

# D O N U T   D I L E M M A

Designed and programmed by Nickolas Marentes  
for the Colour Maximite Computer  
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## SYSTEM REQUIREMENTS

Donut Dilemma requires a *Colour Maximite* or compatible computer running Geoff Graham's MM BASIC version 4.3 or greater.

## GAME OBJECTIVE

Angry Angelo has raided Antonio's Donut Factory and has sent the entire complex amuck! Donuts have come alive and are jumping around in wild frenzies. Machines have gone out of control throwing cooking fat, dough and icing sugar everywhere!

You must help poor Antonio to climb ladders, jump platforms and ride elevators to reach the top floor and shut down the Donut Factory's power generator which will restore law and order.

## STARTING THE GAME

- Place all files in a folder called **DONUT** on your Maximite's SD card.
- Change to this folder with the command **CHDIR DONUT**
- Then **RUN DONUT** to start the game.

Donut Dilemma supports 3 controls systems.

- Keyboard (Available in all modes)
- Atari standard Joystick (Requires interface)
- Nintendo Nunchuk. (Requires interface)

## GAME PLAY

For each floor level except the last (Floor 10), you must get to the small elevator platform at the top of each screen which will take you up and into the next floor level. You must activate the three circuit breakers (flashing coloured squares) on each level to power the elevator before it can be used.

Bouncing Donuts will be in your way and the only way to get past them is to "pop" them by throwing a handful of dough mix at them.

To get the dough mix, you must firstly get the dough bag on each level which contains 3 handfuls of dough per level. Only 3 throws per level.

Your main goal is to reach floor 10 and deactivate the Power Generator which will restore law and order in Antonio's Donut Factory.

## CONTROLS

ACTION	KEYBOARD	JOYSTICK / NUNCHUK
Walk left	Left arrow	Stick left
Walk right	Right arrow	Stick right
Climb up ladder	Up arrow	Stick up
Climb down ladder	Down arrow	Stick down
Jump forward	Spacebar	Button
Throw dough forward	Alt	Stick up & Button
Game pause	P	P (Keyboard)
Abort game	ESC	ESC (Keyboard)

Keyboard controls also work simultaneously when in Joystick and Nunchuk modes.

## SCORING

Bouncing Donut.....	200 points
Circuit Breaker.....	100 points
Completion of each floor level .....	Timer x 10

## HITS AND TIPS

- In order to master Donut Dilemma, you must firstly master the controls. Joystick control generally provides the most intuitive control system.
- If you wish to delete all High Scores and start with a blank High Score table, simply delete the file HISCORES in the program directory.
- Use the Pause function (P key) to give you time to plan your progress through each game screen. You only have 3 throws per level and there may be more than 3 obstacles in your path so plan which obstacle to take down and which obstacles you can bypass via an alternate route or strategy.
- After completion of all 10 levels, the game will restart you back to floor 1 in “Championship Mode” where the game is faster and you are provided with less time to complete each level.
- An extra life is generously awarded at the completion of floors 3, 6 and 9 but you cannot have any more than 3 lives in total at one time.