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Colin Hinson

In the village of Blunham, Bedfordshire.

MILTON BRADLEY COMPANY
BRIGHT BEGINNINGS™ SERIES

HONEY HUNT™

A VIDEO ACTIVITY FOR AGES 5 TO 8

SOLID STATE SPEECH* CARTRIDGE
FOR THE TEXAS INSTRUMENTS HOME COMPUTERS

The Texas Instruments Solid State Speech* Synthesizer (sold separately)
must be attached to the computer to activate speech capabilities.

Or for an added dimension in game play, we recommend using this cartridge with the **MBX Expansion System**.
The system includes **Voice Recognition, Speech Synthesis, Analog Joystick and Action-Input Keypad**.



Honey Hunt™ Solid State Speech* Cartridge

A delightful game of patterning and prediction for your child to play alone or with you.

Especially designed for ages 5 to 8

Your Honey Hunt™ package contains:

- 1 Solid State Speech* Cartridge
- 1 colorful overlay for the MBX Expansion System console
- 1 instruction booklet with a Discovery Guide for Parents

Programmed by: Milton Bradley Company

Book developed and written by: Milton Bradley Company

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See important warranty information at back of book.

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* *Solid State Speech* is a trademark of Texas Instruments Incorporated.

Note to Parents

Milton Bradley and Texas Instruments, two companies that create entertaining and educational products for your child, work together to bring you Bright Beginnings™ games. Bright Beginnings is a special software series that allows your child to discover, explore, and learn. Milton Bradley and Texas Instruments believe that video activities should do more than bring bright smiles—they should also bring bright ideas. That's why Bright Beginnings combines fun and learning so successfully.

The Bright Beginnings cartridges are designed to be age appropriate, introducing the proper learning tool at the right time in your child's life. The games encourage your child to interact with the computer as creatively as possible through exploratory learning activities.

There's something special in Bright Beginnings for you, the parent. Included in this instruction booklet is a Discovery Guide that tells you exactly what learning skills your child is developing. The Discovery Guide also goes one step further and suggests additional related activities that you and your child can do together. All of the activities include helpful hints on how to encourage your child to develop learning skills by exploring his or her environment.

Honey Hunt was developed by Joyce Hakansson Associates Inc., an independent production company. The JHA approach to fun and learning blends excellence from a number of disciplines. Their design team consists of artists, writers, musicians, child development experts, programmers, and an academic advisory board all working together to create interactive learning games that build on your child's inherent love of play.

The Theme of the Game

Discovering when events occur is what Honey Hunt, a game of skill and strategy, is all about. When playing, have your child look carefully at all the suspenseful events that occur in the meadow and see if he or she can recognize a certain pattern in them. Your child can polish up his or her prediction skills and score points, too!

Your child helps bee friends collect nectar drops from flowers (ones with open petals). He or she can control the bee's movement with either the MBX joystick, the TI Joystick Controllers, or the TI keyboard. Each nectar drop he or she collects is worth points. Your child avoids a dangling spider and its sticky web, and other uninvited guests in the meadow (like a big bear with a sweet tooth for honey and a dragonfly that dives and darts all over).

Have your child watch the screen closely, listen to the delightful music and sound effects, and try to discover what happens when on the "Honey Hunt."

Two Ways to Play Honey Hunt

This Honey Hunt cartridge can be played with the Texas Instruments Home Computer or with the Texas Instruments Home Computer and the MBX Expansion System. The MBX Expansion System adds new dimensions to your Texas Instruments Home Computer. This booklet contains instructions for using both systems. Instructions for each method are separated by a bar format. The first bar, which is color coded in blue, tells you how to play the game with your MBX Expansion System. The second bar tells you how to play the game with your Texas Instruments Home Computer alone.

TI Home Computer with the MBX Expansion System

The MBX console plugs into your Texas Instruments Home Computer. Refer to the set-up instructions in your MBX Expansion System booklet to properly connect the systems.

Here's What the MBX Expansion System Includes

- MBX console with built-in action keypad
- Triple-axis analog joystick
- Headset microphone (not used with this cartridge)
- Power supply
- Fully-illustrated instruction booklet

Playing Honey Hunt with the MBX Expansion System

- Triple-axis analog joystick allows total maneuverability of screen objects.
- Action-input keypad with its own colorful overlay allows for quick response and flexible play.
- Speech Synthesis allows you to hear phrases, prompts, and sound effects that are true-to-life, well-modulated, and full of inflection.

