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## Quick Reference Guide

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Note that this Solid State Cartridge is designed to be used only with the Texas Instruments TI-99/4A Home Computer. Important keystroke sequences are summarized here for your "quick reference."

### TI-99/4A

- ← (S), → (D) Moves your starship to the left or right across the screen.  
↑ (E), ↓ (X) Moves the starship up or down.  
Y, Q, or . Fires the laser in your starship.  
FCTN 8 Starts a new game when the game ends.  
(REDO)  
FCTN 9 Returns to the Parsec title screen when the game ends.  
(BACK)  
FCTN = Returns to the master title screen when the game ends, or  
(QUIT) if the program is on the Parsec title screen.

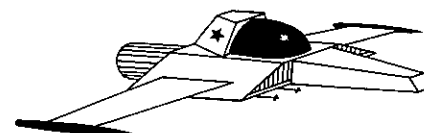
Note: If the optional Wired Remote Controllers are used, move the lever to maneuver the starship and press the FIRE button to fire the laser.

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TEXAS INSTRUMENTS HOME COMPUTER

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## PARSEC



Fly into combat with the starship PARSEC. Destroy rebel alien fighters and cruisers by outmaneuvering them and laying down withering fire from your laser. Then try to survive the deadly asteroid belt!

This Solid State Cartridge is designed to be used with the Texas Instruments TI-99/4A Home Computer only. The optional *Solid State Speech*<sup>TM</sup> Synthesizer (sold separately) must be attached to the computer to activate the speech capabilities of the cartridge.

Programmed by: Jim Dramis  
Paul Urbanus

Voice by: Aubrée Anderson

Book developed and written by: Staff members of Texas Instruments Creative Communications.

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## INTRODUCTION

You are the commander of the starship PARSEC patrolling an alien planet. Suddenly, the onboard computer announces that you are about to come under attack by small alien fighters and large, heavily armed, hostile alien cruisers!

The fighters are highly mobile, and unless they are eliminated by your laser, they fill the screen, restrict maneuvering of your craft, and may cause a deadly collision. The cruisers are highly aggressive and their armament devastating. Armed with photon missiles, they track your ship and fire on it. You must outmaneuver and destroy them with accurate fire from your ship's laser. If you survive the waves of alien craft, do not let down your guard, for you also have to blast through an asteroid belt or refuel your ship, demanding the utmost in skillful flying.

The Parsec Solid State Cartridge is a challenging, exciting game packed with thrills. Danger and excitement are brought on with each new attack. Some of Parsec's features include:

- Waves of attack from seven different alien craft.
- Challenging flights through refueling tunnels.
- Asteroid belts through which you must blast a path for your starship.
- Synthesized speech to warn of approaching alien craft or when it's time to refuel.
- Three different lifts to vary the speed at which the ship moves vertically.
- Increased difficulty levels to challenge you.

Parsec is a one-player game which tests your skills and strategy. Movement of the ship on the screen may be controlled by the arrow keys on the keyboard or by the Wired Remote Controllers.

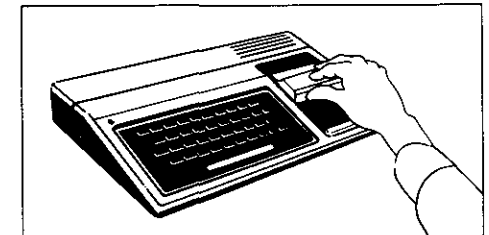
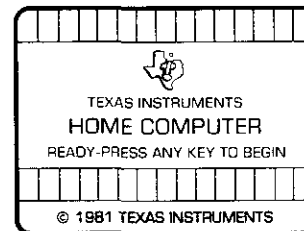
Parsec is designed to work with or without the Texas Instruments Solid State Speech™ Synthesizer (sold separately). However, the Speech Synthesizer must be attached to activate the voice of the computer. The voice enhances the game by simulating an onboard computer in your starships. It warns you of oncoming alien craft and refueling tunnels, and it congratulates you for good performance.



## USING THE SOLID STATE CARTRIDGE

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

*Note:* Be sure the cartridge is free of static electricity before inserting it into the computer (see page 11).



1. Turn the computer ON, and wait for the master title screen to appear. Then slide the cartridge into the slot on the console.
2. Press any key to make the master selection list appear. To select PARSEC, press the 2 key.

*Note:* To remove the cartridge, *first* return the computer to the master title screen by pressing QUIT. *Then* remove the cartridge from the slot. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see "In Case of Difficulty" on page 11.

**GETTING STARTED**

After you select Parsec, the title screen appears. Press any key to leave the screen and go to the game, or wait a few seconds and the title screen ends automatically and is replaced by a space scene.

On the screen the patrolling starship, Parsec, is cruising above the surface of the planet. Directly beneath the surface of the planet is the command **PRESS FIRE TO BEGIN**. Below this command the word **FUEL** and an orange band indicate how much fuel your patrol ship has. An arrow at lower right indicates your score.

Under the current score is the word **TOP**, which indicates the highest score in the series of games currently underway.

To control the speed of the vertical movement of your ship, choose from three **LIFTS**. Lift 1 is the slowest and is generally used when refueling. Lifts 2 and 3 are used for combat. The game always starts in Lift 3. Change Lifts simply by pressing the 1, 2, or 3 key. The Lift your ship is using is displayed at the bottom center of the screen.

Directly to the left of the Lift indicator is the remainder of your fleet. You begin patrol with five ships. If your current ship is destroyed during the course of the game, one of the reserve ships automatically takes its place to continue fighting. The total number of ships in your fleet is the sum of the ships in reserve at the lower left of the screen plus the ship involved in combat.

**Controlling Your Ship**

Your ship can be vertically or horizontally maneuvered for fighting by pressing the arrow keys. Pressing the ← (**S**) key cuts the rockets in your ship back to an idle, and your ship drifts back to the left. Pressing the → (**D**) key increases the rockets' thrust and accelerates the ship to the right. Pressing ↑ (**E**) or ↓ (**X**) moves your ship up or down to maneuver you into firing position or out of danger of being hit by an alien ship, a photon missile, or an asteroid. To fire the starship's laser, press the Period (.) key. You may also press **Q** or **Y** to fire; however, the ship will not move while you are firing with these two keys.



If you are using the Wired Remote Controllers, move the lever right or left to maneuver the ship horizontally on the screen, and move the lever forward (toward the **FIRE** button) or backward (away from the **FIRE** button) to maneuver vertically on the screen. Press the **FIRE** button to activate the laser.

**Stopping the Game**

If at any time in the game you wish to stop the action, press the **P** key (for pause) and hold it down momentarily. The screen action stops and the words **TIME WARP ACTIVATED** appear directly below the planet surface. Press any key to resume the game.

