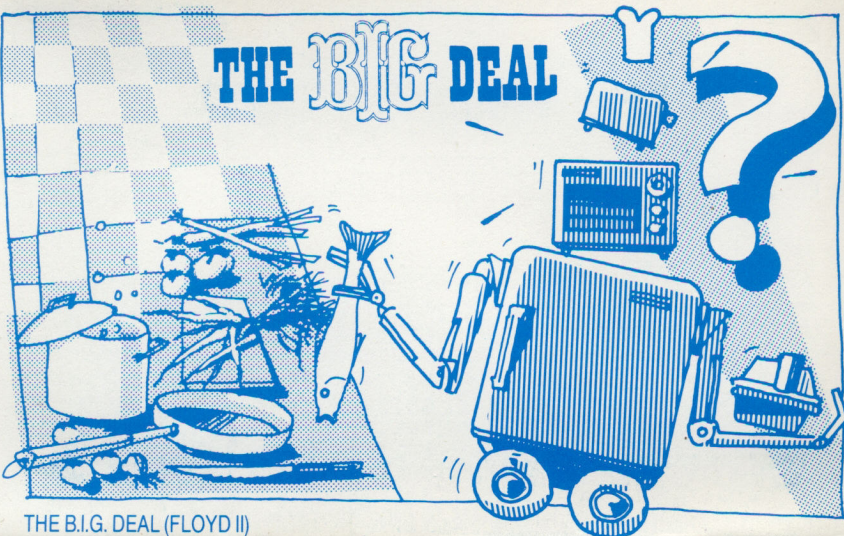


THE BIG DEAL



THE B.I.G. DEAL (FLOYD II)

THE IDEA

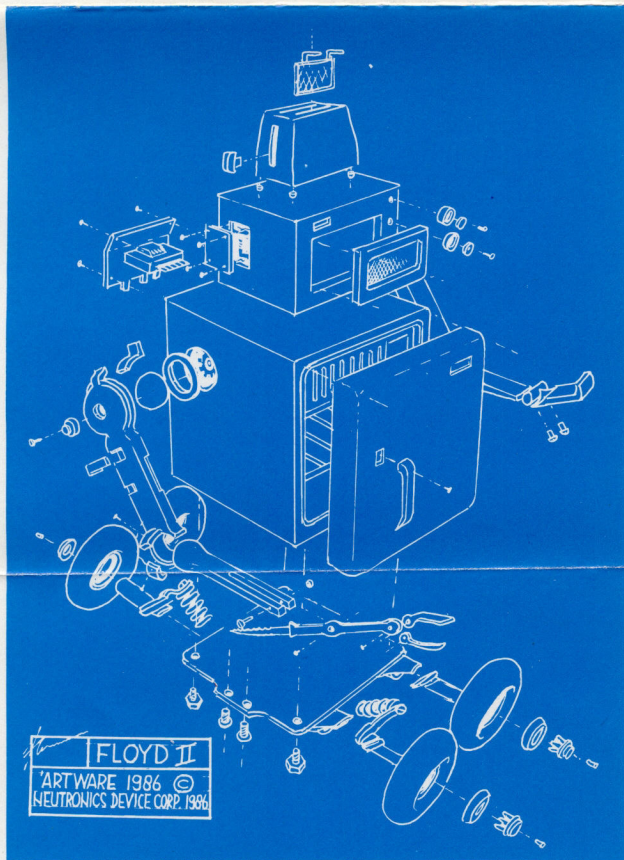
One day, Wijo K., an employee of the art and science design studio ARTWARE, is having a hamburger with Edwin N., chief engineer of Neutronics Device Corporation in one of the B.I.G. restaurants

THE B.I.G. (best in Gastronomy) restaurant chain is one of the largest in the world and has sandwich shops, hamburger bars, restaurants and hotels all over the world: from the polar circle to the equator, from 100 fathoms under the sea to 21,000 feet high. During their conversation, the two inventors work out their ideas on a napkin. The robot kitchen. An impressive Black Box construction where the most complex boiling, frying, baking and stewing processes can be performed. Food can be directly unloaded from the truck. Customers can make their choice from a huge keyboard, and the freshly prepared food comes out on the other side. All prepared in a very efficient, fast, hygienic and healthy way. If B.I.G. is interested in such a robot kitchen, then the two inventors could grow rich.