TI Home Computer without the MBX Expansion System

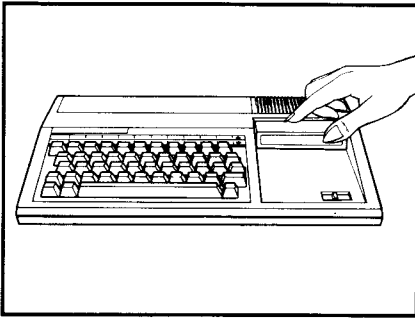
- You can play Honey Hunt and control all the action on the screen with the Texas Instruments Joystick Controllers (sold separately) or the Texas Instruments computer keyboard or a combination of both.
- Speech makes the game more exciting. You need the Texas Instruments *Solid State Speech** Synthesizer (sold separately) to activate speech capabilities.

Using the MBX Expansion System and the Solid State Speech Cartridge

Follow these steps to use your TI Home Computer with the MBX Expansion System. Setting up the MBX System and inserting the Solid State Speech Cartridge is easy. If you have any questions on using the MBX console, see the MBX Expansion System booklet. 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.

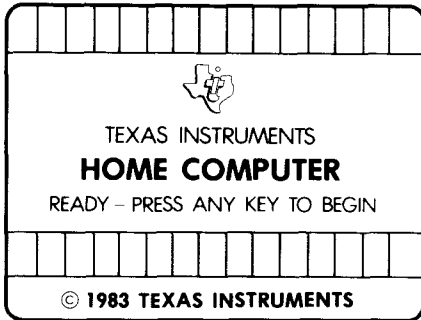
Inserting the Cartridge into the TI Home Computer

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. Slide the cartridge into the slot on the console.



Turning on the Equipment

1. Turn on the MBX keypad console and wait until you hear the MBX console say "ready."
2. Turn on the TI Home Computer, and wait for the master title screen to appear.



3. Press any key on the TI computer keyboard to make the cartridge title screen appear.

Ending the Game and Removing the Cartridge

1. Turn off the MBX keypad console and the TI Home Computer.
2. Remove the cartridge from the slot.

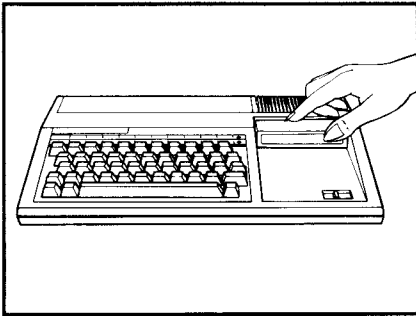
Note: The **QUIT** function on your TI computer keyboard is inoperable when the MBX console is attached and activated.

Using the Solid State Speech Cartridge without the MBX System

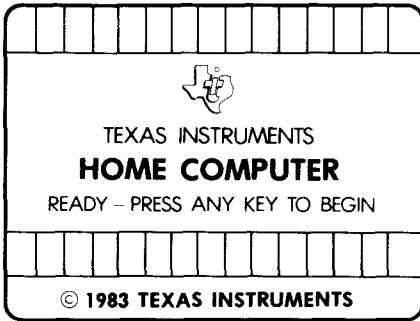
If you are playing the game without the MBX System, follow these simple instructions for inserting the Solid State Speech Cartridge. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the "Maintenance and Service" section in this booklet.

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. Slide the cartridge into the slot on the console.



4. Turn the computer ON, and wait for the master title screen to appear.



5. Press any key to make the cartridge title screen appear.

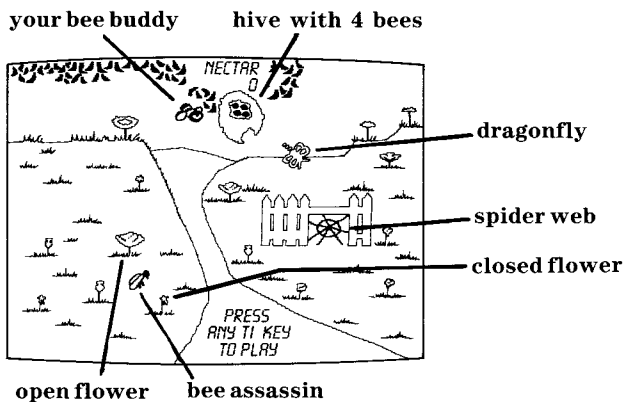
Removing the Cartridge

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.