## PLAYING THE GAME

After going to the game screen from the title sequence as described in the previous section, press the FIRE button on the Wired Remote Controller or the Period (.) key to start the game. A series of six different craft appears, one type at a time, which must be destroyed with your laser. Carefully position your ship and fire at the alien craft.

*Note:* If the laser is continuously fired, the ship begins to flash red and green. If it is fired too long, your ship will explode from an overheated laser.

### Alien Craft Advancing!

First to appear are the SWOOPERS, which attack from the upper right of the screen and drop down to varied altitudes above the surface of the planet. They pose the danger of collision, and the longer they are allowed to fly, the faster they become. If you lose a ship through collision with an enemy craft or with the ground, you must start over until all have been successfully eliminated.

Now comes the first of the armed cruisers. The URBITES, larger than the SWOOPERS, are heavily armed with twin photon cannon. They appear on the right side of the screen and track the vertical movement of your ship. Each time your starship crosses their sights, they fire.

Next comes another group of small fighters. The LIGHT TRIANGULAR FIGHTERS or LTF's are similar to the SWOOPERS, except that their streamlined, triangular shape makes them a more challenging target. LTF's also bring about the danger of collision, and their acceleration makes them difficult to hit if left on the screen too long. Losing a ship to them requires that you face them again until all are eliminated.

If you are successful with the LTF's, prepare to meet what many commanders consider to be the most vicious, deadly group of aliens within light years of the galaxy. The DRAMITE cruisers are armed with a single photon cannon, but the maneuverability of each cruiser and the rapid-fire capability of its cannon make them utterly wicked. They are vertically faster than the URBITES, and they attack your ship with ferocity, drawing nearer to you as they track your up-and-down movement.



The next set of fighters, the SAUCERS, have the sinister habit of sneaking up from behind, trying to crash into you from the rear. If they miss, they pass you, reverse their course, and try to ram you from the front. The number of ships you have determines their attack pattern. If you have four or more ships in reserve, the SAUCERS attack in random patterns. If you have three or less ships left, they attack in a pattern starting at the top of the screen and moving down. Aim well and fly carefully, for the SAUCERS are dangerous. Losing a ship means that you must fight another wave of them until you get them all.

The last cruiser group is the BYNITES. Similar to the URBITES and DRAMITES, they are armed with a photon cannon that shoots clusters of photon missiles. They are just as deadly as the other cruisers. **WARNING**—Do not underestimate any of these aliens!

### Asteroid Belts

After successfully eliminating all of the aliens, you next encounter the asteroid belt. A wall of asteroids threatens to destroy your ship. You must blast through with your laser. Again, be careful not to fire so long that your laser overheats.

When you are into the asteroid belt, your onboard computer begins a countdown to indicate the distance to the end of the belt. When you reach the end, the entire yellow surface of the planet turns green, indicating that you have reached the second level.

### Advancing to Different Levels

Second-level play is similar to first level, except that alien ships must be hit twice to be destroyed. When hit once, they change color. Hit them again and they are destroyed. After the second-level asteroid belt, the planet surface turns red, and you have reached the third level.

Starting in Level Two, the BYNITE ships become invisible when hit once, but continue to fire at you until they are hit the second time. They continue this throughout the higher levels.

During third-level play, you must hit the aliens three times to destroy them. From this point on in the game, no matter what level you may achieve, you must hit the aliens three times to eliminate them.

As you progress to the higher levels, the armed cruisers appear closer and closer to your ship, rather than on the far right side of the screen. Also, the small fighters accelerate more quickly as the levels increase. Good luck!

**SPECIAL FEATURES**

**Scoring**

In Level One the first two groups of aliens, the SWOOPER fighters and the URBITE cruisers, are worth 100 points per ship. The next two groups, the LTF's and the DRAMITES, are worth 200 points, and the last two groups, the SAUCERS and the BYNITES, are worth 300 points. Each asteroid which is destroyed counts 100 points. Getting through the asteroid belt successfully adds 1000 points to your score.

In Level Two, the aliens increase in value by 100 points. Thus, the first two groups of aliens count 200 points for each ship you destroy. The second and third groups of two are worth 300 and 400 points respectively. The asteroid belt is worth 2000 points, although individual asteroids still count only 100 points.

In the third level, the aliens' values are increased by another 100 points to 300, 400, and 500 points for the different groups of two, and the asteroid belt is worth 3000 points.

From this point on, the aliens maintain the third level values. However, the asteroid belts keep adding point value. In the fourth level (blue planet surface), the asteroid belt is worth 4000 points. In the fifth level (magenta planet surface), surviving the asteroid belt adds 4500 points to your score, and the belt begins to add point value at 500 per level until it reaches a total of 10,000 points for successful completion. Asteroid belts build up in value because they become progressively longer and more difficult with each level.

SCORING SYSTEM CHART

LEVEL	SCREEN COLOR	SWOOPERS	URBITES	LTFs	DRAMITES	SAUCERS	BYNITES	ASTEROID BELT	KILLER SATELLITES
1	DARK YELLOW	100	100	200	200	300	300	1000	-
2	DARK GREEN	200	200	300	300	400	400	2000	-
3	DARK RED	300	300	400	400	500	500	3000	-
4	DARK BLUE	300	300	400	400	500	500	4000	400
5	MAGENTA	300	300	400	400	500	500	4500	400
6	LIGHT RED	300	300	400	400	500	500	5000	400
7	LIGHT GREEN	300	300	400	400	500	500	5500	400
8	CYAN	300	300	400	400	500	500	6000	400
9	DARK BLUE	300	300	400	400	500	500	6500	400
10	MEDIUM RED	300	300	400	400	500	500	7000	400
11	LIGHT BLUE	300	300	400	400	500	500	7500	400
12	MEDIUM GREEN	300	300	400	400	500	500	8000	400
13	GREY	300	300	400	400	500	500	8500	400
14	WHITE	300	300	400	400	500	500	9000	400
15	DARK YELLOW	300	300	400	400	500	500	9500	400
16	DARK YELLOW	300	300	400	400	500	500	10000	400



### **Refueling Tunnels**

If you keep a ship fighting long enough, it eventually depletes its entire fuel supply. When your ship runs low on fuel, refueling tunnels appear in the planet's surface, and you must fly into and out of them, without crashing, to refuel. The first tunnel is worth 1000 points. The second is more difficult to fly through, and it adds 2000 points to your score. The third tunnel is harder still and much longer and is worth 3000 points.

