About Box:

The "About Box" under the Help menu selection gives you information about your version of *Fruit Cakes*. You also will find contact information for the publishers.

Cheat Box:

Hey, it's your game . . . cheat if you want to. <u>DynoTech</u> made it easy for you to control *Fruit Cakes*.

Current Level:

This box displays your current level. The object of the game is to complete all levels by eliminating all fruit cakes on each level.

Score:

This box displays your current score. The ten highest scores are recorded on the top ten list. The top ten list is displayed when you exit the game. You can check the top ten score list by clicking on the Help menu item.

Description of Menu Items:

Game
    New Game
    Load Game
    Save Game
    Erase Saved Game
    Install Upgrade
    Exit

Options
    Digital Sounds
    Midi Music
    Use Joystick

Cheat Box

DynoTech

Help
    How to use Help
    How to Play Fruit Cakes
    Order Form
    Top Ten Fruit Cakes
    About Fruit Cakes

DynoTech Software

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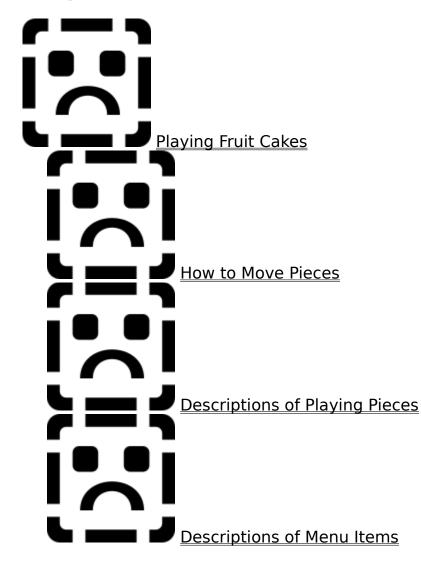
America Online:
Keyword: DYNOTECH

■ Fruit Cakes:

The object of the game is to eliminate all the fruit cakes on each level. The number of cakes remaining is displayed at the bottom of the playing screen. You eliminate cakes by stacking three fruits of the same color on top of the cake.

Fruit Cakes

How fast can you bake a cake?   You better be quick, because *Fruit Cakes* will keep you on your finger tips!.

Baking has never been this much fun!

Playing Fruit Cakes

How to Move Pieces

Descriptions of Playing Pieces

Descriptions of Menu Items

Game Credits

Credits:

Thanks to these folks who made *Fruit Cakes* possible.

Game Design and Programming:
  James L. Lindly [www.neongames.com]
Additional Design and Programming:
  David W. Carlson [www.dyno1.com]

Level Design:
  Paul Davidson
  Melissa Lindly

Music Composed & Performed by:
  Lawrence Goodman
Additional Music Written by:
  David W. Carlson

Graphic Art:
  Anthony Arnold

Digital Images:
  Corel Corporation

Fruit Killer:

Eliminate all the fruit. Listen to the uncouth invisible fruit monster gobble up all the fruit on the screen. All you will have left when he is done is a bunch of cakes.

Gravity Pull:

In a hurry? Just click here to drop everying to the bottom of the screen. Use this with caution, since you may create a big pile of rotting fruit which will take you a long time to clean up.

Install Upgrade:

This menu option is to make it easier for you to upgrade to new versions of *Fruit Cakes*.

Menu Options:

Click on selected item to toggle option on and off.

Moving Pieces:

Use the arrow keys and space bar to control the fruit.

Rotate Fruit Clockwise [*Up Arrow*]

Move Left [*Left Arrow*]

Move Right [*Right Arrow*]

Move Down [*Down Arrow*]

Drop Fruit [*Space Bar*]

A special feature in *Fruit Cakes* allows you to "wrap" around the screen. When you move a piece to the edge of the screen, keep going . . . you'll pop up on the other side.

Next Level:

Don't like the level you are playing? No problem, just click here to skip to the next level.

Pause the Game:

When you press the pause button, the game waits for you to tell it to continue.

Play Music:

Click the third button on the music control pad to resume playing music after pressing the stop button.

Play Next Song:

Click the second button on the music control pad to play the next song.

Play Previous Song:

Click the first button on the music control pad to play the previous song.

Playing Fruit Cakes:

The object of Fruit Cakes is to clear all the <u>cakes</u> from the screen by maneuvering falling fruit. To clear a cake, you "drop" a fruit of the same color on top of it.   Cakes are the little oval, colored shapes.   A piece of fruit matches a cake when both are the same color.

Cake: Fruit:

You clear a cake by stacking three pieces of the same color fruit on top of it like this:

To advance to the next level, you only need to clear the cakes from the screen, not the fruit.   However, the fruit may start to pile up.   In this case, you must clear the fruit before you get a pile to the top of the screen.   If fruit piles to the top of the screen, the game is over!

To pause the game, just press the   button.

Listen to music as you play. Don't like the current song, no problem. You're in charge with the music control pad.

Playing Pieces:

Besides fruit, other things fall from the "tree tops." Watch for this stuff.

Fruit Flies: YUK!   These guys love fruit.   The problem is, they don't know when to leave.

Frogs: Hey, got flies?   Get a frog.   They love to eat flies for lunch.

Fertilizer: This stuff grows what ever it lands on -- even FLYS!.

Time Bombs: Place four of these on top of one another and . . . *B O O M ! ! !*   What do bombs have to do with making cakes, you ask? Who knows, maybe the gas oven blew up. Who cares? We like to blow things up once in a while. Besides, we needed to think of something to help you get rid of those nasty fruit flies if the frogs are scarce.

Cakes: Yep!   You could almost be done with a level when these show up. If you fall behind in your baking, there may be more work for you to do.

Trees: When a tree comes down, it hits so hard it rains fruit.   You'll understand when you get one of these babies -- could be thought of as the Rain Forrest's Revenge! You probably won't be happy to see these drop into view.

Frost: As any fruit farmer knows, when the frost falls, so does the fruit. Don't plan on screen objects staying put when the freeze hits.

Show Next:

No more surprises! Turn on the "Spy Cam" to see what will fall next. Click here to toggle on and off.

Stop Music:

Click the last button on the music control pad to stop playing music.