

CHAOTIC GRILL



For the Atari 2600™

THE STORY

You used to be the toast of Paris... Illinois. A five-star chef at one of the fanciest restaurants in town, you still struggled to make ends meet, so now you're making meat patties at the local all-night burger joint. After one-too-many double-shifts and two-too-many double-cheeseburgers, you fall asleep in the storeroom and that's when the nightmares kick in. You find yourself trapped in an endless maze of grills, forced to build the biggest burgers the world has ever seen! As you madly dash from burger to burger, you're pursued by ingredients who have "gone bad" and want to add you to THEIR menu! Dodge them, squash them under gigantic sesame-seed buns, or throw pepper in their faces and run for your life while they're in a sneezing fit! It's grill or be grilled in this chaotic burger nightmare!

GOOD LUCK!

CONTROLS

Chaotic Grill uses the joystick controller connected to the left controller port.

- Push the joystick LEFT or RIGHT to move Pete across the platforms and over the burger pieces to drop them.
- To use the ladders, position Pete on a ladder and push the joystick UP or DOWN.
- Press the joystick BUTTON to throw pepper in the direction Pete is facing to stun any nearby enemies.

Chaotic Grill also supports the use of an AtariVox or SaveKey to save high scores and up to four custom levels (see ATARIVOX/SAVEKEY section for details).

DIFFICULTY SWITCHES

	Pepper affects enemies for a shorter amount of time. Reduces the amount of time you have to collect a bonus item.		Turn off music track.
	Pepper affects enemies for a longer amount of time. Increases the amount of time you have to collect a bonus item.		Play music track.

CONSOLE SWITCHES

	Pauses or resumes game.* Pressing the controller BUTTON also resumes the game.		Returns to MAIN MENU.		Starts or restarts a new game with the current options.
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*Use PAUSE BUTTON on Atari 7800

MAIN MENU

Game options such as Difficulty and Levels to play can be set from the MAIN MENU:



Move the joystick controller UP and DOWN to highlight an option from the MAIN MENU, and press the BUTTON to select.

START GAME	Select this to start a new game with the current options.
DIFFICULTY	Select this option to cycle through the three difficulty levels: EASY , NORMAL and HARD . Refer to the section on DIFFICULTY LEVELS for more details.
LEVEL SET	Select this option to choose the levels to play: ARCADE , BONUS , ALL or CUSTOM .
EDITOR	Select this option to activate the Level Editor. See the LEVEL EDITOR section below for details.
HIGH SCORES	Select to view the high scores.

DIFFICULTY LEVELS

There are three difficulty levels to play in Chaotic Grill, offering a challenge for both beginner and expert players:

Difficulty Level	Starting Round	Lives	Peppers
EASY	1	5	5
NORMAL	2	4	3
HARD	3	3	1

The **NORMAL** difficulty is most like the arcade game.

HOW TO PLAY

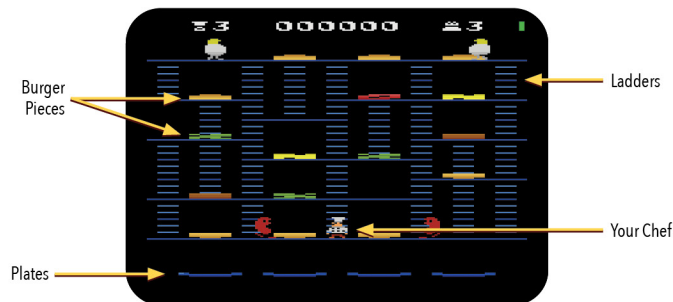
The object of Chaotic Grill is to guide Pete the chef through each of the levels and help him make as many burgers as possible. Use the ladders and platforms to get to all the different burger parts and knock them down to the plates below. Avoid the enemies that are in hot pursuit. Use your pepper to temporarily stun the enemies, but use it wisely as there is a limited supply!

A status display at the top of the screen shows how many lives you have remaining, your score, the number of peppers you have left, and the current difficulty level: ■=EASY ■=NORMAL ■=HARD



BUILDING THE BURGERS

Each level contains a number of burgers that must be assembled by walking over the various pieces (bun top and bottom, hamburger patty, lettuce, cheese, tomatoes) until they drop to the platform below, until each burger is completed with all of its parts on the plates underneath. You can also squash the pursuing enemies by dropping the burger pieces on them to earn extra points. Additionally, a burger piece can fall multiple platforms if they are dropped with enemies on them. The more enemies dropped, the more platforms the pieces will fall through. The maximum points are awarded for dropping burger pieces with four enemies on them. Refer to the SCORING section for more details.



THE ENEMIES

There are three different enemies in pursuit of Pete, each with their own personalities and scoring. If Pete is touched by an enemy, he will lose a life.