### **New Ships**

At a score of 5000 points, you are awarded another ship. If you still have a total of five ships, the new ship does not appear on the screen when it is awarded. But the computer holds it in memory and displays it on the screen if you lose a ship. If you have less than five ships when the new ship is awarded, it is displayed immediately. A second ship is awarded at 15,000 points and a third is awarded at 25,000. Thus, ships are awarded at intervals of 10,000 points.

### **Advanced Play**

Following the asteroid belt in Level Four, a type of alien appears that is not seen in the first three levels. KILLER SATELLITES, worth 400 points each, appear for a surprise attack, as they are able to elude the sensing devices of your onboard computer. They need only be hit once to be destroyed. However, they attack a randomly generated number of times. You never know how many you will meet in a single attack.



### **CARING FOR THE CARTRIDGE**

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

#### **CAUTION:**

The contents of a Solid State Cartridge 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 cartridge, just touch any metal object (a doorknob, a desk lamp, etc.) before handling the cartridge.

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 cartridge activities do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the cartridge, align it with the cartridge opening, and reinsert it carefully. Then press any key to make the master selection screen appear. (Note: In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the cartridge is accidentally removed from the slot while the cartridge 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 cartridge, and turn the computer on again.

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

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

## Quick Reference Guide

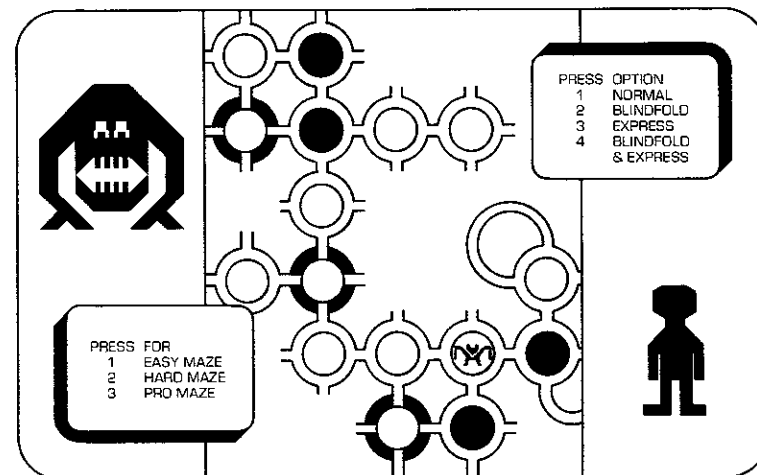
Note that the key sequences required to access special functions depend on the type of computer console you have. Important keystroke sequences are summarized here for your "quick reference."

<u>TI-99/4</u>	<u>TI-99/4A</u>	
Q, then ↑↑← or →	Q, then ↑↑← or →	Aim and fire the arrow.
Q	Q	Reveal the map after a game.
↑	↑	■ Move upwards. ■ Start a new game using the same Option selections (if used after a game).
↓	↓	Move downwards.
←	←	Move left.
→	→	Move right.
SHIFT R (REDO)	FCTN 8 (REDO)	Cancel the order to fire the arrow after Q has been pressed.
SHIFT Z (BACK)	FCTN 9 (BACK)	■ Return to the Options screen (if pressed <i>during</i> a game). If pressed twice during a game, <b>BACK</b> returns computer to Maze Difficulty screen. ■ Return to the Maze Difficulty screen (if pressed <i>after</i> a game).
SHIFT Q (QUIT)	FCTN = (QUIT)	Return to master title screen.



TEXAS INSTRUMENTS  
HOME COMPUTER

# Hunt the Wumpus



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  
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See important warranty information at back of book.

### INTRODUCTION

Deep within a maze of caverns and twisting tunnels lives a creature known as the Wumpus. Protected by giant bats and pits of slime, the Wumpus feeds on unwary visitors to its cavern.

You are the daring hunter who tracks the Wumpus to its lair! Armed with a single arrow, you explore the maze of caverns, searching for clues to tell you where the Wumpus is hiding. Once you think you've found the Wumpus, you fire your arrow into its cavern. But be careful! If you choose the wrong cavern, you will be the next victim of the Wumpus.

The Hunt the Wumpus *Solid State Software*™ Command Module combines the excitement of a hunt with the fun of colorful graphics and lively sound effects. With the module plugged into the console of your Texas Instruments Home Computer, you can:

- Play each game in a new, randomly generated maze
- Choose a maze based on your own level of skill
- Challenge your powers of deduction, memory, and concentration with exciting options you can include in the hunt

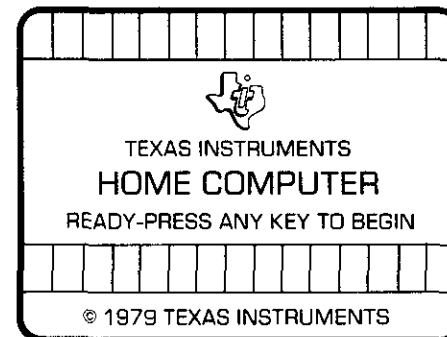
The module is also programmed with several convenient features. With a few simple keystrokes, you can view a map of the maze at the end of each game, reselect options for a new game, or begin a new game with the same options.



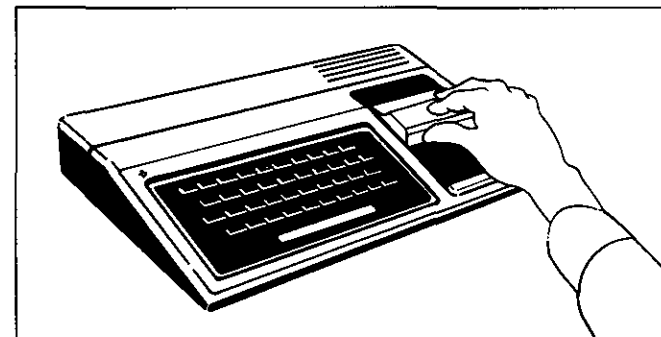
### USING THE SOLID STATE SOFTWARE™ COMMAND MODULE

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 14.



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







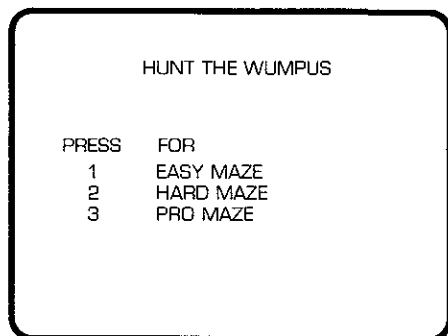
2. Press any key to make the master selection list appear. The title of the module will appear in three languages — English, French, and German.
3. To select the English version of the module, press the key corresponding to the number beside HUNT THE WUMPUS.

*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 15.

