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Colin Hinson

In the village of Blunham, Bedfordshire.

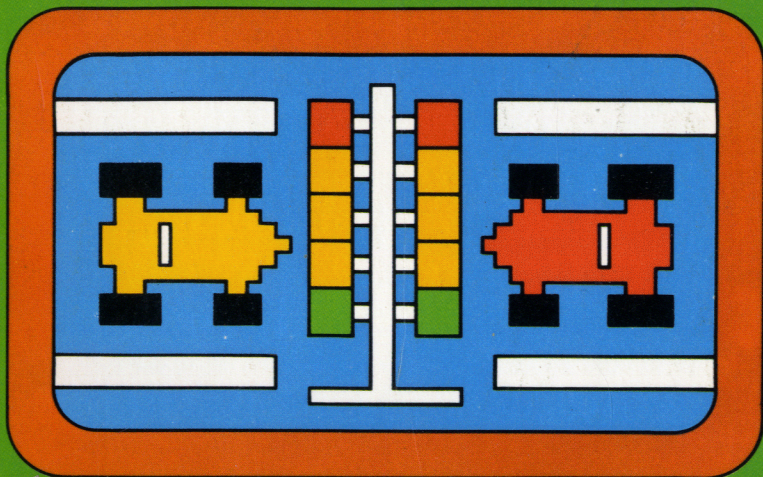


# Car Wars

SOLID STATE  
SOFTWARE™

## COMMAND MODULE

*It's your car against the computer's in this exciting race!  
Score points by out-maneuvering the computer's car as it  
tries to run you off the track!*



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## Quick Reference Guide

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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>	
↑ (E), ← (S), → (D), ↓ (X)	↑ (E), ← (S), → (D), ↓ (X)	Moves the player's car around the track.
Y or ENTER	Y or .	Accelerates the player's car.
SHIFT Z (BACK)	FCTN 9 (BACK)	Returns to the options display.
SHIFT R (REDO)	FCTN 8 (REDO)	Starts a new game with the same options as in the previous game.
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 control player's car, and press the FIRE button to accelerate.

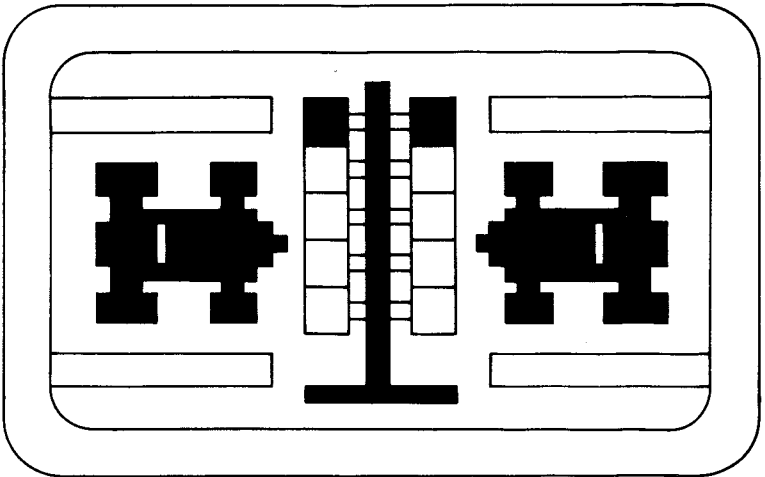
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TEXAS INSTRUMENTS  
HOME COMPUTER

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# *Car Wars*



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.

*Programmer:* James E. Dramis

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

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See important warranty information at back of book.

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# TEXAS INSTRUMENTS HOME COMPUTER

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## INTRODUCTION

If you enjoy the excitement of high-speed racing, combined with the challenge of out-maneuvering a canny opponent, this is your kind of game! With the Car Wars *Solid State Software*™ Command Module, you pit your speed and skill against the computer's as you try to get your car around the track without getting "crashed" off the field.

With the Car Wars module, you try to:

- Score points by clearing as many dots as possible from the lanes.
- Avoid the computer's yellow car.
- Obtain extra cars by clearing all of the driving lanes on the display.

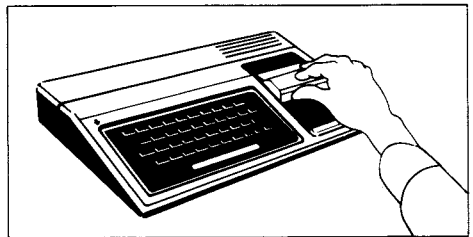
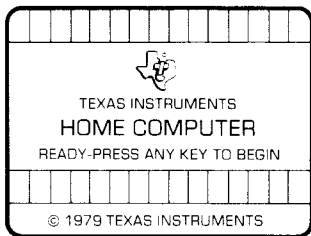
In addition, variable levels of difficulty, under your control, allow you to add even more excitement to the action as your skills increase!

Movement on the screen can be controlled by the Wired Remote Controllers or from the keyboard.

## 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 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 CARWARS.



*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.

## **GETTING STARTED**

After you select the module, a demonstration of Car Wars begins. To stop the demonstration, simply press any key and the option selection list appears; or you can wait for the sample game to end and the selection list to appear automatically.

To set up your own game, you need to choose the speed of both cars and to select the point in the game when the computer's car will increase its speed.

