PRECAUTIONS

- ALWAYS MAKE SURE THE POWER IS OFF WHEN INSERTING OR REMOVING THE GAME PAK FROM YOUR COMPUTER.

- THIS IS A HIGH PRECISION GAME PAK. AVOID SUBJECTING IT TO EXTREME TEMPERATURES OR STORING AT ROOM TEMPERATURE. NEVER ATTEMPT TO DISMANTLE.

- DO NOT TOUCH THE TERMINAL CONNECTORS OR GET THEM WET OR THE CIRCUITRY MAY BE DAMAGED. NEVER INSERT YOUR FINGERS OR ANY METAL OBJECTS INTO THE TERMINAL LEADS.

- USE OF THINNERS, SOLVENTS, BENZENE, ALCOHOL AND OTHER CLEANING AGENTS CAN DAMAGE THE GAME PAK.

WARNING:

DO NOT USE WITH FRONT OR REAR PROJECTION TV

DO NOT USE A FRONT OR REAR PROJECTION TELEVISION WITH YOUR NINTENDO ENTERTAINMENT SYSTEM® (NES®) AND THIS VIDEO GAME. YOUR PROJECTION TELEVISION SCREEN MAY BE PERMANENTLY DAMAGED IF VIDEO GAMES WITH STATIONARY SCENES OR PATTERNS ARE PLAYED ON YOUR PROJECTION TELEVISION. SIMILAR DAMAGE MAY OCCUR IF YOU PLACE A VIDEO GAME ON HOLD OR PAUSE. IF YOU USE YOUR PROJECTION TELEVISION WITH THIS VIDEO GAME, NEITHER TAITO CORP. NOR NINTENDO OF AMERICA INC. WILL BE LIABLE FOR ANY DAMAGE. THIS SITUATION IS NOT CAUSED BY A DEFECT IN THE NES OR THIS GAME. OTHER FIXED OR REPEETITIVE IMAGES MAY CAUSE SIMILAR DAMAGE TO A PROJECTION TELEVISION. PLEASE CONTACT YOUR TV MANUFACTURER FOR FURTHER INFORMATION.

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MAYHEM AT PANIC RESTAURANT

This report just in! Mutant food takes over the Eaten Restaurant! That's right folks—looks like the meat has gone bad and the buns are on a roll! The whole situation smells fishy. But even as we speak, Chef Cookie is about to enter his restaurant and cut the overgrown veggies down to size. Armed with only a frying pan and a few kitchen tools, he hopes to make a hash out of this revolting food. But things could get foul when Cookie tackles the spoiled chickens and rotten eggs. Bouncing chicks is an ugly job, and there's much more to it than that. Even the kitchen utensils are after Cookie's hide—he'll be leaping from the fire into the frying pan. Rabid hot dogs will be barking at his heels while scoops of ice cream lose their cool and skate after him. Where will this colossal food fight end? Is Chef Cookie's goose cooked? Or has it joined in the battle against him? Will he be flayed by the filet of sole before he starts the fish fry? We're going to take an in-depth look at his chances and the odds he's facing. To follow our special report, read on ...
THE CONTROLS

CONTROL PAD
In a recent interview, Cookie stated that he moves left or right when the Control pad is pressed. He can also duck when it is pushed downward.

START BUTTON
To begin the game, or to pause while playing, push Start. Cookie begins his rescue mission at Level One.

SELECT BUTTON
The Select Button will pull Cookie out of a bonus level and return him to the Eaton Restaurant.

B BUTTON
Cookie will be able to use different weapons against the base army. To attach with one of these weapons, approach the enemy and push B repeatedly.

A BUTTON
Research has shown that when the A button is pushed, Cookie jumps. Pressing A and using the Control pad for direction makes him jump to the sides.

MOVING COOKIE

Walk to the Right
Jump
Jump to the Left or Right Side

Walk to the Left
Climb Up or Down
On ladders and other things

Duck

(He usually uses a flying pan)
COOKING ENEMIES

Cookie told this reporter that he will use ordinary kitchen items against the food army. He plans to find these items in Eaten’s and then use them as weapons for a while or until he loses a life.