### GETTING STARTED

After you select the module, the title sequence for HUNT THE WUMPUS begins. At the end of the sequence, you are given a choice of three levels of maze difficulty.

#### Maze Difficulty



This selection list lets you choose the complexity of the maze. As a rule of thumb, the approximate number of caverns for each level of maze difficulty is as follows:

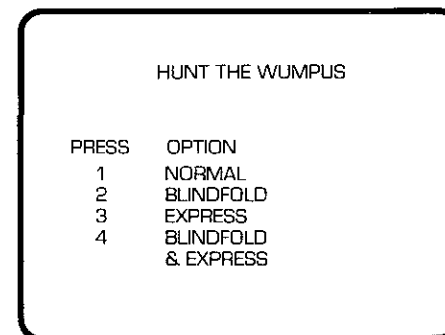
- EASY MAZE — about 32 caverns
- HARD MAZE — about 24 caverns
- PRO MAZE — about 16 caverns

If you choose a level with fewer caverns, the caverns are connected by long, twisting tunnels. This makes it harder for you to find the location of the Wumpus and avoid the slime pits. Each curve of a tunnel may be an important clue to unexplored areas of the maze, and you may have to take unavoidable risks to reach the Wumpus.

To select maze difficulty press **1**, **2**, or **3**. A small black Wumpus symbol appears to the left of your choice.

Once you select the maze difficulty, a selection list appears with four options.

#### Option Selection



Your choice here decides how much of your exploration is “mapped out” on the screen. The four following options are available:

**NORMAL** — Here, the screen displays a map of all the territory you explore as you move through the maze. You can always see the caverns and tunnels that you’ve been through.

**BLINDFOLD** — The Blindfold option tests your memory by erasing the map behind you. Only the cavern or tunnel segment you are in appears on the screen.

**EXPRESS** — The Express option adds a new element of deduction and risk. As soon as you leave a cavern, you are instantly transported to the cavern at the other end of the tunnel. The location of each cavern you enter appears on the map, but the tunnels do not. This makes exploring more of a risk, since you can't tell where a tunnel leads until you are already there. It also makes it difficult to retrace your steps, because caverns have several openings, and you may not be sure which one you came in. Watch your step!

**BLINDFOLD AND EXPRESS** — This option combines the effects of Options 2 and 3 to create the game's ultimate challenge. Hunters beware!

Press **1**, **2**, **3**, or **4** to select an option. A black Wumpus symbol appears to the left of your choice.

*Note:* During the middle of a game, if you decide that you would like to change options, hold down the **SHIFT** key and press **Z**. The computer returns to the Options list so that you can select a new option. If you wish to change both the maze difficulty and the option during a game, press **SHIFT Z (BACK)** twice and reselect as desired. In both cases, the computer constructs a new maze, and a new game begins.

### **AND ON TO THE HUNT!**

After you select an option, the computer constructs a hidden maze. The screen blanks, a bugle call sounds, and the hunt begins.

The game starts in an empty cavern. The blinking figure of a hunter appears in this cavern.



### **Exploring the Maze**

You explore the maze by moving the hunter through openings in the maze. You can move up, down, left, or right by pressing the appropriate arrow key on the console keyboard [**↑**] (E), [**↓**] (X), [**←**] (S), or [**→**] (D)]. Although these are normally shift functions on the computer, you don't have to press the **SHIFT** key to activate the arrow keys in this game.

You can also use the Wired Remote Controllers to move through the maze. Only one of the controllers can be used; the other is inoperative and should be set aside. To use the controller, push the lever in the direction you wish to move.

The directions in which you can move depend on the openings in the maze around the hunter. When inside a cavern, you may move in four directions (any one of four tunnel openings). When inside a tunnel, you can only move in two directions (either advance or retreat a step). If you move in a direction where there is no opening, the computer sounds a low error tone, and your position in the maze does not change. With each correct move, the computer gives a high beep, and the hunter moves in the direction you pressed. More than one move can be made in a direction by holding down the arrow key (or controller lever).

Adding to the excitement of the game is the computer's "wrap-around" feature. If you move the hunter off the edge of the maze, it reappears at the opposite side. The screen "wraps around" both horizontally and vertically to connect all the tunnels and caverns, helping you imagine that you are in a three-dimensional maze.



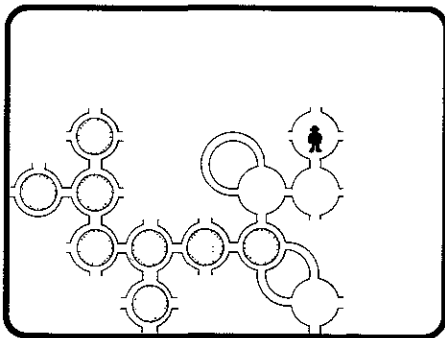
In the HARD and PRO mazes, a tunnel sometimes “wraps around” the screen several times. A tunnel may “wrap” from one side of the screen to the other, or from corner to corner. In the hardest mazes, a “wrap-around” tunnel may even form a loop that leads you around in circles. When this happens, remember that you can always move in two directions. Just carefully retrace your steps to find your way out of the loop.

**SURPRISE!** Sometimes a tunnel going out of a cavern loops back into the same cavern. If you move through a loop when playing with the express option, a black looping symbol (⓪) appears in the cavern, briefly replacing the figure of the hunter.

**Tracking  
Down the  
Wumpus**

The Wumpus makes its lair in one of the caverns in the maze. You know you’re getting near the Wumpus when you enter a cavern with bloodspots (shown on the screen as a large red dot in the cavern). These dots appear in all caverns *within two caverns of the Wumpus*.

In the example below, eight out of the twelve caverns explored by the hunter (the figure in the upper right cavern) contain bloodspots (the dots inside some of the caverns). The Wumpus is probably somewhere in the middle of the eight spotted caverns.



Here’s a hunting tip: If you are in a spotted cavern that is *connected to a clear cavern* (no red dot), you can explore one cavern further before you risk entering the Wumpus’ cavern. (That’s because all caverns within two caverns of the Wumpus have a red dot.)

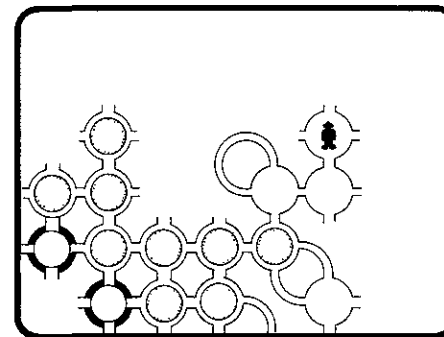
The trick to finding the Wumpus is to determine which cavern is more than two caverns away from all unspotted caverns. That cavern is the Wumpus’ lair. **NEVER** enter the Wumpus’ lair, or else you lose the game.

