

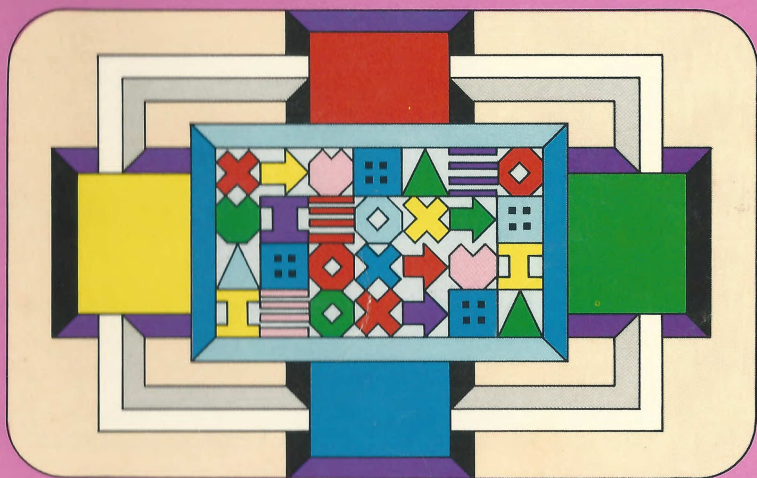


Mind Challengers

SOLID STATE
SOFTWARE™

COMMAND MODULE

Two exciting and colorful games to challenge your powers of memory and logic. Test the limits of your musical memory with Memory Match, or try to solve the mystery of the baffling Mind Grid.



Quick Reference Guide

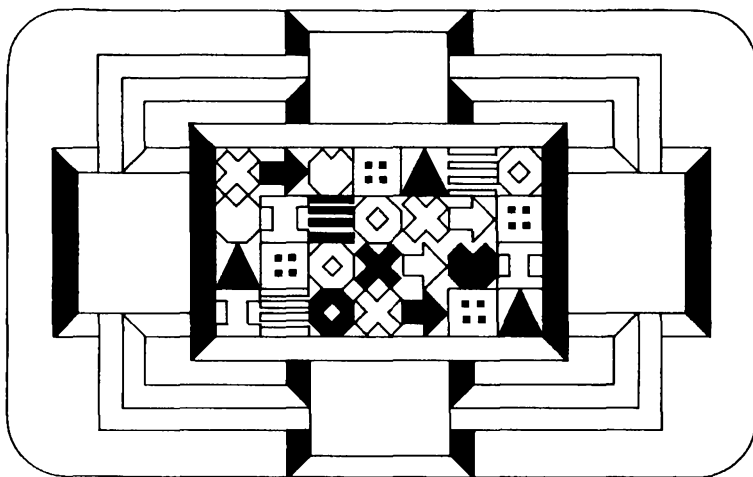
Note that the key sequences required to access special functions depend on the type of computer console you have. Important keystroke sequences are summarized here for your "quick reference."

<u>TI-99/4</u>	<u>TI-99/4A</u>	<i>Action</i>
	Depress the ALPHA LOCK Key.	
↑ (E), ↓ (X),	↑ (E), ↓ (X),	Plays a note in Memory Match, or moves the cursor in Mind Grid.
← (S), → (D) :	← (S), → (D)	
Q	Q	Starts a game (when indicated on the display)
Y		<ul style="list-style-type: none">■ Starts a game (when indicated on the display)■ Picks up/places a game piece or makes a guess in Mind Grid.
SHIFT Z	FCTN 9	<ul style="list-style-type: none">■ When choosing options: returns to the game selection list.■ After choosing options: allows option reselection.■ At end of game: allows choice of options for the next game.■ Mind Grid: steps you toward your current guess.
SHIFT A	FCTN 7	Steps you backward through your previous guesses in Mind Grid.
SHIFT G	FCTN 2	Allows you to use a previous guess as the basis for a new guess in Mind Grid.
SHIFT V	FCTN 6	<ul style="list-style-type: none">■ Repeats the series of notes in one-player Memory Match.■ Restores your current pattern in Mind Grid.
SHIFT W	FCTN 5	Reveals solution in Mind Grid, then <i>continues</i> game.
SHIFT R	FCTN 8	Reveals solution in Mind Grid, then <i>ends</i> game.
SHIFT Q	FCTN =	Returns to the master title screen.