Getting Started

After the cartridge title screen appears, your child sees a short demonstration of game play. This is the DEMO MODE. He or she can sit back and watch all the action. After the DEMO MODE, the computer asks if your child wants screen instructions. Read the instructions below for the system you are using.

Actions in the DEMO MODE



TI Home Computer with the MBX System

1. After viewing the DEMO MODE, the message, TO START PRESS GO appears. Have your child press **GO** on the MBX console. The title screen and DEMO MODE continue to replay if the proper key is not pressed. If the title screen reappears, your child presses any key on the TI computer keyboard to reach the instruction option screen. If the DEMO MODE reappears, your child presses the **GO** key on the MBX console to reach the instruction option screen.
 2. When the message DO YOU WANT INSTRUCTIONS? appears, have your child:
Press **YES** on the MBX console for step-by-step instructions. He or she can follow all the directions on the screen and then press the **TRIGGER button** on the MBX joystick to start the game.
Press **NO** on the MBX console to bypass the instructions and start the game.
-



TI Home Computer without the MBX System

1. After viewing the DEMO MODE, the message, PRESS ANY TI KEY TO PLAY appears. Have your child press any key on the TI computer keyboard to reach the instruction option screen. The title screen and DEMO MODE continue to replay if a TI key is not pressed.
 2. When the message DO YOU WANT INSTRUCTIONS? appears, have your child:
Press Y on the TI keyboard for step-by-step screen instructions. He or she can follow all the directions on the screen. Then, to start the game, press the **FIRE** button on the Joystick Controller; or press the **Q** key or the **SPACE BAR** on the TI computer keyboard.
Press N on the TI computer keyboard to bypass the instructions and start the game.
-

Playing the Game

In Honey Hunt, your child tries to land a bee buddy on an open flower to gather a nectar drop. When he or she returns the bee to its hive with the drop of nectar, points are earned. Your child begins the game with five bees at home in the hive. Follow the instructions below for the system you or your child is using.

Moving the Bee and Collecting Nectar

Your child moves the bee onto open flower petals to collect nectar drops. Your child can move the bee to as many flowers as he or she wishes, but cannot receive points unless the nectar drop is taken to the bee's hive.

TI Home Computer with the MBX System

- Have your child move the MBX joystick in the desired direction to move the bee.
-

TI Home Computer without the MBX System

- Have your child move the lever of the Joystick Controller to move the bee in the desired direction or use the arrow keys on the TI computer keyboard.

Left Side of the Keyboard

Press **E** (↑) to move bee up, **X** (↓) for down, **S** (←) for left, **D** (→) for right, **W** (↖) for diagonal (upper left), **R** (↗) for diagonal (upper right), **C** (↘) for diagonal (lower right), or **Z** (↙) for diagonal (lower left).

Right Side of the Keyboard

Press **I** (↑) for up, **M** (↓) for down, **J** (←) for left, **K** (→) for right, **U** (↖) for diagonal (upper left), **O** (↗) for diagonal (upper right), **,** (↘) for diagonal (lower right), or **N** (↙) for diagonal (lower left).

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

The Bee's Enemies

The bee has three enemies: spiders and sticky webs, dragonflies, and bee assassins. Your child can move the bee to escape these hungry creatures and deliver the drop of nectar to the hive safely. If the bee is caught by one of these creatures, the bee is lost. Watch out for a honey-hungry bear, too, for he tries to steal honey from the hive!

Defending Bees

- The bee hive is a safety zone; have your child move the bee to its hive when being attacked by an enemy.
- Have your child move the bee to the far right or left side of the screen to escape an enemy; the bee disappears from the screen and reappears on the opposite side of exit.

Losing Bees

If your child's bee is caught by an enemy, he or she loses that bee. If your child has bees left in the hive, play continues. If he or she does not have any bees left in the hive, the game ends.

If your child loses a bee and wants to bring another bee into play from the hive, have him or her follow the instructions below for the system you or your child is using.

TI Home Computer with the MBX System

- Have your child press the **TRIGGER** button on the MBX joystick.
- Next, your child can move the bee from the hive to find another open flower petal.