**Caution!  
Slime Pit**

When you enter a cavern that has green walls instead of blue walls, you are approaching a slime pit. Slime pits are vast pools of stagnant water that fill a cavern. If you enter a slime pit cavern, you fall in and lose the game.

Slime pits can usually be avoided, since all caverns within one cavern of a pit have green walls. But move carefully — there are two slime pits in the maze, and sometimes they are right next to each other.

The example below contains two slime pit warnings (shown as caverns with black walls) in the lower left area of the maze. The warnings indicate that the slime pit is probably located in the lower left corner of the maze.



**Do Not  
Disturb  
the Bats**

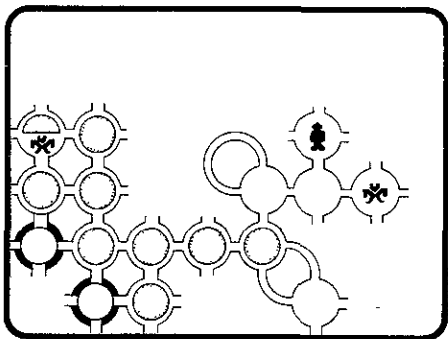
Sometimes the Wumpus makes its lair in a slime pit. You'll know that the Wumpus is located in or near a slime pit if you enter a cavern with green walls and a red dot.

Some of the caverns in the maze are inhabited by very large bats. The first time you enter a cavern containing bats, a bat symbol appears in the cavern. The bats know that you are there, but they ignore you for now.

If you later reenter a cavern with bats, you may disturb them. If you do, they pick you up and carry you off to anywhere in the maze...a tunnel, a slime pit, the Wumpus' lair, or even the cavern where your flight began. Then they choose a new place to live.

The bats may set you in either a mapped or unmapped area of the maze. (Remember, if you selected the BLINDFOLD or BLINDFOLD AND EXPRESS option, there is no map.) But if the bats drop you in a slime pit or the Wumpus' lair, the game is over.

The bats enjoy playing tricks on unwary hunters. Some of their more fiendish tricks include placing you in a cavern where slime pits block the way, or in a tunnel next to a slime pit or the Wumpus. In the latter case, you have no warning of the danger, since tunnels do not have red spots or green slime warning signals.



**Once the  
Wumpus is  
Located**

Note that bats can be in a cavern with bloodspots and/or slime (green walls). All of the symbols appear, but the bat symbol covers the bottom half of the red dot. In the above example, the hunter has "discovered" two caverns with bats. The cavern on the far right only contains bats, while the cavern in the upper left contains both bats and a red dot.

When you think you know where the Wumpus is, it's time to fire your arrow. (You should be in a cavern or tunnel that connects to the Wumpus' lair.) Press **Q** to indicate that you are ready to fire. The hunter figure turns from yellow to blue. Then press an arrow key to direct the arrow into the tunnel that you think leads to the Wumpus. The arrow follows the tunnel to the next cavern.

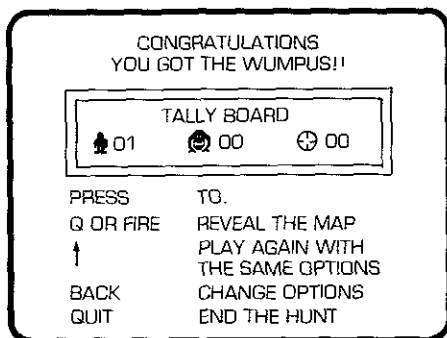
When using the Wired Remote Controllers, press the **FIRE** button to indicate that you are ready to shoot. Then move the lever in the direction you wish to fire the arrow.

If the cavern you fire into is the Wumpus' lair, you win! If you are wrong, the Wumpus hears the arrow and comes looking for you. You only have one arrow, so if you miss you lose the game.

*Note:* If you change your mind and decide not to shoot after you've pressed **Q** (or the controller **FIRE** button), hold down the **SHIFT** key and press **R**. The hunter turns from blue back to yellow, and you can then continue to explore the maze. Once the arrow has been fired, however, pressing **SHIFT R** will have no effect.

### AT THE HUNT'S END

The hunt is over when you fire your arrow, fall into a slime pit, or enter the Wumpus' lair. If you win, the screen says GOT IT! and a fanfare plays. If you fall into a slime pit, the screen shows the hunter figure falling, followed by the word PIT. If the Wumpus wins, you see its teeth close while a funeral march plays. Then the display shows a message about the outcome of the hunt and a tally board of the scores for this round of games:



The tally board contains three scores:

- The number of times you have "gotten" the Wumpus, next to the yellow hunter symbol.
- The number of times the Wumpus "got" you, next to the red Wumpus symbol.
- The number of pits you have fallen into, next to the green pit symbol.



The display also offers you these four options:

1. Press **Q** (or the FIRE button on the Wired Remote Controller) to look at a complete map of the game that just ended. The map indicates the location of the Wumpus' lair with a small red Wumpus symbol. Slime pits are green and contain a solid green circle. The map also shows the most recent location of the bats.  
  
*(Note: In the more difficult mazes, there may be sections of the map you can't reach. In such cases, the computer begins the hunt in a section of the map containing the Wumpus.)*
2. Press **f** (or move the lever of the Wired Remote Controller upwards) to start a new game immediately. A new maze is constructed on the same level of difficulty as the previous one, and the same options are in effect.
3. Hold down the **SHIFT** key and press **Z** (BACK) to choose a different level of difficulty or new options. The computer returns to the Maze Difficulty selection list.
4. Hold down the **SHIFT** key and press **Q** (QUIT) to end this round of games and erase all scores from the tally board. The computer returns to the master title screen.

