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I put a lot of time into producing these files which is why you are met with this page when you open the file.

In order to generate this file, I need to scan the pages, split the double pages and remove any edge marks such as punch holes, clean up the pages, set the relevant pages to be all the same size and alignment. I then run Omnipage (OCR) to generate the searchable text and then generate the pdf file.

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It is my hope that you find the file of use to you personally – I know that I would have liked to have found some of these files years ago – they would have saved me a lot of time !

Colin Hinson

In the village of Blunham, Bedfordshire.



TEXAS INSTRUMENTS HOME COMPUTER

JAWBREAKER II[®]

ARCADE ENTERTAINMENT

SOLID STATE CARTRIDGE

The game can be played using the optional Wired Remote Controllers—sold separately.

Evade the relentless Grinning Gobblers as they chase you through a maze of shifting walls and escape routes. Try to reach an Energizer and gain invincible power.



Maintenance and Service

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Caring for the Cartridge

Keep the cartridge clean and dry.

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In Case of Difficulty

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Quick Reference Guide

TI-99/4A

(↑) E (↓) X	Controls vertical movement of the Robot Probe.	7	Moves the Robot Probe at slow speed.
(←)S (→)D	Controls horizontal movement of the Robot Probe.	8	Moves the Robot Probe at fast speed.
(↖) W (↗) R (↘) Z (↙) C	Controls diagonal movement of the Robot Probe.	FCTN 3 (ERASE)	Allows you to select another patient number before ENTER is pressed.
(↑) I (↓) M	Issues medication in a vertical direction.	FCTN 7 (AID)	Previews game play functions.
(←)J (→)K	Issues medication in a horizontal direction.	ENTER	Proceeds to the next screen after AID is pressed. Press ENTER after selecting your patient number.
(↖) U (↗) O (↘) N (↙) ,	Issues medication in a diagonal direction.	FCTN 8 (REDO)	Begins a new game using the same options.
P	Stops the game temporarily.	FCTN 9 (BACK)	Returns to the Microsurgeon title screen.
1	Selects Ultrasonic Ray medication.	FCTN = (QUIT)	Returns to the master title screen.
2	Selects Antibiotic medication.		
3	Selects Aspirin medication.		
4	Turns on EKG Sound Sensor.		
5	Turns on Heart Sound Sensor.		
6	Turns off Sound Sensor.		

Note: If the optional Wired Remote Controllers (joysticks) are used, eight directions are available to maneuver the Robot Probe; move the lever in the desired direction.

The **ALPHA LOCK** must be in the OFF (up) position when using the Wired Remote Controllers.

Quick Reference Guide

TI-99/4A

(←) **S** Controls the movement of the Jawbreaker from the left side of the keyboard.
(→) **D**
(↑) **E**
(↓) **X**

(←) **J** Controls the movement of the Jawbreaker from the right side of the keyboard.
(→) **K**
(↑) **I**
(↓) **M**

P or **T** Stops the game temporarily.

FCTN 8 or **8 (REDO)** Press and hold to start a new game when **REDO** appears on the screen.

FCTN 9 or **9 (BACK)** Press and hold to return to the Jawbreaker selection list when **BACK** appears on the screen.

FCTN = (QUIT) Returns to the master title screen.

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

If the optional Wired Remote Controllers (joysticks) are used, four directions are available to maneuver the Jawbreaker; move the lever in the desired direction.

The **ALPHA LOCK** must be in the OFF (up) position when using the Wired Remote Controllers.

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



TEXAS INSTRUMENTS
INCORPORATED

DALLAS, TEXAS

Jawbreaker II[®]

Programmed by: Sierra On-Line Inc.
Cartridge conversion by:
John M. Phillips

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

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Incorporated. Solid State Cartridge
program and data base contents
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See important warranty information at
back of book.

Introduction

Jawbreaker is a thrilling one-player game of narrow escapes and sudden danger. You control the Jawbreaker, a powerful set of teeth, and race through a maze of shifting walls and doors. Your score climbs as you clear each screen by devouring Dots and Special Treats. A toothbrush cleans your teeth to get you ready for more

action. Avoid the Grinning Gobblers as they come at you from either side. Eating Energizers gives you the power to chase and destroy the Gobblers. Watch out—your power is only temporary. Soon the Grinning Gobblers will turn and attack!

