"Give me my Pancake!"

(old school game&watch like game)

You are the waiter serving mister Atari, and he is a hungry dude.
Your goal is to bounce as many pancakes as you can towards him.
Sounds easy? Better think twice !

Four challenging levels using the difficulty switches:
LEFT difficulty switch:
bonus feature every 50 points.
A=None.
B=Remove one fallen pancake.

RIGHT difficulty switch:
Speed and Sequence.
A=Increase speed twice as fast, no sequence reset when you drop a pancake.
B=Sequence is reset and speed reduced when you drop a pancake.

Choose BB for easy game play and AA when you are a real pro.

Gameplay:
Move left and right to bounce pancakes.
The bounce is effective when you hear the high beep. After that, get moving!
Speed will increase gradually every 10 points.
After dropping the fifth pancake, the game is over.

Eggs:
Since this is my second game for the Atari 2600/VCS, I decided to include 2 Easter eggs.
They can change the game-play or help you out.....
Can you find them?
If you do, don't post them on social media, thanks!

Game and Music by Sijmen Schouten aka Mr.Atari.
Box-art and design by Robbert Jansen.

INSTRUCTION SHEET

GIVE ME MY

PANCAKE!
∞ MR-ATARI
2017

Use the **BW/COLOR**-switch to select your **TV**-format.
-**BW** for **NTSC**
-**COLOR** for **PAL**
Press (RESET) to enter the game

Game-screen

On the top you see your score, difficulty-setting and fallen pancakes.

Press (SELECT) to return to the intro-screen
Press (RESET) to re-start the game, change difficulty if needed.