## 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."

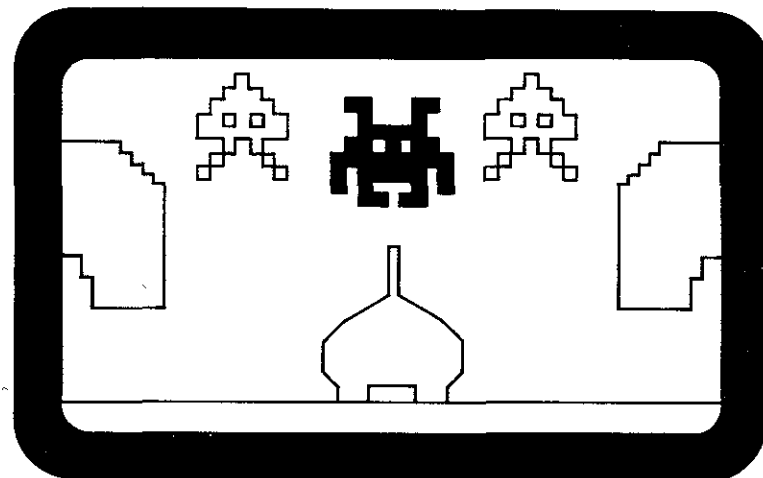
<u>TI-99/4</u>	<u>TI-99/4A</u>	
←(S),→(D)	←(S),→(D)	Moves the missile across the playing field.
	or	
←(J),→(K)	←(J),→(K)	
Y or ENTER	Y or .	Fires the missile if the ←(S) and →(D) keys are used.
Q	Q	Fires the missile if the ←(J) and →(K) keys are used.
SHIFT R (REDO)	FCTN 8 (REDO)	Starts a new game with the same skill level as in the previous game.
SHIFT Z (BACK)	FCTN 9 (BACK)	Returns to the skill selection display.
SHIFT Q (QUIT)	FCTN = (QUIT)	Returns the computer to the master title screen.

*Note:* If the optional Wired Remote Controllers are used, move the lever to maneuver the missile and press the FIRE button to fire the missile. The missile can only be moved horizontally.



TEXAS INSTRUMENTS  
HOME COMPUTER

## TI Invaders



This *Solid State Software*<sup>™</sup> 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.

*Programmed by:* Texas Instruments Personal Computer Division  
*Book developed and written by:* Staff members of the Texas Instruments Education and Communications Center

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Command Module program and data base contents  
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See important warranty information at back of book.

### INTRODUCTION

Your world is under attack by downright nasty creatures from the black pit of Space. It's up to you — can you save your world from this hostile horde? You must use your wit and quick movements to destroy the multi-colored creatures. But, as you shoot down each attacker, the swarming horde increases its speed and sprays shots at your missile. Your missiles are limited, so you also must be cautious. Your goals are to:

- attack and destroy the invaders.
- shoot down the yellow control ship.

No sooner have you destroyed all the attackers than the red spaceship appears to challenge you. If you let the ship slip off the screen, a new mass of creatures appears.

A one-player game, the TI Invaders game tests your skills and strategy. Movement on the screen may be controlled from the keyboard or the Wired Remote Controllers.

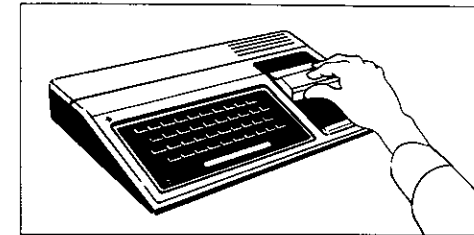
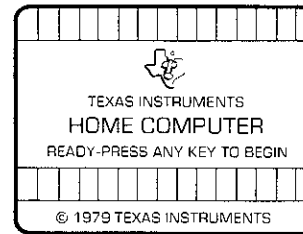
TI Invaders is available as either a *Solid State Software*™ Command Module or a diskette-based game. Note that the diskette-based version requires the TI Disk Memory System and must be used with either the TI Extended BASIC or Editor/Assembler Command Module (all sold separately). Follow the set of directions that applies to your version of the game.

### USING THE TI INVADERS COMMAND MODULE

If the TI Invaders game is a Command Module, follow these directions.

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 7).



1. Turn the computer ON and wait for the master title screen to appear. Then slide the module into the slot on the console.
2. Press any key to make the master selection list appear. To select the module, press the key corresponding to the number beside TI INVADERS.

*Note:* To remove the module, *first* return the computer to the master title screen by pressing **QUIT**. 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 7.

### USING THE TI INVADERS DISKETTE

If the TI Invaders game is diskette-based, follow these directions.

Be sure that the TI Disk Memory System (Disk Drive Controller and Disk Memory Drive) and the Memory Expansion unit are properly connected and turned on, and that the TI Extended BASIC or the Editor/Assembler Command Module is inserted into the console.

Turn on the computer and press any key to pass the master title screen. Next, insert the TI Invaders diskette into Disk Drive 1. Then press the appropriate key to select TI Extended BASIC. The game loads automatically. (*Note:* If you select TI Extended BASIC before you insert the program diskette, you can load the game by typing `RUN "DSK1.LOAD"`

and pressing **ENTER**.)

After the game is loaded, the TI Invaders title screen appears.

(*Note:* If the program is to be loaded with the Editor/Assembler, please refer to the game instructions in Section 2 of the Editor/Assembler owner's manual. The name to be used is "GAME".)

### GETTING STARTED

After you select the TI Invaders game, you are shown the value of the first three types (or colors) of attacker, as well as the value of the spaceships.

You now choose from two skill levels. The attackers may be "merely aggressive," or they may be "downright nasty."

- *Merely Aggressive* — The creatures fire at your missile in a rapid, but consistent, pattern and are unaware of your missile's location.
- *Downright Nasty* — Not only do the attackers rapidly fire at your missile, but they also know the position of your missile, and they fire directly at it.

Press **1** or **2** to choose the skill level for the game.

### PLAYING THE GAME

After you select your skill level, the game begins immediately with the creatures moving in regimental form to attack your missile. The invading army is 11 creatures wide and five creatures deep. Those attackers having the least value head the attack. The most valuable, or highest ranked, creatures are at the rear of the attack. You have three missiles with which to defend your world. You may obtain an additional missile when you score over 3000 points. One of your demolished missiles is repaired for you each time you earn 10,000 points.

As the invading creatures march across and down the screen, they rapidly fire shots to try to destroy your missile. If necessary, you may protect your missile by hiding behind one of the four white shields. When a shot hits your missile, it is destroyed and is automatically replaced by one of your remaining missiles.



You must shoot down the invaders one at a time. To move right or left, press the ←(S) or →(D) keys as needed, and press Y to fire your missile. Keep in mind that the invaders are firing at your missile too, so be prepared to maneuver quickly. You may also press the ←(J) or →(K) keys to move your missile and Q to fire your missile if you prefer to use the other side of the keyboard. If you use the Wired Remote Controllers, move the lever horizontally to maneuver the missile and press the FIRE button to fire the missile.

When your missile has been demolished, you can return to the option screen by pressing **BACK** or you may begin a new game with the same options by pressing **REDO**.

### Object of the Game

The object of the game is to score as many points as possible by destroying the invaders before they destroy all your missiles.

While the attack is in progress, a yellow control spaceship periodically cruises across the top of the screen to "supervise" the creatures' attack. If you hit the spaceship, you earn from 25 to 300 points depending on the location on the hit. This spaceship appears approximately every 20 seconds giving you several opportunities to increase your score substantially.