TEXAS INSTRUMENTS
HOME COMPUTER

Mind Challengers



This *Solid State Software™* Command Module is designed to be used with the Texas Instruments Home Computer. Its preprogrammed solid-state memory expands the power, versatility, and capability of your Home Computer.

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Command Module program and data base contents
copyright © 1980 Texas Instruments Incorporated.
See important warranty information at back of book.

MIND CHALLENGERS

Mind Challengers brings you two exciting computer games that test your powers of memory and logic.

With the Mind Challengers *Solid State Software*™ Command Module plugged into the console, your Home Computer:

- Creates randomly generated games, so no two games are exactly alike
- Offers games which are as easy — or as challenging — as you make them
- Allows you to play against the computer or against another opponent
- Features exciting computer graphics and sounds

Memory Match

In this game of musical memory, a series of notes is created by the computer or your opponent. Can you play back the same notes in the same order? Each time you're successful, another note is added to the series, and the challenge intensifies.

Mind Grid

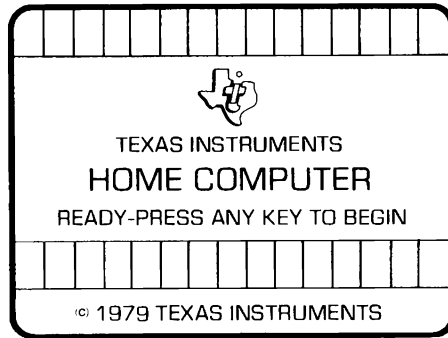
This game tests and improves your powers of logical deduction. The Home Computer hides up to 64 game pieces of varying shapes and colors in the Mind Grid. Each time you guess at the location of the pieces, the computer gives you additional clues. How many guesses will it take you to solve the Grid?



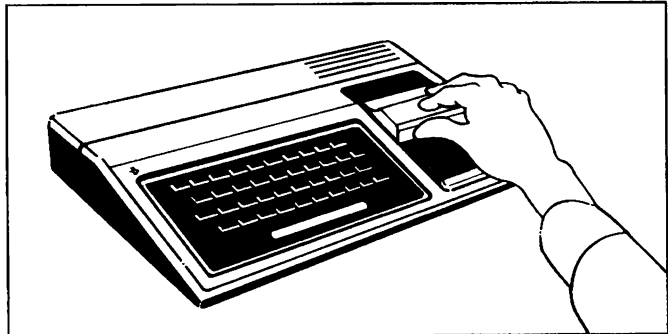
USING THE SOLID STATE SOFTWARE™ COMMAND MODULE

An automatic reset feature is built into the computer. When a module is plugged into the console, the computer returns to the master title screen. All data and program material you have entered will be erased.

Note: Be sure the module is free of static electricity before inserting it into the computer. See page 18.







1. Turn the computer ON and wait for the master title screen to appear. Then slide the module into the slot on the console.



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2. Press any key to make the master selection list appear. The title of the module will appear in three languages — English, French, and German.
3. To select the English version of the module, press the key corresponding to the number beside **MIND CHALLENGERS**.
4. The **MIND CHALLENGERS** title screen appears briefly, followed by the game selection list. Press the **1** key to display the Memory Match option selection list, or press **2** for the Mind Grid option selection list.

While the option selection list for either game is being displayed, pressing **SHIFT Z (BACK)** returns you to the game selection list so that you may select a different game.

Movement on the display can be controlled from the console keyboard or by the Wired Remote Controllers. You can move up, down, left, or right by pressing the appropriate “arrow” key on the keyboard [ (E),  (X),  (S), or  (D)], or by pushing the Remote Controller lever in the desired direction. *Note:* The arrow keys are normally **SHIFT** functions on the computer. That is, the **SHIFT** key must be held down while the arrow key is pressed. Mind Challengers, however, has been simplified so that the games may be played more easily. Using the **SHIFT** key with the arrow keys is still acceptable in Mind Challengers, but it is not required.

