *CONTROL PAD* arrow to choose your game. Then press the *START BUTTON*. With the *CONTROL PAD*, press the up and down arrows to increase the number of games or decrease the number of games. In the top right and left corners in the small boxes are the numbers of games you must play to decide the game winner. The bottom boxes list the number of peppers you will have to use during the game rounds you have selected. Then press the *START BUTTON* to begin. Once a player wins a game, the screen will return and that person's hamburger stack will increase by a patty, lettuce or bun.

## ***TODAY'S LUNCH SPECIALS***

---

Points are accumulated by building burgers. Also by dropping burger parts or squishing them as the burgers fall to the next level. In addition, Bonus Characters like cups and saucers will appear briefly on the screen at random and will increase your score if you run over them.