THE PROPOSITION (THE B.I.G. DEAL)

Because the prototype of the robot kitchen is too expensive, it is decided to construct a kitchen robot. A mobile robot which, in a conventional kitchen in one of the B.I.G. restaurants, can quickly show the advantages of automation. This robot, called Floyd II, is the next in a range of succesful FLOYD the DROID robots which came about colaboration between Neutronics and ARTWARE.

It is agreed with the president of B.I.G. that if FLOYD is succesful in the B.I.G. restaurants, B.I.G. will place an order for 32,200 robot kitchens worth milions.



The intention is that the player helps FLOYD in the kitchen. This is because a conventional kitchen is designed for humans and FLOYD, a robot, doesn't always know what to do. FLOYD has an internal cook book containing all the required recipes. He can perform various standard kitchen procedures such as cutting and washing vegetables, frying meat, drawing beer etc. FLOYD only has to be directed to the correct areas of the kitchen. He performs the action himself.

It is also possible to let FLOYD prepare a regularly recurring dish from memory. Hence, show him ONCE, and he never forgets it.

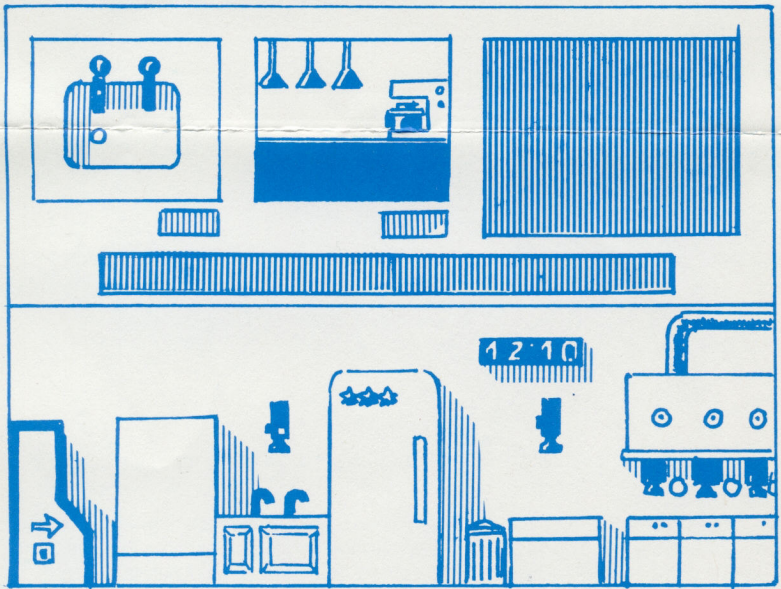
THE TRIAL PERIOD

THE TRIAL PERIOD

FLOYD will be allowed to work for one week in one of the B.I.G. restaurants: from 9 A.M. until 9 P.M. During that time, he will be confronted with various customers who place the most varied orders. The variety and pace will be enough to test him fully. Slowness results in angry customers, some of whom start throwing the furniture. Finally, he is still performing slowly, the amount of customers will dwindle. Then the boss will become angry, and that's the end of all the plans. But, if you succeed in helping FLOYD well, then there will be a promotion to another B.I.G. branch. More customers, larger entrees and less time. When FLOYD has been able to maintain himself in the five star hotels of B.I.G., The goal has been reached: the B.I.G. Boss is convinced. An order for the robot kitchen is placed and the player can call himself B.I.G. Shot, otherwise known as the Master Chef.