Note: To remove the module, first return the computer to the master title screen by pressing **SHIFT Q**. Then remove the module from the slot. If you have any problem inserting the module, or if it is accidentally removed from the slot while in use, please see “In Case of Difficulty” on page 19.



MEMORY MATCH

When you press **1** for MEMORY MATCH, you are first asked to select your game options.

Level?

First, you are asked to choose a “level of difficulty” by pressing a key from 1 through 4. The higher the level of difficulty you choose, the longer the series of notes you must remember to win the game, as follows:

LEVEL	NOTES
1	8
2	16
3	32
4	64

In one-player Memory Match, the level of difficulty you choose also determines the following items:

- *Length of Note* — At level one, all notes sound for $\frac{3}{4}$ second. In levels two and three, the first note lasts for $\frac{3}{4}$ second, but the notes get shorter as the game goes on. By the end of a level-two Memory Match game the notes only sound for $\frac{1}{2}$ second, and the shortest note in a level-three game is only $\frac{1}{4}$ second long! In level four the length of the notes vary, at random, from $\frac{1}{4}$ to $\frac{3}{4}$ second to challenge you even more.
- *Repeats* — In level one, the same note is never repeated twice in a row. Levels two through four do not have this restriction.

You will probably choose level one the first time you play Memory Match. If you have a good musical memory, you'll soon be ready to move up to a more challenging level, and if you can win at level four, you are a true Memory Marvel!

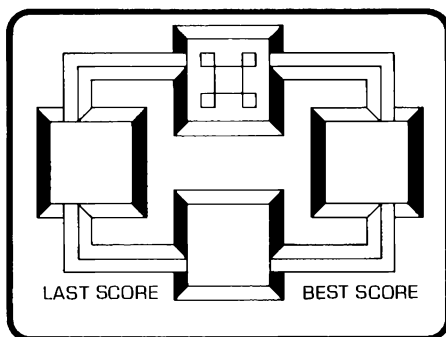
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Players?

The next question asks if you want to play Memory Match with one or two players. If you press **1**, your opponent is the Home Computer. Pressing the **2** key allows two players to play against each other. For an example of how to play Memory Match, press **1** to play a game against the computer.

One Player: Getting Started

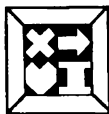
After you choose the one-player game, the Memory Match game board appears on the display. There are two scoring areas near the bottom of the display, labeled "Last Score" and "Best Score." The computer keeps track of your scores in the areas just below the labels.



When you're ready to start the game, press **Q**. (If you are using the Wired Remote Controllers, press the FIRE button.) *Note:* To choose different options before you start to play, press **SHIFT Z** (BACK).

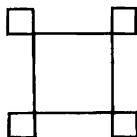
One-Player Memory Match

In a one-player game, the Home Computer tests your musical memory by sounding a series of notes and asking you to play back the same notes in the same order. At the start of the game, the "series" is just one note long. Each time you correctly echo the series of notes, the computer adds a note to the end of the series.



The Computer's Turn





Each time the computer sounds a note, a "Note Marker" appears in one of the four boxes on the Memory Match game board. The Marker, a square with four smaller squares at its corners, looks like this:



Each box has only one note associated with it. This means that every time the Marker appears in the red box you hear a certain note, each time the Marker appears in the yellow box you hear a certain note (different from the note that goes with the red box), and so on.

Your Turn

When the computer has finished playing the series of notes, it's your turn to respond by playing the same notes back to the computer. Use the arrow keys to indicate which note you want to play, as follows:

KEY	BOX (COLOR)
 (E)	Top (Red)
 (X)	Bottom (Blue)
 (S)	Left (Yellow)
 (D)	Right (Green)

If you are using the Wired Remote Controllers, indicate the note you want to play by moving the lever in the desired direction.