TI Home Computer without the MBX System

- Have your child press the **FIRE** button on the Joystick Controller. He or she can also press the **SPACE BAR**, the **Q** key, or the **Y** key on the TI computer keyboard.
 - Next, your child can move the bee from the hive to find another open flower petal.
-

The Big Furry Bear

The bear raids your child's hive if it is left unattended! Your child can hear the bear approaching when the bear says TIME TO GET THE HONEY. To save the honey, do the following for the system you're using.

TI Home Computer with the MBX System

- Quickly get the bee back to the hive by using the MBX joystick.

TI Home Computer without the MBX System

- Quickly get the bee back to the hive by moving the lever on the Joystick Controller. You may also use the arrow keys on the left side of the TI computer keyboard, or the (←) **J**, (→) **K**, (↑) **I**, or (↓) **M** keys on the right side of the TI computer keyboard.
-

Scoring, Strategy Hints, and Ending the Game

Your child earns points for each nectar drop collected. Explain the strategy hints to your child on how to outwit the bee's enemies.

Scoring

Each time your child returns a bee to its hive with a nectar drop, he or she gains points. A running total of points appears on the screen.

Your child receives 10 points for each nectar drop he or she collects. After your child accumulates 500 points, he or she earns 20 points for each nectar drop collected.

Strategy Hints

- Your child's score determines when the enemies appear on the screen. So watch your point total to predict a predator's entrance to the meadow.
- A bear will first appear when your child earns 250 points, only then will he or she have to guard the hive!

Ending the Game

The game ends when your child loses all five bees. If your child wishes to play again, have him or her follow the instructions given below for starting a new game.

TI Home Computer with the MBX System

When the message **GAME OVER. PRESS GO OR RESET** appears, have your child press **GO** on the MBX console to play again bypassing the **DEMO MODE** and the instructions; or have your child press **RESET** on the MBX console to play again returning to the instruction option screen.

TI Home Computer without the MBX System

When the message **GAME OVER. PRESS REDO OR BACK** appears, have your child press **REDO** on the TI keyboard to play again bypassing the **DEMO MODE** and the instructions; or have your child press **BACK** on the TI keyboard to play again returning to the instruction option screen.

HONEY HUNT

As children play Honey Hunt, they imaginatively enter an environment that invites them to develop the learning skills of prediction and pattern recognition. Children develop increasingly complex game strategies while playing in a world that is based on a realistic setting. They fly a bee from flower to flower to collect nectar, increasing their proficiency and adding points to their score.

Several interrelated patterns are built into Honey Hunt; flowers, dragonflies, and webs. Most children build individual strategies around these sequences in order to gather nectar. Older children may notice a connection between the predators' appearance and their own point score or competence: "When you get really good, the dragonfly comes back." Older children may use their math skills to predict their scores. They begin counting flowers and multiplying by tens: "You've got 80. If you get two more flowers, you'll have a hundred."

Younger children, however, are intrigued by the sense of mastery they feel while directing the bees; they do not concentrate on their point scores. This mastery can become a crucial element in a child's game strategy. Some children may choose to play Honey Hunt by deliberately flying each bee into the spider web to see the consequences and to listen to the music.

Honey Hunt builds on your child's inherent curiosity of the world around him or her. The game environment introduces the insect world to him or her within the non-threatening context of imaginative play. The screen represents a natural setting, presenting creatures that can all be encountered in the real world.

Once you and your child have begun to explore what Honey Hunt has to tell you about pattern recognition and prediction skills, why not go one step further...

Take It One Step Further

There are a number of ways you can determine the manner in which your child develops a play strategy with Honey Hunt. Ask your child what he or she thinks the spider, dragonfly, or bear will do when they appear on the screen. Ask your child to predict when each of these creatures will appear, where they will appear, or which flower will open next. Ask your child if he or she can think of a way to collect nectar while avoiding the predator. If he or she has well-developed math skills, ask how many flowers the bee needs to collect in order to reach a particular point score.

Help your child collect and press flowers by placing them between sheets of tissue paper within the pages of a large book. You can help young children sort the flowers by color, shape, and size. Older children might enjoy looking up the names of the flowers in their collections in nature books.

If you have vases of flowers in your house, point out to your child how and when the blossoms open and close.