1. THE FRYING PAN
Cookie usually has a frying pan for a weapon. So when he loses one of the special weapons, his frying pan returns.

2. THE SPOON
Cookie can reach farther with the long spoon. Once he gets it, he can bop his enemies with it until he loses a heart.

3. THE FORK
Cookie plans to leap over danger areas on his bouncing fork. He can also knock out enemies when he lands on them.

4. PLATES
Cookie has announced that he will be throwing plates at the food army. This is done with B and the Control Pad.

5. THE POT
Cookie has a pot designed to fit his head. When he wears this pot, he is invincible and spins for a while.

6. EGGS
Those rare eggs are slashed in Eaten. They are effective against a certain kind of enemy you’ll meet.

HELPFUL ITEMS

Folks, we’ve just had a report that the last customer to ever be in the Eaten Restaurant hid some gifts for Cookie. This person must have known that someday Cookie would return. Here’s more on that:

- CHEF HAT
  This reporter was told that if Cookie finds the Chef’s hat, he will receive an extra life.

- CANDY
  Research has shown that when Cookie eats candy, one of his heart meters is filled up.

- LOLLIPOP
  Cookie starts out with two hearts, but a lollipop adds an extra heart to his meter.
**THE RESTAURANT**

DATELINE: The Eaten Restaurant, early morning. A strange hush has fallen, now that Cookie is about to enter what’s left of his restaurant. He must start at the first stage and work toward the sixth.

**Stage 1:** Garden
Cookie must first pass through the Eaten’s big garden and then the entrance. He will face hot dogs, chicken legs, mad carrots, and custard puddings here.

**Stage 2:** Dining Room
In the Dining Room, leftovers are waiting to jump on Cookie. He will have to dodge pizzas, onions, and apples, while getting over tables and counters.

**Stage 3:** Kitchen
The danger increases in the kitchen—boiling pots of water and gas burners make it hot for Cookie. He will be chased by coffee cups and popping toasters.

**Stage 4:** Courtyard
It’s an outdoor barbecue—with Cookie on the menu! Lawn chairs and shish kabobs are after him here.

**Stage 5:** Freezer
Some of the many dangers here are: slippery floors, ice cream, falling fish, and skating ice cream.

**Stage 6:** Basement
To win his restaurant back once and for all, Cookie must go down to the basement and face the mad Chef.
SPECIAL EVENTS

If he looks carefully, Cookie will be able to find bonus levels in the Eaten. In these bonus levels, Cookie can win points, lives, or energy. All he has to do is try his luck in different games.

1. Slot Machine

FLASH! Our inside reporter has just announced that the slot machines in the Eaten are still working! This is very good news for our hero. Every time Cookie bops an enemy, a coin will appear. He needs to collect these coins to use at the slot machines. When a slot machine appears, push A to enter the coins. Then push B to get the machine started. Cookie can quit playing when the Select Button is pushed. This will return him to where he was.

2. Go Fish

Cookie will earn 100 points for every fish he catches. Push A or B to make a grab. He must NOT touch the black fish—they will explode, and that ends the bonus level. Cookie has about 15–20 seconds to go fishing, then he is returned to the Eaten. Our hero should not grab too fast—the black fish will appear when least expected.

3. Fried Eggs

In this bonus level, Cookie will have to catch eggs in his frying pan. Use the Control Pad to slide the pan left or right. Cookie must NOT catch the black eggs—they’re rotten. Black eggs will blow Cookie out of the bonus level. He has about 15–20 seconds to catch all the eggs he can. Each egg is worth 100 points.
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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device pursuant to Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

1. Relocate the receiving antenna.
2. Reorient the equipment.
3. Move the equipment away from the receiver.
4. Plug the equipment into a different outlet so that the equipment and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may also find the following document prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio TV Interference Problems". This booklet is available from the U.S. Government Printing Office. Washington, D.C. 20402, Stock No. 048-000-00245-4.

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