You must respond to the computer quickly and accurately. If you play the wrong note, or if you wait *three seconds* without playing any note, the computer wins the game! If you play the correct note before the time limit expires, the Note Marker appears in the appropriate box, and the note associated with that box is sounded. If you echo the entire series correctly, part of the game board briefly changes color while the computer prepares to take its next turn.

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The Memory Match game continues until one of the following occurs:

- You play the wrong note (computer wins)
- You take more than three seconds to play any note (computer wins)
- You reach the maximum number of notes for the level of difficulty you chose (you win!)

You Win! What Next?

If you are victorious, the computer, which is never a sore loser, plays a little victory song for you and offers its congratulations. At this point, press any key to select your options for the next Memory Match game. If you'd rather play Mind Grid, press **SHIFT Z** (BACK) to return to the game selection list.

The Computer Wins! What Next?

If the computer wins, a buzzer sounds, and a message appears at the bottom of the display stating your options. If you press **Q** (or the FIRE button), a new Memory Match game begins, using the same options you chose for the last game. To select new options, press **SHIFT Z** (BACK).

If the computer wins when the series is longer than one note, you have an additional option. Press **SHIFT V** (PROC'D), and the Home Computer, generous to a fault, replays the series of notes for you, and gives you another chance to keep the game alive. If you take advantage of your second chance and correctly play the series of notes back to the computer, the game continues just as if you had never made a mistake at all!

Two Players: Getting Started

To challenge a friend to a game of Memory Match, press **2** when the option selection list asks you for the number of players. The game board is the same as the one-player game board, except that the computer displays scores for players 1 and 2, instead of keeping track of your last and best scores.



When the game board first appears, the message at the bottom of the display says either **PRESS Q OR BACK** or **PRESS Y OR BACK**. The Home Computer randomly selects which player is to start the game. If the message says to press **Q**, player one has the first turn; if it says to press **Y**, player two goes first. If you are using the Wired Remote Controllers, the player that the computer has chosen to go first presses the **FIRE** button to start the game. *Note:* If you press **SHIFT Z (BACK)**, the computer returns to the Memory Match option selection list.

Once you press **Y** or **Q** (or the **FIRE** button), the computer sounds the first note. In the two-player game, only the first note is chosen by the computer; the rest of the notes are chosen by the two players.

Two-Player Memory Match

A two-player Memory Match game is fast-paced and challenging. As in the one-player game, you have only three seconds to play a note. In the two-player game, however, there are no second chances. If you play the wrong note, or if you don't play any note for three seconds, your opponent wins the game!

The computer keeps track of whose turn it is by displaying an asterisk (*) on the screen next to the words **PLAYER 1** or **PLAYER 2**. When it's your turn, use the arrow keys or the Wired Remote Controllers to echo back to the computer the same notes that were just played. If you play the entire series of notes correctly, part of the display changes color. This is a reminder that it's your turn to add a note to the series. As soon as you play the next note, the display changes back to its original colors, and it's your opponent's turn.

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If one of the players plays the wrong note (or plays no note at all for three seconds), the game is over! The Home Computer plays a victory song and offers its congratulations to the winner. At this point, press any key to select new options and begin your next Memory Match game.

If neither you nor your opponent makes a mistake, and the series of notes reaches the limit (as determined by the level of difficulty you selected), the game is a draw.

MIND GRID

When the game selection list asks you to choose the game you wish to play, press **2** for MIND GRID. The Mind Grid option selection list appears, allowing you to determine the size and complexity of the Grid.

Grid Size

The first two questions on the option selection list let you decide the size of the Mind Grid. Keep in mind that the larger you make the Grid, the more difficult it is to solve. As a beginner, you might want to start with just two or three rows and columns. Then, as your skill increases with practice, make the Grid a little larger each time you play. Remember, only a Great Gridder can solve an eight-by-eight Grid!

NUMBER OF ROWS? — When a question mark appears after **NUMBER OF ROWS**, press a key from **1** through **8**. The number you enter determines how many horizontal rows there will be in the Mind Grid.

COLUMNS? — When a question mark appears after **COLUMNS**, press a key from **1** through **8**. The number you enter determines how many vertical columns there will be in the Grid.