THE GAME

When the game begins, the first kitchen of the B.I.G. business appears after the fire button has been pressed. FLOYD is ready for his orders, and at the top of the screen in the center monitor the player can see if any customers have arrived.



TRAINING

As long as there are no customers, the player can get acquainted with the dishes by reviewing the built-in recipe book. To do this, press the fire button and push the joystick upwards. A list of options appears. Choose 'RECIPES' and press the fire button. Now, by moving the joystick up and down, the recipes FLOYD is expected to know appear. Now the items which make up a dish (order) appear. If a food item is chosen, a description of its preparation appears. That, whether if its necessary to wash, cut, boil or fry. If you choose 'EXIT', control of FLOYD is returned to you.

CONTROL

How do we tell our robot FLOYD II what to do? The quick reference table below can be easily stuck inside a chef's hat so that it can be quickly referred to during the fileting of a fish or when looking up a recipe.

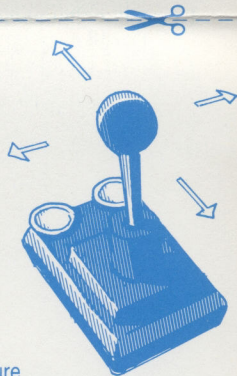
WITHOUT PRESSING THE FIRE BUTTON

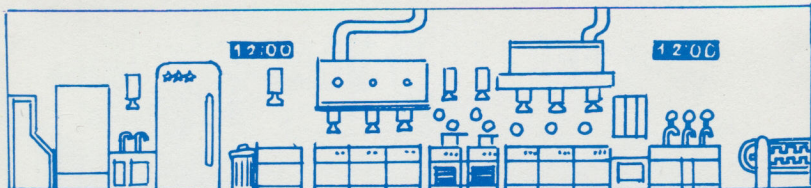
Joystick UP : FLOYD UP or move menu up
Joystick DOWN : FLOYD DOWN or move menu down
Joystick LEFT : FLOYD LEFT
Joystick RIGHT : FLOYD RIGHT

PRESSING THE FIRE BUTTON

Joystick UP : TO MENU (in right-hand monitor)
Joystick DOWN : PREPARE TV DINNER or interrupt lesson procedure
Joystick LEFT : PREFORM ACTIONS (depending on place) FOR INSTANCE OPEN REFRIGERATOR OR CABINET, PUT FOOD IN OVEN, PRESS B.I.G. BOX AUTOMAT, etc.
Joystick RIGHT : OPERATE SERVING PLATTER ARM WITH B.I.G. BOX or place order on conveyer belt.

PRESS FIRE BUTTON WITHIN MENU: CHOOSE HIGHLIGHTED OPTION





THE INGREDIENTS

All ingredients for all dishes are found in the kitchen: in the stock cupboard, the refrigerator next to it, on the work table (the spices), the sauce holders to the right (the sauces) and in the drinks fountain (beverages). You can investigate the contents of the stock cupboard and the refrigerator by standing to the right of the cupboard or refrigerator and moving the joystick to the left while pressing the fire button. The door is now opened. The contents of the first shelf are displayed on the monitor to the right. By moving the joystick up or down, you can move through the list of options. Choose 'UP' and press the fire button. Now FLOYD Moves to the next shelf. Choose 'DOWN' and FLOYD moves to the previous shelf. If you choose an ingredient, FLOYD takes it and puts it in his internal refrigerator.

ALWAYS BE SURE THAT YOU HAVE CHOSEN THE CORRECT INGREDIENT

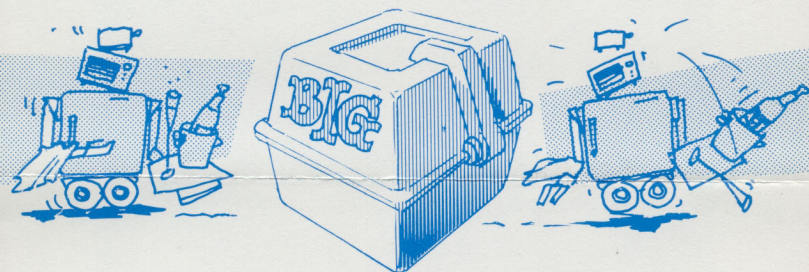
If you now choose 'EXIT', FLOYD will descend to the floor, and the cupboard or refrigerator will close. You again have control over FLOYD.

