

# 2600 scene.



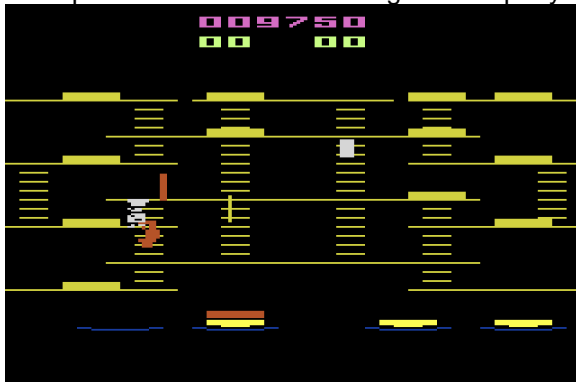
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## Burgertime review.

By chris read

To me, Burgertime was one of those, “Eh, I’ll play it later,” type of game, Only problem is, later never came. Until I got a review in from Eugenio (see next page.) One of them was about Burgertime. I haven’t played BurgerTime very much at all. For those like me, the premise is simple: Make hamburgers by walking on the ingredients and making them fall onto plates below. Of course, the 2600 in all its glory, had to take a few liberties. First off, all the ingredients are yellow squares until they get onto the plates. Second, there is only one enemy that is animated, the hot dog. I don’t know what a hot dog is doing in a game about hamburgers, though. The other enemies are squares. The white square, I’m assuming, is a piece of swiss cheese. The yellow stick looks like a French fry, but I’m not sure what the brown square is. Perhaps another burger patty?



So anyway, with the primitive graphics, which feel right at home on the 2600, there is also intermittent music that starts and stops whenever it feels like it. A little ditty tells you you’ve completed a level. Another one tells you

that you’re dead. The lives are the second pair of yellow digits.

Mr. Chef only has one weapon: Pepper. I guess pepper makes these foods walking around sneeze as well, since if you press the fire button + left or right, a sound will happen and white flakes will appear, stopping the moving ingredient the flakes touch in their tracks for a minute so you can safely pass by them.

Poor Mr. Chef, though, has only but a few pepper moments. More can be gained, though, by going through the level trying not to touch the squares, er, I mean food.

Despite the primitive graphics, weird sound effects, and clunky, slow movement of every character involved, Mattel did succeed in making a half-way decent Burgertime for the 2600.

The screenshot on this page is my final attempt at trying to break the 10,000 mark. Aw. And I was actually having a little bit of fun trying, something you don’t see much in modern games. (Or at least I see in modern games.)

Suggestions on making the game better? One thing I would like to see, and I guess I could hack, is infinite pepper usage. Also, the Atari 2600 has two sound channels. One could be for the sound effects and the other could be for the little repetitive ditty.

Anyway, the game has an odd sense of quality to it, even if it looks ugly. I don’t know how that happened. It is, however, a fun game, and also, pretty easy to come by. Page 2 has another review of BurgerTime, so look for it. It’s Atari 2600 Scene’s very first ever submission!  
Grade = C

## Contact!

Have feedback you want me to hear about the 2600 Scene newsletter? Give me a holler!

**AtariAge**

Or, reach me by e-mail at [atari2600land@yahoo.com](mailto:atari2600land@yahoo.com)

PM member “atari2600land”

# Another Burgertime review

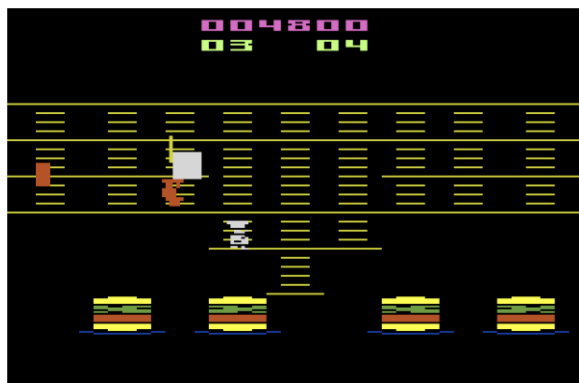
by Eugenio Anqueira



In 1982, Data East introduced the video gaming world to a rather interesting platformer game they called Burger Time. The game quickly became a success and promptly led to the development of ports to different home systems. Mattel,

through their M Network brand, secured the rights and worked at releasing versions for their own Intellivision and for the Atari 2600, among others. So, how did they fare with this 2600 port? Let's take a look.

In BurgerTime, the player is in control of a chef called Peter Pepper. Peter is trying to make burgers and he does so by walking over the burger ingredients that are spread over multiple platforms. When Peter walks over the ingredients they fall by one level until they reach the "plates" at the bottom of the screen. Sounds simple, right? Wrong! It seems Peter has ticked off some food items who have decided that they will do what they can to stop Peter. Hot Dogs, Eggs, and other characters chase Peter through the platforms to make his life miserable.



Peter, can of course, turn the tables on these nasty food items in a couple of ways. He can throw some pepper at them (what else can we expect from someone who's last name is Pepper?) to freeze them on the spot for a few

moments, he can squish them by letting a burger ingredient fall on them, or he can let them catch a ride on a falling ingredient. Doing so makes the ingredient fall further down and grants Peter bonus points. Peter must be careful, though, as his supply of pepper is limited, so he must use it wisely. Of course, there are bonus items that appear on the platforms that not only give Peter bonus points but also give him an extra pepper!

So, are any of these elements missing from the 2600 port? No, not really. The game does have all of these elements and even introduces new characters. On the arcade, Peter is chased by Hot Dogs, Eggs, and Pickles. The Pickles are missing on the 2600 port but they are replaced by Cheese and Breadsticks. Five different mazes are available to play, though they don't all really look like the arcade originals.

Sadly, the game is lacking in many respects. Gameplay is extremely slow. Controller response is not the best either and collision detection is a problem. You have to be very precise in how you control Peter as you move up and down the ladders and onto the platforms. You may think you are on the platform only to find yourself trying to walk sideways on a ladder.

The graphics on this port of BurgerTime are also poor. The only characters that are recognizable are Peter and the Hot Dog. The Egg is nothing more than a white square, the Cheese is a brown square (not sure what kind of cheese it is with that color!), and the Breadstick is nothing more than a stick (well, I guess that makes it recognizable!). The mazes are all rendered in yellow and the burger ingredients are the same color as the maze. I know the 2600 has its limitations but I'm sure they could have done a better job.

Sounds, however, are much better than I expected. The BurgerTime tune plays all the time and the other sounds are easily recognizable. One could say that sounds are a redeeming quality for the game. Interestingly, there is a two-player option and even a way to pause the game! I would rather they skipped the two-player option and used the memory to improve the graphics. Not the best port of BurgerTime but that's all there is for the 2600. Someone needs to hack this game and improve it!

**Grade: C-**