Game Pieces

The game pieces that the computer hides in the Grid are of various colors and shapes. The next two questions let you specify how many colors and shapes you want the computer to use. (If you enter 1 for both colors and shapes, the computer buzzes and asks you to re-enter all your options.)



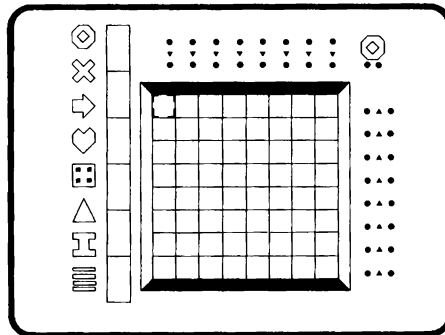
COLORS? — When a question mark appears after **COLORS**, press a key from **1** through **6**. The number you enter determines the number of different colors the computer hides in the Mind Grid.

SHAPES? — When a question mark appears after **SHAPES**, press a key from **1** through **8**. The number you enter determines the number of shapes the computer hides in the Grid.

After you have selected all of your options, press **Y** to start the game. (If you are using the Wired Remote Controllers, press the **FIRE** button.) *Note:* To change the options you have chosen, press **SHIFT Z** (**BACK**).

The Mind Grid

After you press **Y** (or **FIRE**) to start the game, the computer builds the Mind Grid game board, as shown below.



Toward the center of the display is a square or rectangle with a blue border. Inside the border are from one to 64 small gray squares framed in white. This is the Mind Grid! The size of the Grid depends on the number of rows and columns you selected. If you chose just one row and one column, the Grid consists of only one square (not much of a Grid!); if you chose eight rows and eight columns, the Grid covers most of the display.

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On the far left side of the display you see the "Shape Bar," a column of different shapes. The Shape Bar contains from one to eight different shapes, depending on your option selection. These shapes are the ones that the computer has hidden in the Mind Grid.

Just to the right of the Shape Bar (between the Shape Bar and the Grid) is the "Color Bar." The Color Bar is a column of from one to six different colors, depending on your previous selection. The colors in the bar are the colors of the pieces hidden in the Grid.

The other items on the display are used for scoring, and we'll look at those later.

Placing Pieces on the Grid

When the Mind Grid game begins, all the squares in the Grid are gray, and a game piece is hidden under each of the squares. To solve the Grid, you have to guess the shape and color of each hidden game piece.

To make a guess, you have to place game pieces on the Grid in what you think might be the same pattern that the computer has chosen. At the start of the game you have no clues at all, so you really are guessing. Each time you make a guess, the computer tells you how close you're getting. As the game progresses, you can use the computer's clues to make more accurate guesses until you solve the Grid.

Notice that the upper left square of the Grid has black corners. This is a special square called the "cursor." You can move the cursor around the Grid with the arrow keys or the lever on the Wired Remote Controllers.



In the upper right-hand corner of the display is a shape (one of the shapes from the Shape Bar) of a certain color (one of the colors from the Color Bar). This is the "Game Piece Indicator." To place this game piece on the Grid, just move the cursor to the desired square, and then press **Y** (or the FIRE button). A copy of the Game Piece Indicator appears inside the cursor. When you move the cursor, the game piece stays on the Grid where you have placed it.

To place a different shape or color on the Grid, move the cursor to the Shape or Color Bar and "pick up" the game piece you want. First, move the cursor to the left side of the Grid. Now, move the cursor left once more, so that it jumps to the Color Bar. To choose a new color, move the cursor up and down the Color Bar until it is in the color that you want. Then press **Y** (or FIRE). Notice that the Game Piece Indicator changes to the color you selected.

You can choose a new shape in the same way you just chose a new color. When the cursor is in the Color Bar, move it to the left, and it jumps to the Shape Bar. Move the cursor up or down until it surrounds the shape you want. Then press **Y** (or FIRE). The Game Piece Indicator changes to show that you have successfully picked up a new shape.

If you move the cursor back to the right, it returns to the Grid. By repeating this procedure, you can fill the Grid with any combination of shapes and colors you choose.

