Burgertime Walkthrough

by The Lost Gamer   Updated to v1.5 on Jan 13, 2004

```
Version 1.5 8/5/02

      _____
    |      |
    |      |
    |      |
  ___|_____|___


Burgertime Walkthrough
by The Lost Gamer (ilovecartoonssomuch@yahoo.com)
Copyright 2002

Table of Contents:
001.  General information
002.  Story
003.  Characters
004.  Walkthrough
  004a.  Level One
  004b.  Level Two
  004c.  Level Three
  004d.  Level Four
  004e.  Level Five
  004f.  Level Six
005.  Game Genie Codes
006.  Credits


001-General Information
------------------------------------------------------------


This is a walkthrough for the Nintendo Entertainment System
(NES) game called Burgertime.  If you want to copy some of
this FAQ, just email me at ilovecartoonssomuch@yahoo.com
so I can give you the go ahead and you don't end up breaking
some law.  Like most of my games, actually ripping it off
won't get you very far.  Have fun playing Burgertime!

Thanks to Greg Harvilla for help with this guide.

002-Story
------------------------------------------------------------


You're some guy named Peter Pepper (weird name...wonder if
his parents were insane) and you're a cook who makes burgers
Sounds normal enough, right?  But Peter must have inherited
some of the insanity, because the hamburgers he makes are
bigger than he is.  Much bigger.  In fact they're so big,
Peter has a complex system of ladders and platforms to hold
the burgers.  All he has to do is walk all the way across
a layer of the burger to get it to fall down to the next
platform.  There are four pieces to each burger (two buns,
the meat gand lettuce) and four burgers to make.  This is
rather easy, but for some reason, evil hot dogs and scrambled
eggs managed to grow legs and are trying to kill Peter so he
doesn't make the burgers.  Are they the "leftovers" of one
of Peter's insane experiments?  How will we ever know?  And
```

where's the ketchup? Quit asking these questions, it's
burgertime!

003-Characters

Peter Pepper: Peter Pepper is a chef. You conrtol him by
moving him left and right or up and down the platforms. He
can also throw pepper if you press B, which kills some
enemies. They come back to life later, though. Looks like
his evil creations are immortal.

Hot dog: This hot dog is as big as Peter is and follows you
around trying to kill you. Luckily, they're really stupid
and easy to avoid, which is why there are six of them, which
makes it hard. You can try to crush one of them with one of
the hamburger parts when they fall. You can also send a
hamburger part falling with a hot dog on it (you get more
points).

Scrambled egg: This egg has visible legs and chases after
you trying to kill you. I'm pretty sure this is revenge for
Peter, because he beat the eggs. The egg is much, much
smarter than the hot dogs and foils your plans often.

Pickle: The pickle (looks like a green hot dog to me) is the
third type of enemy. Smart as an egg, fast as a hot dog.

Ice cream: Occasionally, an ice cream cone appears in the
middle of the screen and you can get it for some points
and some pepper.

Coffee: Same as the ice cream, but worth more.

Fries: Same as the coffee, but worth more.

004a-Walkthrough

Check out the opening screen. Look at the copyright.
Apparently a company called Namco created this game (it was
Namcot). Can you imagine misspelling the company name on
the finalized project?

004a-Level One

Well, here's my incredibly lame picture of the first level.
The "B"'s represent burger parts:

```
  ----------B-------B-------B---
  |     |   |   |       |       |
  ---B---|   |   |---B---|---B---|
     |   |-------|       |       |
  ---B---|       |       |---B---|
  | |    |---B---|       |   |
  |--B---|---B---|       |---B---|
  |      |       |-------|   |   |
  |__B___|___B___|___B___|___|___|
```
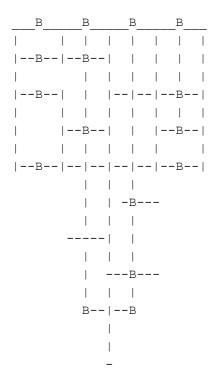
Your main strategy is to go up to the top and get the buns
there. This level shouldn't be too tough.

004b-Level Two

Here's another picture with B's for burgers:

```
   ___B_____B_____B_____B___
   |     |  |  |  |  |  |  |
   |--B--|--B--|  |  |  |  |
   |     |  |  |  |  |  |  |
   |--B--|  |  |--|--|--B--|
   |     |  |  |  |  |  |  |
   |     |--B--|  |  |--B--|
   |     |  |  |  |  |     |
   |--B--|--|--|--|--|--B--|
           |  |  |
           |  | -B---
           |  |  |
        -----|  |
           |  |  |
           |  ---B---
           |  |  |
          B--|--B
             |
             |
             -
```
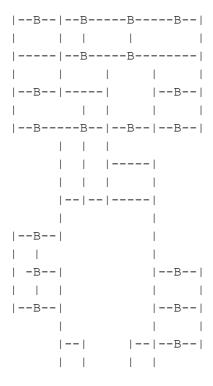
This level is easy, pretty much like the last one. Just
follow the same strategies you did in the first level and
you'll be fine. The only hard part is getting the burgers
that hang down to the bottom.