When all of the creatures have been destroyed, a red spaceship crosses the top of the screen. Each hit causes the red ship to shrink, reverse direction, and race for the other screen edge. Track the ship down and hit it again and again to keep it on the screen. Each hit delays the creatures from attacking again and earns you points.

If the red spaceship slips off the screen, a new group of creatures attacks. The new attack is like the previous one except there are more attackers of higher point value, allowing you to increase your score more rapidly. As you progress through several attacks, new creatures are being added to the attack.



### END OF THE GAME

The game is over when all of your missiles have been demolished or when the invading creatures reach the level of your missile. To play another game with the same skill level, press **REDO**. To play a game at a different skill level, press **BACK**, and the program returns to the skill selection list. To end a session with the game, press **QUIT** to return to the master title screen.



### 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 Command Module can be damaged by static electricity.

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 desk lamp, 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 **QUIT**. Withdraw the module, align it with the module opening, and reinsert it carefully. Then press any key to make the module title screen appear. (*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 it on again.

If you have any difficulty with your computer or the TI INVADERS 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*.

## Introduction

**Captain's log—Stardate 2541. The Federation is in danger! A berserk, mutant probe seeks to destroy human life as we know it. Join this space adventure! Beam aboard the U.S.S. Enterprise and command the starship on its most challenging mission—to seek and destroy the deadly Nomad. Your course lies**

**through hostile Klingons and Anti-Matter Saucers. Eliminate them before they eliminate you! Each victory helps you gain energy to annihilate Nomad. Dare to venture where no starship has gone before.**

With Star Trek™, you

- Command from the bridge of the Enterprise
- Progress through several sectors of increasing difficulty
- Enjoy multi-graphics in this one-player game
- Hear sound effects that simulate the sounds of space battle
- Use Joystick Controllers (sold separately) or the keyboard
- Have more fun with synthesized speech that simulates the action of Star Trek adventure

**Note:** Star Trek is designed to work with or without the Texas Instruments *Solid State Speech*\* Synthesizer (sold separately). However, the Speech Synthesizer must be attached to the computer to activate speech capabilities.

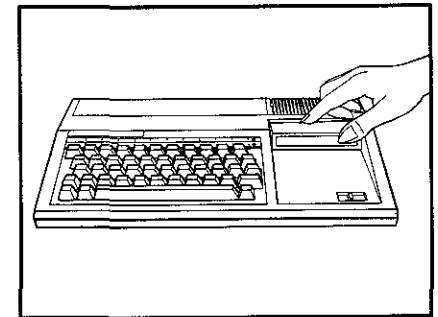
## Using the Solid State Cartridge

Inserting Solid State Cartridges is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the "Maintenance and Service" section in this booklet.

### Inserting the Cartridge

1. If you have been programming in BASIC, save your data before inserting a cartridge. When you insert a cartridge into the console, the computer automatically erases all data or program material you have entered and returns to the master title screen to begin the new program.
2. Be sure the cartridge is free of static electricity before inserting it into the computer (see the "Maintenance and Service" section in this booklet).
3. Turn the computer ON, and wait for the master title screen to appear.

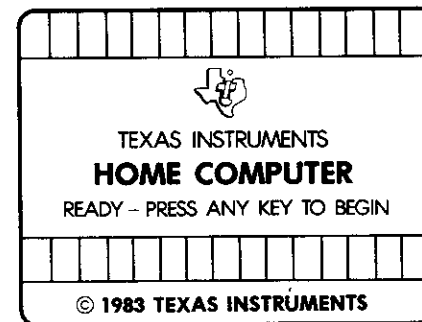
4. Slide the cartridge into the slot on the console.



5. Press any key to make the master selection list appear. Then, press the appropriate number key for your selection.

### Removing the Cartridge

1. To remove the cartridge at the end of play, press QUIT to return to the master title screen.
2. Remove the cartridge from the slot.



## Traveling Through Space Aboard the Enterprise

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When the Star Trek title screen appears, press any key to begin. Use the Joystick Controllers or the keyboard to maneuver the Enterprise in this challenging space adventure. In each sector, waves of Klingons and Anti-Matter Saucers attack the Enterprise before Nomad, the ultimate adversary, appears in

the last wave. If you guide the Enterprise safely, you automatically advance to the next sector and to a higher level of play. If you survive all ten sectors, the game continues at a much faster pace. Pilot the starship carefully to avoid destruction.

---

### Playing the Game

After the title screen appears, you are on the bridge, and your voyage begins. You are immediately surrounded by hostile Klingons and Anti-Matter Saucers.

The Enterprise is protected by Energy Shields, but each attack diminishes your protection.

- Move your ship forward to advance on the enemy.
- Turn your ship left or right to zero in on your target.
- Fire Phasers or Photon Torpedoes to destroy the enemy.
- Use Warp Drive or Impulse Power for high speed maneuverability.

---

### Using Pause During a Game

Press **P** to pause during a game. Press any key to resume play.

### Advancing to Higher Levels of Play

When you survive all attacks in a sector, you advance to a more challenging level of play in which your enemies are more aggressive.

### Ending the Game

The game ends when the Enterprise is destroyed. You may also press **QUIT** to end the game and return to the master title screen.

### Playing the Game Again

Press **REDO** to play the game again or press **BACK** to return to the Star Trek title screen.

## The Bridge of the Enterprise

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You are at the helm of the U.S.S. Enterprise. The screen is divided into three sections. Each one shows vital mission data. At top left are the gauges and Star Trek Units (score). The top right is the Radar Scanner. The bottom of the screen is the 3-D Viewer. Monitor the mission data closely to determine the status of

your ship. Beware! Once the Enterprise loses its Energy Shields, all Photon Torpedoes are destroyed by the next hit. If the ship is hit again, the Warp Drive is lost.

---

### Gauges

Show Star Trek Units (score) and monitor Enterprise defenses and weapons.

#### 1. Energy Shield Gauge (green arrow)

- Monitors the loss or gain of energy shields
- Diminishes as ship is hit
- Disappears when shields are depleted.

#### 2. Photon Torpedo Gauge (red arrow)

- Indicates available supply of Photon Torpedoes
- Diminishes as torpedoes are used
- Only the arrowhead appears when Photon Torpedoes are depleted.

#### 3. Warp Drive Gauge (blue arrow)

- Displays number of Warp Drive Units available
- Diminishes each time Warp Drive is used
- Only the arrowhead appears when Warp Drive Units are depleted.

---

### Radar Scanner

Gives an overhead view of the battle. Shows the Enterprise and Starbase locations and maps the constantly changing positions of enemies.

### 3-D Viewer

Simulates a 3-D view from the bridge of the Starship Enterprise. Allows accurate target sighting.