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Guessing

Once you have arranged game pieces (shapes and colors) on the Grid to your satisfaction, you have to let the Home Computer know that you are ready to make a guess. To do this, move the cursor past the top or right side of the Grid so that it jumps to the Game Piece Indicator. (In other words, move the cursor to the top row of the Grid and then move it up once more, or move the cursor to the right-hand column of the Grid and then move it again to the right.) Next, press the **Y** key (or the FIRE button). The computer scores your guess and adds one to the Guess Counter (the number below the Game Piece Indicator). The cursor then returns to the upper left-hand corner of the Grid, so that you can continue trying to solve the Grid.

Scoring

Seconds after you make a guess, the computer gives you your score by displaying numbers over each column and to the right of each row.

The numbers displayed at the top of the Grid tell you how many *shapes* you have guessed correctly. Two numbers are displayed at the top of each column, separated by a triangle. The number under the triangle is the number of shapes that you have placed in the correct squares in that column of the Grid. The number above the triangle represents the number of shapes you have placed in the correct column but in the wrong square. On an eight-by-eight Grid, for example, if the number eight is displayed *under* the triangle, you have solved one column of the Grid; every shape in that column is in the correct square. On the other hand, if an eight is displayed *over* the triangle, you have all the correct shapes in that column, but they need to be rearranged; every shape is in the wrong square.

The numbers displayed to the right of the Grid give you the same type of information about the *colors* in each row. The number to the right of the triangle is the number of colors in the correct squares in that row, and the number to the left of the triangle represents the number of colors in the correct row but the wrong square.



Winning

When you correctly guess the location of every game piece (shape and color) that the computer has hidden, you have solved the Mind Grid! As a token of its esteem, the computer blinks a few times and plays a short victory tune. The Guess Counter displays your score.

If you want the computer to construct a new Grid using the same options (number of rows, etc.), press **Y** (or the FIRE button). To choose a new set of options for the next Mind Grid, press **SHIFT Z** (BACK).

Special Keys

To help you solve the Mind Grid, several keys have been assigned special functions.

Shape or Color Placement Mode

As you play Mind Grid, you will probably find that there are times you want to change some of the shapes on the Grid without changing any of the colors. The easiest way to do this is to press the **1** key. This puts you in Shape Placement Mode, so that you can place shapes on the Grid without changing the colors of the game pieces. In this mode, the cursor will not stop on the Color Bar, and the Game Piece Indicator turns white.

Pressing **2** serves the same function for colors. In Color Placement Mode, you can place colors on the Grid without changing the shapes of the game pieces. In this mode, the cursor cannot be moved to the Shape Bar, and the Game Piece Indicator changes to a solid square of color.

Anytime you wish to return to the original mode (placement of both shapes and colors), press **3**. You also automatically revert to the original mode when you make a guess.

Reviewing Previous Guesses

It is extremely helpful to be able to review your previous guesses and the scores you received on those guesses. Of course, you could always take notes with a pencil and paper, but there's a much easier way. The computer stores up to 96 of your guesses and displays them whenever you wish.

You can step forward or backward through your previous guesses by using **SHIFT A** (AID) and **SHIFT Z** (BACK). The first time you press **SHIFT A**, any changes you have made since your last guess are removed from the Grid. (If you have not made any changes since your last guess, the Grid does not change the first time you press **SHIFT A**.) When you press **SHIFT A** again, the shapes and colors from your previous guess appear on the screen. The Guess Counter displays the number of the guess at which you are looking. You can continue to press **SHIFT A** until the Grid contains only gray squares, as at the start of the game.

Pressing **SHIFT Z** steps you through your guesses in the reverse direction, serving exactly the opposite function as **SHIFT A**. By continuing to press **SHIFT Z**, you can restore the screen to the same pattern of game pieces it displayed before you began to press **SHIFT A**.

If you have pressed **SHIFT A** to review previous guesses, you may want to return to your most recent guess without having to press **SHIFT Z** repeatedly. By pressing **SHIFT V** (PROC'D), you can return directly to your current pattern.