004c-Level Three

Here's another map:

```
   |--B--|--B-----B-----B--|
   |     |  |     |        |
   |-----|--B-----B--------|
   |     |     |     |     |
   |--B--|-----|     |--B--|
   |        |  |     |     |
   |--B-----B--|--B--|--B--|
          |  |  |
          |  |  |-----|
          |  |  |     |
          |--|--|-----|
             |        |
   |--B--|        |
   |  |           |
   | -B--|           |--B--|
   | | |           |     |
   |--B--|           |--B--|
          |           |     |
        |--|       |--|--B--|
          |  |       |  |
```

```
        |--|-----|--|
```

When you start up, go either right of left and get the easy
burger there (this level has three pieces per burger, six
burgers). Then go up to the top and use the basic techniques
you did in the other levels to get the ones up there. Then
go down and get the easy burger that you missed to beat the
level.

004c-Level Four

Here's another map (the quality is getting better):

```
|--B--|--B--|--B--|--B--|
|     |     |     |     |
|--B--|--B--|--B--|--B--|
   |     |     |     |
|--B--|--B--|--B--|--B--|
|     |     |     |     |
|--B--|--B--|--B--|--B--|
   |     |     |     |
|--B--|--B--|--B--|--B--|
|     |     |     |     |
|--B--|--B--|--B--|--B--|
   |     |     |     |
|--B--|--B--|--B--|--B--|
|     |     |     |     |
|--B--|--B--|--B--|--B--|
```

This level has four burgers with eight parts to a burger.
In case you didn't notice, the map fits a pattern with the
first four rows repeating over and over. This level
shouldn't be hard, it just looks like that because the
burgers are so big.

004d-Level Five

Take a wild guess at what this is:

```
|----------B-----B-----|--|
|                  |  |
|----------B--|--B--|--|--|
            |    | | |
|----------B--|--B--|  |  |
|                  |  |
|----------B-----B--|  |  |
|                  | | |
|--------|--B-----B--|--|--|
|        |          |  |
|--------|--B-----B--   |  |
|                  |  |
|----------B-----B--|  |  |
|                  | | |
|----------B-----B--|  |  |
|                  |  |
|                  |--|--|
|                  |    |
|                  |    |
```

Your best shot on this level is to go all the way to the top
and then go left over two burgers, down, right over two
burgers, and down. Do these four steps again and again until
you get all of the burgers.

004e-Level Six

Obviously, this is the hardest level:

```
      |--B---      |--B--
      |   |        |
  --B--|  |  ---B--|
      |   |        |
      |--B--|  |  |--B--
      |   |  |  |  |
  --B--|  |  |--B--|
          |  |        |
      |--B--|        |--B--
      |        |        |
  --B--|        |--B--|
      |              |
      |--B--|  |  |--B--
      |   |  |  |  |
  --B--|  |  |--B--|
          |        |
      |--B--|--B--|-----
      |        |        |
   _____|     _|_    _|_
```

This level is hard because a lot of ladders break off where
they shouldn't, and it makes certain burger parts, like the
top right hand one hard to get, and by the time you get it,
all the bad guys are blocking your only exit. You can use
pepper spray to get past them, or just commit suicide, which
is what I did. When you die, you restart the level, but all
of the burgers remain in the places they were when you died
instead of at their original places, so that ends up helpful

There is no official ending, when you beat this level you
start at the first level again, so the game never stops.
It's frusterating to spend so much effort on a game to find
it doesn't end, but it was harder on me because I finished
two maps for levels seven and eight before I realized that
they were the same as levels one and two.

005-Game Genie Codes

If you're not using your NES, put these in the screen that
pops up when you press F6. Infinite lives and peppers are
both good, but why would you want eight lives instead of
infinite lives? You'd only want that if you don't like
cheating, in which case you aren't reading this. Anti-
gravity shoes are good for avoiding enemies, and of course,
so are super speed and slow moving enemies. Fast play for
experts and the codes for enemies moving faster are the
typical codes that Game Genie puts in for making the game
harder, which are supposed to impress somebody, but don't.

```
SZSTVAVI                Start game with infinite lives
AASGKLGE                Start game with 8 lives
SLKIZYVI                Start game with infinite peppers
APVGSLIA                Start game with double peppers
GZVIAZEI                Anti-gravity shoes
YPESOUGO                Peter Pepper gets super speed
SZKNNIAX                Fast play for experts
SXVSSXSU                Monsters always move slowly
SXVSSXSU + GOVSVXAO     Monsters move at double speed
SXVSSXSU + YOVSVXAO     Monsters move at quadruple speed


006-Credits
------------------------------------------------------------


This game is copyright of Namcot, 1985.  This FAQ is
copyright of The Lost Gamer, 2002.  If you want to use any
part of this FAQ, ask me first (instructions under general
information)
```