Mr. Hot Dog		Mr. Hot Dog is typically the most numerous enemy in each level. He attempts to reach Pete by taking the most direct route, but sometimes gets distracted climbing ladders. Dropping a burger piece on him is worth 100 points.
Mr. Egg		Mr. Egg is another dreaded foe of Pete's, and has the same tendencies as Mr. Hot Dog. Mr. Egg is worth 300 points when squashed with a burger piece.
Mr. Pickle		Mr. Pickle has an odd way of moving around: flipping end-over-end as he walks! Mr. Pickle is worth 200 points when squashed with a burger piece.

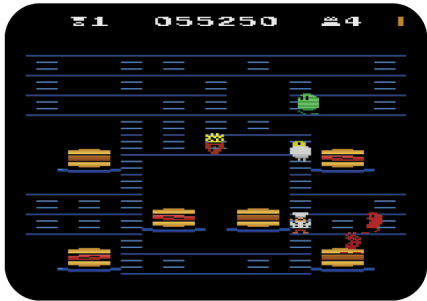
When an enemy is squashed, they will each re-emerge from their starting areas on the screen, so be careful!

BONUS ITEMS

After a certain number of burger pieces have been dropped during a level, a bonus item will appear in the middle of the screen: Ice Cream, a Coffee, or French Fries. Maneuver Pete to collect the bonus item before it disappears, and you will be rewarded with an extra pepper!

END LEVEL

A level is complete when all of the burgers have been assembled. At the end of the level, a short victory tune is played, and then the next level is started. Once all levels in a set are complete, a new round is started with the same levels at a higher degree of difficulty.



GAME OVER

If a life is lost and there are no more in reserve, the game will end and GAME OVER is displayed. If you have earned a score high enough for the current difficulty, you will be able to enter your initials into the high score list.

SCORING

Points are awarded for dropping burger pieces to build the burgers. Additional points are awarded for dropping a burger piece on an enemy, and the maximum points are awarded for dropping a burger piece with enemies on it. An extra life is awarded every 10,000 points.

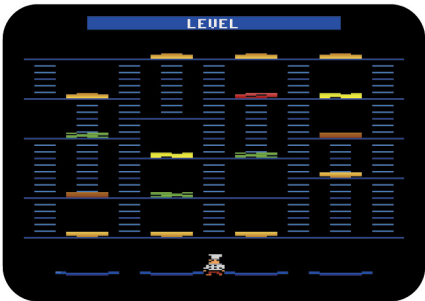
Dropping burger pieces			
Dropping a burger piece	50 points per floor, per part	Squashing Mr. Pickle	200 points
Squashing Mr. Hot Dog	100 points	Squashing Mr. Egg	300 points

Dropping a burger piece with enemies on it			
1 enemy	500 points	3 enemies	2000 points
2 enemies	1000 points	4 enemies	4000 points

Collecting a bonus item		
Ice cream	Coffee	French Fries
 500 points + pepper	 1000 points + pepper	 1500 points + pepper

LEVEL EDITOR

The **LEVEL EDITOR** is accessed from the MAIN MENU. When started, a menu/status bar appears at the top, and the pepper spray becomes your cursor to move around the screen.

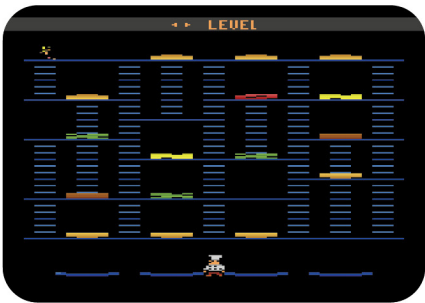


When the **EDITOR MENU** is active, it will blink. Push the joystick LEFT or RIGHT to move through the options:

LEVEL	LAYOUT	BURGER	SPRITE	SAVE
Choose a level to edit	Edit the level layout	Edit the burgers	Edit the player, enemies, and the bonus item	Save the level (available only with AtariVox/SaveKey)

LEVEL SELECTOR

The **LEVEL SELECTOR** allows you to choose which base level to start from.



LEVEL
Push DOWN or press the joystick BUTTON to enter the LEVEL SELECTOR .
< > LEVEL
Move LEFT or RIGHT to view the available levels to edit. Without an AtariVox or SaveKey, you can only view and edit ARCADE and BONUS levels. With an AtariVox or SaveKey, you will also be able to view and edit up to four CUSTOM levels. Push UP or press the joystick BUTTON to choose the current level and EXIT to the EDITOR MENU .

LAYOUT EDITOR

The **LAYOUT EDITOR** allows you to change the layout by editing the maze intersections.



LAYOUT	
Press the joystick BUTTON to switch between SEL (SELECT) and EDIT .	
SEL	EDIT
Move the cursor to the part of the grill you want to edit. Press the joystick BUTTON to EDIT . To EXIT the LAYOUT EDITOR , move the cursor to the top or bottom of the screen.	Move the joystick to add or subtract ladders (UP/DOWN) and platforms (LEFT/RIGHT). Press the joystick BUTTON to return to SEL .