While you are reviewing your previous guesses, you may decide to use one of them as the basis for your next guess. By pressing **SHIFT G** (INS), you are able to pick up and place game pieces with the cursor, and then guess as you normally would. This may be especially helpful if you think a previous guess is nearer the solution than your current guess.



Peeking

Want to sneak a peek at the solution? If you press **SHIFT W** (BEGIN), the Home Computer displays the hidden pattern on the Grid. At this point, you can press **SHIFT Z** (BACK) to restore your current pattern to the Grid, or you can go ahead and make a guess! Needless to say, you would be right every time. While this feature is intended as a learning aid for those who are new to the game, you can also use it to impress your friends with your mental abilities. (Don't be surprised if your friends become your ex-friends when they discover your secret.)

Give Up?

If you are ready to throw in the towel, you can admit defeat by pressing **SHIFT R** (REDO). The computer displays the solution, and the game ends.

Your options at this point are the same as if you had solved the Grid: press **Y** (or the FIRE button) for a new Grid with the same options, or **SHIFT Z** (BACK) to choose new options. Try again! With just a little practice, you too can be a Great Gridder!

More than One Player

Mind Grid is designed to match one person's wits against the computer, but with a little ingenuity you can invent ways to have two or more players challenge the computer (and each other).

One good way to play with two players is to have one player guess shapes only while the other guesses colors only. (To be fair, choose the same number of rows as columns and the same number of shapes as colors.) This can be done most easily by using Shape and Color Placement Modes after the first guess.

From two to eight players can compete if you select just one column (and one shape), but choose a number of rows (and colors) equal to the number of players. Each player is assigned a row; the player who first correctly guesses the solution for that row is the winner.

CARING FOR THE MODULE

These modules are durable devices, but they should be handled with the same care you would give any other piece of electronic equipment. Keep the module clean and dry, and don't touch the recessed contacts.

CAUTION:

The contents of a module can be damaged by static electricity discharges.

Static electricity build-ups are more likely to occur when the natural humidity of the air is low (during winter or in areas with dry climates). To avoid damaging the module, just touch any metal object (a doorknob, a desklamp, etc.) before handling the module.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static build-up. These commercial preparations are usually available from local hardware and office supply stores.



IN CASE OF DIFFICULTY

If the module activities do not appear to be operating properly, return to the master title screen by pressing **SHIFT Q**. Withdraw the module, align it with the module opening, and reinsert it carefully. Then press any key to make the master selection list appear. The titles of the module should show up on this list. Press the appropriate key to select the module in the desired language. (*Note:* In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the module is accidentally removed from the slot while the module contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer console off, and wait a few seconds. Then, reinsert the module, and turn the computer on again.

If you have any difficulty with your computer or the MIND CHALLENGERS module, please contact the dealer from whom you purchased the unit and/or module for service directions.

Additional information concerning use and service can be found in your *User's Reference Guide*.

THREE-MONTH LIMITED WARRANTY HOME COMPUTER SOFTWARE MODULE

Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.

WARRANTY COVERAGE

This warranty covers the electronic and case components of the software module. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this module ("the Hardware"). This limited warranty does not extend to the programs contained in the software module and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **THIS WARRANTY IS VOID IF THE HARDWARE HAS BEEN DAMAGED BY ACCIDENT, UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIALS OR WORKMANSHIP.**

WARRANTY DURATION

The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

WARRANTY DISCLAIMERS

ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE THREE-MONTH PERIOD. TEXAS INSTRUMENTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE HARDWARE OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES, OR DAMAGES INCURRED BY THE CONSUMER OR ANY OTHER USER.

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

LEGAL REMEDIES

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

PERFORMANCE BY TI UNDER WARRANTY

During the above three month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement.



TI strongly recommends that you insure the Hardware for value prior to mailing.

TEXAS INSTRUMENTS CONSUMER SERVICE FACILITIES

Texas Instruments Service Facility
P.O. Box 2500
Lubbock, Texas 79408

Geophysical Services Incorporated
41 Shelley Road
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