You can reinforce the concepts of “open” and “closed” with young children by playing a simple guessing game. Hide a penny in one hand, then present both hands closed to your child and let him or her guess which one holds the penny.

Additional Games

Four additional activities are listed below that can help your child discover patterns used in Honey Hunt.

Bee Tag

Your child can play this game with three or more “Bee Tag” friends outside in the yard. One player volunteers to be the spider, the rest are bees. The bees run from the spider, who tries to tag them. When a bee is tagged, the player must freeze on the spot. A free bee may unfreeze a bee by touch. When all the bees are frozen, one round of the game is over. The new spider is the last one tagged. To change the game, require the bees to run in a zigzag pattern.

Neighborhood Patterns

You and your child may find yourselves walking near your home, noticing different things. Ask your child:

- Do our neighbors and friends have a pattern that they follow every day?
- Does our pet follow a pattern in its walk?
- Do we have patterns in our day? What are they? Do you walk to school by the same route every day? Can you draw a map of this route?
- Do you hear patterns repeated in the music you listen to? Is there a rhythm in the sound of a bicycle being pedaled? A washing machine? A lawn mower?

The Spider

You and your child can look carefully in lots of nooks and corners and see if a spider’s web can be found. Watch the spider’s habits. Help your child preserve the web by putting black paper behind it and spraying the web and paper with hairspray. See if the same kind of spider always makes the same patterns for all its webs.

Insect Capers

Help your child make bee and dragonfly costumes. Use a large sheet of stiff paper to make wings and tape them to a paper bag. Use pipe cleaners to make antennae and hold them on your child’s head with a headband. Paint the paper bag costume with colored stripes or patterns. Then, your child is ready to play Bee Tag in your back yard.

Cartridges are durable devices, but they should be handled with the same care you would give any other piece of software media. Information concerning use and service can be found in your *User's Reference Guide*.

Caring for the Cartridge

Keep the cartridge clean and dry.

Caution: The contents of a cartridge can be damaged by static electricity discharges.

Static electricity buildups are more likely to occur when the humidity of the air is low (during winter and in areas with dry climates). To avoid damaging the cartridge, touch any metal object (a doorknob, a desk lamp, etc.) before handling it.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static buildup. These preparations are usually available from hardware and office supply dealers.

In Case of Difficulty

If the cartridge programs do not appear to be operating properly or if the cartridge is removed from the slot while the cartridge contents are being used, the computer may behave erratically. Follow the set of directions that apply to you.

TI Home Computer with the MBX System

Turn off the computer. Withdraw the cartridge, align it with the cartridge opening, and reinsert it. Then turn on the computer and press any key to make the master title screen appear.

TI Home Computer without the MBX System

Return to the master title screen by pressing **QUIT**. Withdraw the cartridge, align it with the cartridge opening, and carefully reinsert it. 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.)

Quick Reference Guide

TI Home Computer with MBX System	TI Home Computer Without MBX System	Joystick Controllers	Keyboard	Action
joystick up	lever up	(↑) E, I		Moves the bee upwards on the screen.
joystick down	lever down	(↓) X, M		Moves the bee downward on the screen.
joystick left	lever left	(←) S, J		Moves the bee to the left on the screen.
joystick right	lever right	(→) D, K		Moves the bee to the right on the screen.
joystick diagonally	lever diagonally	(↖) W, U		Moves the bee diagonally upper left.
		(↗) R, O		Moves the bee diagonally upper right.
		(↘) C, (,))		Moves the bee diagonally lower right.
		(↙) Z, N		Moves the bee diagonally lower left.
TRIGGER button	FIRE button	Q, Y, or SPACE BAR		Brings a new bee from the hive into play.
GO		FCTN 8 or 8 (REDO)		Replays a game bypassing DEMO and step-by-step instructions.

RESET	FCTN 9 or 9 (BACK)	Replays a game from instruction option screen.
YES	Y	Gives instructions on how to play the game.
NO	N	Bypasses instructions on how play the game.
PAUSE	P	Activates/deactivates pause option.
	FCTN = (QUIT)	Returns to master title screen only if the MBX console is not attached or activated.

Please see the MBX Expansion System booklet for more information on any of the MBX keys not included here.

For rapid play on the TI Home Computer, Honey Hunt allows you to press the number key on the TI Home Computer without the **FCTN** key for **REDO** and **BACK**.

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

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