The edit point is at the bottom of where your cursor (pepper) is.		
Moving the joystick UP or DOWN toggles a ladder segment above or below your edit point. A small arrow next to EDIT shows what's been added.		

Moving the joystick LEFT or RIGHT toggles a platform on either side of your edit point.		You can use any combination of the four directions to build your grill.

BURGER EDITOR

The **BURGER EDITOR** allows you to change the burger pieces currently on the level and add new ones.



BURGER	
Press the joystick BUTTON to switch between SEL and EDIT .	
SEL	EDIT
Move the cursor to the location you want to edit or add a piece to. Press the joystick BUTTON to EDIT . To EXIT the BURGER EDITOR , move the cursor to the top or bottom of the screen.	Move the joystick to move or change burger pieces: (UP/DOWN) moves the piece vertically where possible, (LEFT/RIGHT) rotates through the different pieces. Press the joystick BUTTON to return to SEL .

Use SEL (SELECT) to choose the piece to edit.	Moving the joystick UP or DOWN moves the piece vertically.	Moving the joystick LEFT or RIGHT rotates through the available pieces.

The available burger pieces are:

Top Bun	Lettuce	Tomato
Cheese	Patty	Middle Bun
Bottom Bun	Plate	Empty (remove a piece)

SPRITE EDITOR

The **SPRITE EDITOR** allows you to change the player starting location, the enemies, and the bonus item.



SPRITE		
Press the joystick BUTTON to switch between SEL , MOVE and TYPE .		
SEL	MOVE	TYPE
Move the cursor LEFT/RIGHT to the sprite you want to edit. The sprite will blink when selected. Press the joystick BUTTON to MOVE . To EXIT the SPRITE EDITOR , move the cursor to the top of the screen.	Move the joystick to move the selected sprite UP/DOWN/LEFT/RIGHT. Press the joystick BUTTON to choose TYPE (Bonus Items and Enemies only).	Move the joystick LEFT/RIGHT to change the type of each item: Enemies: Bonus Items: • Hot Dog • Pickle • Egg • Ice Cream • Coffee • French Fries Press the joystick BUTTON to return to SEL .

SAVING A CUSTOM LEVEL

After editing your level, you can save it if you have an AtariVox or SaveKey connected. If you do not have an AtariVox or SaveKey connected, the **SAVE MENU** will not appear.



SAVE

Move the joystick DOWN or press the joystick BUTTON to enter the **SAVE MENU**.

SAVE 1, 2, 3, 4

Move the joystick LEFT or RIGHT to select one of the four **SAVE** slots. Press the joystick BUTTON to **SAVE**.

To EXIT the **SAVE MENU**, move the cursor to the top of the screen.

SAVE 1, 2, 3, 4

The **SAVE** slot will turn green when saving is complete.

PLAYING A CUSTOM LEVEL

With AtariVox/SaveKey connected: First **SAVE** your custom level before playing it, or your changes will be lost.

- To play the level you're editing, press RESET while in the **LEVEL EDITOR**. The custom level will repeat until the game ends, or until you exit to the MAIN MENU.
- You can play all four saved levels from the MAIN MENU. From the **LEVEL SET** menu, choose **CUSTOM**. The game will rotate through the four saved levels until the game ends.

Without AtariVox/SaveKey connected: You can only edit **ARCADE** and **BONUS** levels, and cannot save any changes.

- To play the level you're editing, press RESET while in the **LEVEL EDITOR**. The custom level will repeat until the game ends, or until you exit to the MAIN MENU.
- All changes made to your custom level will be lost at the end of the game or when exiting the **LEVEL EDITOR**.

HIGH SCORES

There are three lists of top five scores for each difficulty level.

To enter your initials, use the joystick controller:

- Move the joystick LEFT or RIGHT to select which initial to change.
- Move the joystick UP or DOWN to cycle through the available letters, numbers and symbols.
- Press the joystick BUTTON to advance to the next initial. Press the BUTTON after selecting the third initial to submit your score.

ATARIVOX/SAVEKEY

If you have an AtariVox or SaveKey connected to the right controller port, up to five scores for each difficulty level and up to four custom levels will be saved.

To reset all scores for all difficulty levels, hold down RESET while powering on the game.

TIPS AND TRICKS

- Make your way to the top of the level so you can set up a chain reaction when dropping the burger pieces.
- Conserve your pepper for the more difficult levels.
- Study the enemies' movements; you will be able to predict which path they will choose based on their relative location to your player.
- Wait on the edge of a burger piece until the last possible moment to maximize the number of enemies that are dropped.

CREDITS

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