THE FIRST ORDER

When the center monitor shows the arrival of a customer, you can expect an order at any moment. This order is shown in the illuminated trailer halfway down the screen. If you don't know the composition of an order, you can look this up quickly in the recipe book (see TRAINING). The first thing you must always do is to get a B.I.G. Box: whether the order is a simple glass of milk or an extensive meal. Move FLOYD to the left-hand side of the screen until he can go no farther. A B.I.G. Box appears and is cleverly received by FLOYD. Now you can collect the ingredients. In an easy case, a glass of milk, take a glass out of the cupboard. Then FLOYD can go immediately to the fountain, to the right in the kitchen. Now bring his serving arm into position. Press the fire button and push the joystick to the right. Now the arm with the B.I.G. Box will swing to the left. Fill the glass with milk (fire button in / joystick left) and FLOYD places the milk nicely in the B.I.G. Box. Now go to the main menu the fire button in / joystick up. Choose the 'ORDERS' option. Move the joystick upward or downward until the illuminated trailer shows the order intended ('MILK'). Then return by means of 'EXIT'. Move to the right. Fire button in / joystick right finally takes care of placing the B.I.G. Box on the conveyor belt.

BAKING, ROASTING, COOKING, FRYING

A genuine cooking course is, naturally, much longer, but we can explain to you in one paragraph how to make meat, fish and vegetables edible in a short time with FLOYD's help. If a recipe requires meat, fish or vegetables, e.g. a Hamburger Simple, then you first collect the necessary ingredients. NOTE: FLOYD cannot store more than 4 ingredients in his internal refrigerator. When you have arrived at one of the three hot plates, press the fire button and push the joystick to the left. In the upper right of the monitor, the contents of FLOYD's internal refrigerator is shown. Choose 'HAMBURGER' and press the fire button. FLOYD takes the (uncooked) hamburger out of his refrigerator and throws it on the hot plate. The clock above it starts, so that you can see how long it will take before the hamburger is ready. Go to the next piece of equipment and throw the chopped onions on the grill plate. When the time is up, place FLOYD next to the grill plate, fire-joystick right positions the serving arm correctly, fire-joystick left takes the hamburger from the hot plate and puts it on the B.I.G. Box which has thermal isolation. You do the same with the chopped onions when they have been fried. If, in the rush, you forget to position the serving arm correctly, then the hamburger will disappear into the internal refrigerator of FLOYD. Because this hamburger, once cooled off, is no longer any good, you must throw it away. A hamburger which has been cooked once cannot be cooked again. So, go to the garbage can, fire joy-stick left, and start all over again.



MORE THAN ONE ORDER

If you do your best with FLOYD, then you'll get more customers, and, of course, more work. The illuminated trailer shows every order which has been given and gives each an order number from 1 through 5. Fire button in / joystick up takes you to the main menu where you can choose 'ORDERS'. Joystick up shows the following order, joystick down shows the previous order. That way you can keep track of a number of orders while cooking. If, for example, you only have to wait for fish to be ready, then look quickly to see if there are orders and start with them.

When the B.I.G. Box contains a complete dish, show the order you have prepared in the illuminated trailer, and then put the B.I.G. Box on the conveyor belt. If the contents of your B.I.G. Box does not agree with the order in the trailer, then the customers become confused, and they won't allow their displeasure to go unnoticed..... By the way, the order computer can remember a maximum of 5 orders. A sixth customer will have to be disappointed. But that means that there are five people who are waiting impatiently and new customers leave. The result is loss of business and in the end a premature end to career in the B.I.G. business.