To navigate the Starship Enterprise use the Joystick Controllers or the keyboard. Use your Impulse Power to move the Enterprise through space. Activate the Warp Drive to travel quickly through space. Dock at Green Starbases to replenish supplies.

### Using the Joystick Controllers for Navigation

Pilot the U.S.S. Enterprise by moving the lever of the joystick in the desired direction.

Press	Action
Left	Rotates ship left
Right	Rotates ship right
Forward (toward the FIRE button)	Moves ship forward with Impulse Power
Back (away from FIRE button) while pressing FIRE button	Moves ship forward with Warp Drive

**Note:** The ALPHA LOCK must be in the OFF (up) position when using the Joystick Controllers.

### Using the Keyboard for Navigation

Pilot the U.S.S. Enterprise by pressing these keys.

Press	Action
(←) S	Rotates ship left
(→) D	Rotates ship right
K	Moves ship forward with Impulse Power
H	Moves ship forward with Warp Drive

### Green Starbases

Fly over Green Starbases to repair damage to the Enterprise and to reload your supplies. Starbases

- Provide one Energy Shield, one Photon Torpedo, and one Warp Drive Unit
- Change from full to empty when Enterprise docks
- Can be used once in each wave of battle

As captain of the Enterprise, you have powerful resources at your command. You can fire Phasers or Photon Torpedoes at the enemy and escape or pursue by using Impulse Power or Warp Drive. Energy Shields protect the Starship from enemy fire. Use the Captain's Battle Manual to plan your attack.

	Purpose	Activate Keyboard	Activate Joystick Controllers	Starting Number	Maximum Number
Phaser	Destroys an enemy	Press J or Y	Press FIRE button. (Press and hold for rapid fire)	Unlimited	Unlimited
Photon Torpedo	Destroys all enemy ships in explosion area	Press L	Move joystick lever back (away from FIRE button)	5	Unlimited
Warp Drive	Moves Enterprise forward at high speed	Press H	Move joystick lever back and press FIRE button	5	10
Energy Shield	Protects from enemy fire	Automatic	Automatic	5	Unlimited

## Battling the Enemies

Nomad's destruction is your greatest victory! In your quest to destroy Nomad, you must first survive the attacks of the Klingon Battle Cruisers and Anti-Matter Saucers. Each direct Klingon hit damages your defenses. Survive waves of attack to face Nomad and its deadly mines and explosives. Carefully maneuver

through the mine field to pursue Nomad. Strike quickly before it places the ninth mine, triggering detonation of the mines. Remember, destruction of Nomad means safety for the Federation!

### Klingon Battle Cruisers

Red and Yellow Klingon Battle Cruisers seek to stop your voyage toward Nomad by destroying your ship and starbases.

If the Klingons do not destroy you with their rapid fire, they turn white, and begin a collision course for the Enterprise.

You lose one shield per hit and two shields per collision. If no shields are left, a collision causes you to lose all Photons and all Warp Drive Units. If no shields and no Photons are left, a collision destroys the Enterprise.

As you advance to new sectors, it takes less time for the Klingons to turn white.

### Red Klingon Battle Cruisers

- Pursue the Enterprise
- Fire at the Enterprise

### Yellow Klingon Battle Cruisers

- Attack Green Starbases
- Change color and attack the Enterprise after destroying a Green Starbase

### Blue Anti-Matter Saucers

Blue Anti-Matter Saucers are allies of the Klingons and should be avoided or destroyed. Saucers

- Appear randomly on the screen
- Pursue the Enterprise
- Attempt to attach themselves to the Enterprise at random and drain Warp Drive energy
- Disappear if attached to Enterprise when no Warp Drive remains

### Nomad

Nomad is the prime target of the Enterprise and can only be destroyed with Phasers. Nomad

- Appears in the last attack of a sector
- Scatters a protective screen of explosives
- Detonates a series of deadly mines when the last one is laid
- Moves rapidly off the screen and reappears from any direction

## Strategy and Scoring

Command the Enterprise skillfully to save the Federation and achieve a high score. Plan your strategy carefully. Points are awarded for destroying enemies and for the "Starbase Bonus." For every 10,000 points, you earn an extra Energy Shield, Photon Torpedo, and Warp Drive Unit. In addition, if your

gauges are gone at the end of a round, you are resupplied with arrowheads prior to the next round. This is a bonus for completing the round.

### Strategy

- Keep the Enterprise moving. Enemies can't easily destroy a moving target.
- Dock with Green Starbases early in the game to repair damage and restock weapon supply.
- Fly over Starbases before destroying the last Klingon in a sector
- Gain more points by leaving Starbases unused in higher levels of play.
- Use Warp Drive or Impulse Power to advance on the enemy.
- Dislodge attached Blue Anti-Matter Saucers by turning the Enterprise to face them and firing Phasers or Photon Torpedoes.
- Maneuver the Enterprise to avoid broadside collisions with white Klingons.
- Move the Enterprise using Impulse Power and reserve your Warp Drive for emergency situations.

### Scoring

Enemy/Starbase	Points Gained
Klingons	Number of round × 25
Anti-Matter Saucer	5,000
Nomad	30,000 + (Number of round × 25)
Used Starbase	Number of round × 250
Unused Starbase	Number of round × 1,000

### Rounds

Although each round is represented by a sector number, such as 1.6, the sector number is not used to calculate your score. The "Number of Round" refers to the overall number of rounds completed. For example, 1.6 is the sixth round, while 2.1 is the seventh round. Therefore, if you destroy a Klingon in sector 2.1, your score would be 7 × 25, or 175.

## Quick Reference Guide

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TI-99/4A

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Key	Action
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(←)S	Rotates Enterprise left.
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(→)D	Rotates Enterprise right.
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---

K	Moves Enterprise forward with Impulse Power.
---	--

---

H	Moves Enterprise forward with Warp Drive.
---	---

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P	Stops game temporarily. Press any key to resume play.
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J, Y	Fires Phasers.
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L	Shoots Photon Torpedoes.
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FCTN 8 or 8 (REDO)	Begins a new game.
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FCTN 9 or 9 (BACK)	Returns to the Star Trek title screen.
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FCTN = (QUIT)	Returns to the master title screen.
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If the optional Joystick Controllers are used, four directions are available to maneuver the Enterprise; move the lever in the desired direction.

**Note:** The **ALPHA LOCK** must be in the **OFF** (up) position when using the Joystick Controllers.

For rapid play, Star Trek allows you to press the number key without the FCTN key for **REDO** and **BACK**.

Texas Instruments invented the integrated circuit,  
the microprocessor, and the microcomputer  
Being first is our tradition