### **Player/Computer Car Speed**

You can choose from three speed options which affect both your car and the computer's.

- *Creepin'*—Cars move slowly.
- *Fast*—Cars move faster.
- *Flyin'*—Cars move fastest.

Press **1**, **2**, or **3** to select the speed of the cars.

### **Computer Car Speed Up**

During the game, the computer's car automatically doubles its speed. After you select the starting speed of both cars, you choose the point in the game when the computer's car speeds up. You have three options:

- *Late*—The computer's car speeds up after you clear 150 dots from the playing field.
- *Early*—The computer's car speeds up after you clear 120 dots from the playing field.
- *Look-out!*—The computer's car speeds up after you clear 90 dots from the playing field.

Press **1**, **2**, or **3** to select when you want the computer's car to speed up. Note that at any time during the game selection process, you can return to the first option selection group (Player/Computer Car Speed) by pressing **BACK**.

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## **PLAYING THE GAME**

After you select the game options, the playing field appears, consisting of dots and solid lines representing car lanes.

A red car and a yellow car appear in their starting positions at the bottom of the display. You control the red car; the yellow car is controlled by the computer. Two additional player cars appear in the "pit" in the center of the display.

To the left of the playing field is a "traffic light" which signals the start of each game. The current score and the best score in the present series of games are displayed just above the traffic signal.

You can stop a game at any time and return to the option selection display by pressing **BACK**. To start a game over with the same options, press **REDO**.

## **Object of the Game**

The object of the game is to clear the dots from the playing field by successfully maneuvering your car through the maze of lanes, without being "crashed" by the yellow computer car. You get three chances to clear the field. The number of cars in the pit show how many chances you have left at any point in the game.

To start the game, press any key. The game begins when the traffic light at the left-hand side of the display turns green to signal "Go!" Then the two cars begin moving in opposite directions around the outside driving lane.

To maneuver your car around the field to avoid the computer's car, press the arrow keys, ↑(E), ←(S), →(D), and ↓(X). To move your car *two* lanes over, instead of one, simply hold the key down for a moment. (This capability provides a strategic player-advantage because the computer's car can move only one lane at a time.)

As the game begins, the two cars are traveling at the same speed. The yellow car automatically doubles its speed sometime during the game, depending on the "speed up" level you selected. (See "Getting Started.") To accelerate your car, press **Y**. (Note that you can also accelerate by pressing **ENTER** on the TI-99/4 console or the period key on the TI-99/4A console.)

If you are using the Wired Remote Controllers, move the lever to direct your car, and press the **FIRE** button to accelerate.

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## Scoring

As you move your car around the field, your object is to clear as many lanes of dots as you can before the computer's car can crash into yours. For each dot cleared in the first round, you receive 10 points. If you successfully clear all the dots without being "crashed," a BONUS message flashes on the display, and bonus points are added to your score. The number of bonus points awarded depends on the type of game you set up, as shown on the chart below.

SELECTION/ POINTS	CREEPIN'	FAST	FLYIN'
LATE	200	400	600
EARLY	400	600	800
LOOK-OUT!	600	800	1000

Thus, you could receive from 200 bonus points, for a game where you've chosen a car speed of "creepin'" and a computer-car speed-up point of "late," to as much as 1,000 points, if you select a car speed of "flyin'" and a speed-up point of "look-out!" When the bonus scoring is completed, an extra player car is added to the pit. (You may receive up to four additional cars.)

To begin a second round, press any key. The yellow computer car appears in a new starting position. Scoring, bonus points, and additional cars are awarded exactly as in the first round.

If you again succeed in clearing all the dots from the field without being crashed, the *third* round begins with *two* computer cars simultaneously attempting to crash your car off the field.

At the two-computer car level, each dot is worth 20 points; and when a bonus is received, double bonus points are awarded.

Should you successfully complete two rounds at this two-computer-car level by clearing all the dots, you can then move on to the *three-car* level, playing three computer cars simultaneously. At the three-computer-car level, each dot is worth 30 points, and triple bonus points are awarded. The game continues in this way with an additional computer car appearing and more points being awarded after every two rounds.



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## **END OF THE GAME**

The game is over when the computer car crashes all the player cars off the field. The computer flashes your highest score for this session with the module on the display.

To play another game with the same options, press **REDO**. To change the options for the next game, press **BACK** and the option selection display appears. When you finish playing Car Wars, 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 CAR WARS 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*.

Enjoy the excitement of high-speed racing, combined with the challenge of out-maneuvering a canny opponent, as you pit your speed and skill against the computer in this challenging, fast-paced game.

With the **Car Wars** module, you try to:

- Score points by clearing as many dots as possible from the lanes.
- Avoid the computer's yellow car.
- Obtain extra cars by clearing all of the driving lanes on the display.

In addition, various levels of difficulty allow you to add even more excitement to the Car Wars action as your skills increase.

Movement on the screen can be controlled by the Wired Remote Controllers or from the keyboard.

**Adds 6K bytes of active memory with stored program to your TI Home Computer.**

Command Module program and data base contents  
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*Texas Instruments invented the integrated circuit,  
the microprocessor, and the microcomputer.  
Being first is our tradition.*



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