COMPUTER ASSISTED COOKING

Fortunately, you can teach FLOYD how he can prepare certain dishes independently..... and that's a bit faster. Much faster than when you have to lead FLOYD around the kitchen. And it's relatively simple. You show FLOYD once, and he remembers it for the rest of the game. Fire button in/joystick up takes you to the main menu. Choose 'PROCEDURES'. This allows you to teach FLOYD 3 procedures or to let him perform 3 procedures. Choose 'RECORD 1'. FLOYD goes to the start position and is ready for his first lesson. Press the fire button and lead FLOYD around the kitchen, collect ingredients, wash, cut, roast or fill drinks. In short, let him see how he must prepare dishes which are often requested. When the timer (under the left-hand monitor) is at 0, then the lesson is 'full'. Go back to the 'PROCEDURE' menu and choose 'PLAY 1'. Follow the instructions on the screen and see how FLOYD, completely automatically, prepares the dish. But notice also that he has remembered ALL the steps. This includes all the incorrect actions during the lesson procedure. HINT: Use this computer procedure only if you can show FLOYD once without making any mistakes.

The lesson times of the procedures vary:

Procedure 1: 20 seconds (for simple orders)

Procedure 2: 40 seconds

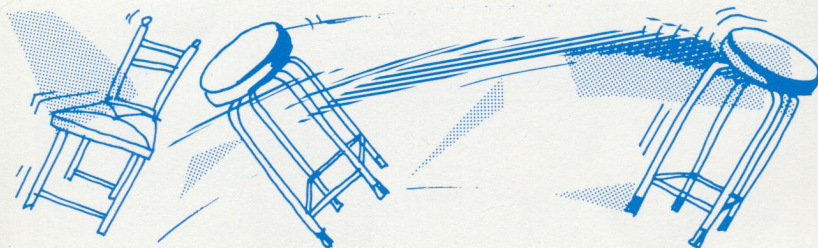
Procedure 3: 60 seconds (for complex dishes)

A lesson can be prematurely ended with the fire button in/joystick down. The procedure is then erased so that FLOYD will have to be shown again next time.



CAMERAS

The left-hand monitor shows the picture from the cameras which have been mounted in the kitchen. FLOYD activates a camera by passing it. This allows you to see if a hot plate is available or in use. All equipment can handle only ONE ingredient at a time.



PANIC!

If it becomes too busy at any particular time, or if the customers begins to throw the furniture around, fortunately, FLOYD can satisfy at least the most belligerent customer. Press fire button in/joystick down. FLOYD will take a deep-frozen haute cuisine dinner out of his internal refrigerator, put it in his microwave oven and then serve it. That will keep even the most difficult customer quiet so that you can continue with your work. But FLOYD only has three of these haute cuisine TV dinners. That means that you really have to keep at it in the B.I.G. kitchens.

QUALITY

The B.I.G. restaurants have high quality to maintain. Pay attention to how a dish is prepared (see the internal cook book). Don't forget any steps, washing or cutting and such, otherwise you'll have the food thrown back into the kitchen as quickly as you served it up. And you can start all over again.

IN CONCLUSION:

Lesson procedures you're happy about can be saved on tape using the 'SAVE/LOAD' option in the main menu. This is for the real Master Chefs.

If you want to put something from the cupboard or refrigerator directly into the B.I.G. Box, you must first position the serving arm only, then take the ingredient.

The restaurant closes at 8 o'clock (20.00). However, customers who have already ordered can be served until 9 o'clock (21.00).

Programmer: Edwin Neuteboom
Concept-artist: Wijo Koek
Music: Jeroen Kimmel

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Loading cassette:

Press SHIFT and RUN/STOP

Diskette:

Type LOAD "*" ,8,1(Return)RUN