

PizzaRush 2.0  
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PizzaRush requires System 7.0 or later and a 256 color monitor.

PizzaRush is shareware. If you use it, please support shareware and register your copy. To register, print and fill out the registration form, and send it, along with \$10, to:

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Be sure to include your name and address, as well as your Internet address, if you have one. Registered versions will be sent out by e-mail, if possible. If you would rather have your copy shipped by snail-mail, or if you have no e-mail address currently, please include an extra \$1 for shipping.

Once registered, you will receive all new game screens, as well as the newest version of the game, and access to the registered world in the game. You will also receive for FREE, all updates to the game created after you register.

Any comments, criticisms, and suggestions are welcomed via e-mail to [jimbo@servtech.com](mailto:jimbo@servtech.com).

Welcome to PizzaRush!

What's new in version 2:

- Computer controlled cars to get in your way
- 2 player mode
- Option to race against the clock, instead of for \$\$\$

As the only pizza joint in town, Moe's Pizza is often overrun with deliveries to make, and the job is solely on your shoulders to carry the load. Armed with only your car and a map, you must satisfy Doughville's pizza cravings. However, many a pizzaboy have been brought to their knees by this job. You'll have to avoid pushing your trusty car to the limit and running out of gas, as well as making sure all deliveries are made in a respectable amount of time. Who knows, with a little hard work, and a lot of luck, you may even find yourself being tipped generously by the folks of Doughville. Are you up to the task? Can you stake your claim to be one of the finest delivery boys ever? You'll find out as you begin to play.....PizzaRush!

Explanation of game modes:

1 player - Normal Game: This is the game mode used in version 1.0. Deliver as fast as you can to Doughville's many hungry customers.

1 player - Race Clock: You deliver to five houses, but instead of accumulating dollars, you are being timed.

2 player - Race Clock: Same as previous mode, except when the first player is finished, player 2 will deliver to the same five houses, in the same order. The player that successfully delivers all their pizzas in the shortest amount of time wins.

2 player - Alternate Days: Player 1 will start the game, and delivery to Mondays houses. Then player 2 will deliver to Tuesdays, and so on.

2 player - Alternate Deliveries: Player 1 will deliver to the first house, then player 2 delivers to the second, player 1 delivers to the third, etc.

All 2 player games except Race the Clock are cooperative. That is, you play as a team, not against each other.

Note: It is OK to select the same or overlapping controls for both players, as both players are never active at the same time.

To Play:

When you start a new game of PizzaRush, your car will be ready to go outside of the Pizzashop on Monday of Week 1. Depending on what controls you selected in the preferences dialog box, you can then drive around. The following is an explanation of what all that stuff is on the screen:

Speed: How fast your car is going, up to 45 mph.

Score: In a non-race clock game, this is your current score in dollars, counting all previous days as well. You can achieve a higher score by delivering your pizzas faster, which in turn will also earn you better tips. In a race clock game, this is your total time taken so far.

Current Delivery: This is the location of the current delivery. It indicates what house number to deliver to, and in which section of town (see below). After a successful delivery, this shows a dotted line, meaning no pizza has

been picked up yet, you'll have to return to Moe's to get your next assignment.

**The Grid:** The grid is your on-line road map. It is divided into 25 sections, each one representing a different part of town. When a section lights up in red, that is the section that your car is currently in. A blue section is where the house to deliver to is located. A green section is what you want to achieve. This means that your car is located in the current section with the house to be delivered to. In an unregistered version, you will only be able to visit the middle nine squares. However, the registered version allows access to the full 25 squares.

**Gas Meter:** The gas meter represents (appropriately enough), how much gas is left in your gas tank. You'll want to avoid letting the tank get too low, as you might not make it to the gas station in time, before you run out.

**Computer cars:** There are three types of computer cars, two normal cars like yourself, and a police car. They are mainly there just to get in your way, and they do a good job of it, usually driving right down the middle of the road. The police always seem to have their flashers on, but they're never after you, since you can't speed anyway. In a race the clock game, smashing into another car will disqualify you from the game. In any other game, you're certain to be fired for totalling your car.

Where some things are:

**Gas Station:** Located in section 2-4. Any time you fill up, you pay for the gas out of your earnings for the day. If you have enough money, you can fill the tank up all the way. However, if you do not have enough money to fill 'er up, the tank will be filled as far as possible with the money you have. If you haven't earned any money yet, you will not be allowed to put any gas in your car. In a two-player game, the cost of the gas is evenly divided between both players scores. This is so the player that has to actually get the gas isn't penalized for it. Note: You are not allowed to get gas if your tank is not at least half-empty.

Some odds and ends:

After you complete your quota of pizzas for the day, you move on to the next day. Different days have different amounts of pizzas to be delivered, and also different pay rates. For instance, on Monday, when the number of pizzas to be delivered is relatively low, you make less money per delivery than on Friday, when there are more deliveries to make.

Be sure not to move the file "PizzaRush Game Screens" from the PizzaRush folder, or rename it. These screens have been moved outside of PizzaRush's resource fork in version 2. This was done because if an editor is ever written for the game, there will be more than one game screen file around at a time.

Bug fixes in this version:

- Fixed problem that allowed you to deliver to some houses in the middle of the road.
- Fixed problem with timing on deliveries. Any time PizzaRush is activated after being in the background, the time spent away from the game should be subtracted from your delivery time. Previously this time would actually be added to it, and you'd be penalized for this time.

Legal stuff:

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Thanks for taking the time to read all the way though this, now get out there and deliver those pizzas!