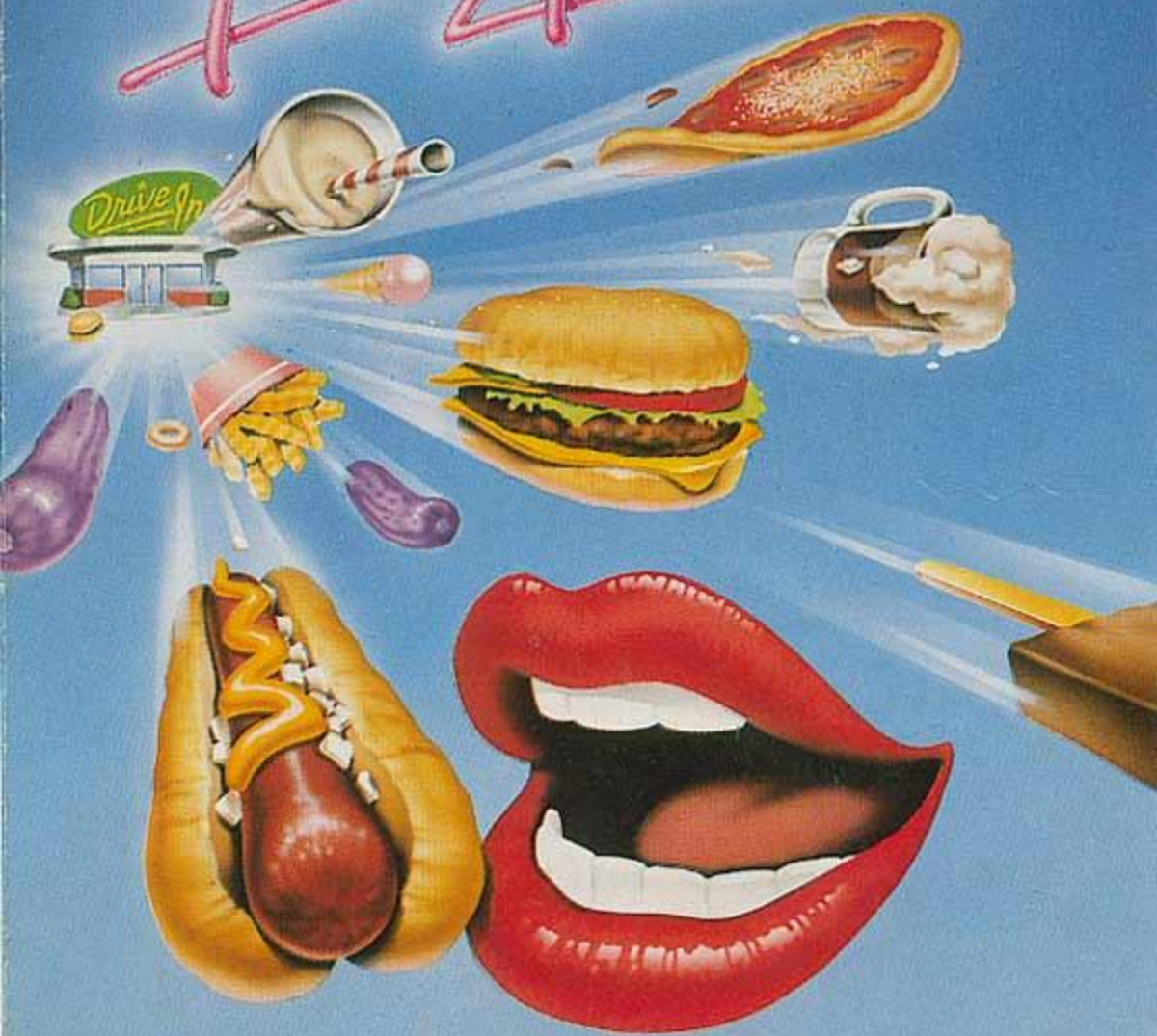


GAME INSTRUCTIONS AND CALORIE CHART

Plays on the Atari® Video Computer System™ and
Sears Tele-Game® Video Arcade®

Fast Food™



Telesys™
FUN IN GAMES.

OBJECT OF THE GAME

Get Fatter! Consume as many calories as you can before you get your fill of purple pickles and the snack bar closes.

FAST FOOD PREPARATION

Play with one or two players using the Joystick Controllers.

Always be sure the power is off before inserting or removing the FAST FOOD cartridge from your video game system. Use the controller plugged into the LEFT CONTROLLER jack for one player games. Hold the controller so the red button is to your upper left. The difficulty switch has no effect on this game.

BEGIN TO BINGE

Press game reset. (For two-person game press game select button and then reset.) Push the red button and your feast begins! Use the joystick controller to move Mighty Mouth up and down, forward and back. When Mighty Mouth comes in contact with any food item on the screen he eats it. It's your job to keep him away from the purple pickles. (Green ones are fine).

GETTING FATTER

You and Mighty Mouth will need a breather once in a while.

The food stops coming and you get fatter. When you're done chewing push the red button. The barrage begins again and FAST FOOD gets faster. Eat anything you can catch, but don't get purple pickles. They'll hang around at the top of the screen, giving you a bad case of heartburn.

Collect six and you'll have to (burp!) call it quits. The game's over.

HELPFUL HINTS

The food flies totally at random each game. There are no patterns and no safe spots on the screen.

Remember there's no penalty for missing food, but it'll slow down your scoring. To get the best scores go after the higher-valued items.

CALORIE COUNTS

Of course, what you eat is just as important as how much you eat. Here are the calorie counts for your favorite FAST FOOD.

Food	Calories
Green Pickle	1
Root Beer	3
Cola	4
Soda Pop	5
Hot Dog	5
Hamburger	6
Ice Cream Bar	7
Milk Shake	7
Ice Cream Cone	9
French Fries	10
Pizza	10
Cheeseburger	20

TWO PLAYER GAME

(For two-person game press game select button and then reset.) Players alternate every time the "You're Getting Fatter" sign comes down. The next player pushes the red button on the joystick controller to start his turn. Play continues until both players have burped out.

The first player's score is shown in gold, the second in purple. The highest score for the series of games is shown in white. This score is erased when the game is turned off or removed from the game console.

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