With Jawbreaker, you can:

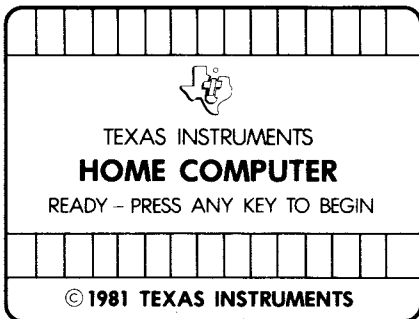
- Play any one of five increasingly difficult levels of the game
- Use Wired Remote Controllers (joysticks) or keyboard control
- With keyboard control, use preset keys or select your own keys to play the game
- Enjoy sound effects that enliven the action

Using the Solid State Cartridge

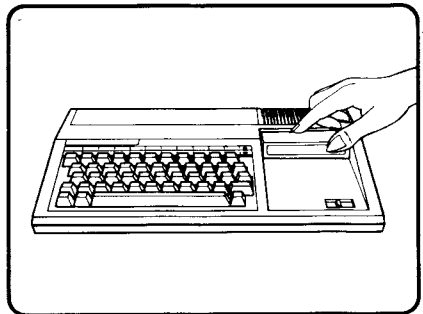
Inserting Solid State Cartridges is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the "In Case of Difficulty" section in this booklet.

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.

Getting Started

When the Jawbreaker title screen appears, press any key to begin. First, select the way you want to move the Jawbreaker, using the Wired Remote Controllers (joysticks), default (preset) keys, or personally selected keys. Then,

select your level of play. Once you select the level of play, the game begins.

To Control the Jawbreaker

When the "Select Input" screen appears, you see these choices:

1. JOYSTICKS—DEFAULT KEYS
2. CHOOSE YOUR OWN KEYS A-Z

Your choice determines the way you move the Jawbreaker up, down, left, or right on the screen.

To Use the Joysticks

Press **1** to select joystick control. Move the lever in the desired direction. Do not press the **FIRE** button when moving the joystick lever. If you accidentally press the **FIRE** button, release the button to resume joystick movement.

Lever Position	Direction on the screen
Forward (toward the FIRE button)	Up
Backward (away from the FIRE button)	Down
Left	Left
Right	Right

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

To Use the Default Keys

Press **1** to select the default keys. You can use default keys on either the left or right side of the keyboard.

Keys	Direction on the screen
(↑) E (↑) I	Up
(↓) X (↓) M	Down
(←) S (←) J	Left
(→) D (→) K	Right

To Select Your Own Keys

Press **2** to choose your own keys. A list of directions appears on the screen:

UP
DOWN
LEFT
RIGHT

1. Choose your own keys. You can select only letters or the **SPACE BAR**. (**Note: P** is used to pause in the middle of a game and cannot be a direction key.)
2. Press the key you want to use for moving the Jawbreaker up. If you press a letter key, the letter appears next to UP. If you press the **SPACE BAR**, a letter does not appear.
3. One by one, press the keys you want to use for moving the Jawbreaker down, left, and right.
4. This question appears on the screen:

THESE KEYS OK?
Y/N

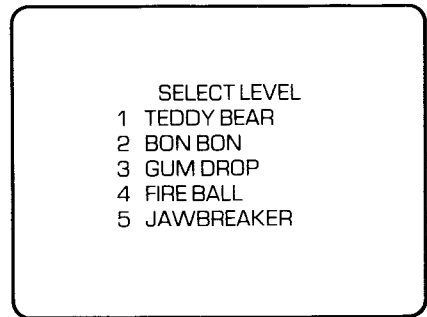
Press **Y** (Yes) to go to the "Select Level" screen.

Press **N** (No) to select new keys or to choose the joysticks or default keys.

To Make Your Game Selection

You can choose from five levels. They range from Teddy Bear, the slowest level, to Jawbreaker, a level of fast and furious play.

When the Jawbreaker selection list appears, you see these choices:



Press the number of the game you wish to play.

To Pause During a Game

When using default keys or joysticks, press **P** or **T**. When using personally selected keys, press **P**. Press any key to resume the game.

Playing the Game

Move the Jawbreaker to consume as many Dots and Special Treats as possible while avoiding the Grinning Gobblers. Or, consume an Energizer and gain the power to devour the Grinning Gobblers. Escape or pursue the Grinning Gobblers by passing

through the moving doors. Watch your score mount at the bottom of the screen.

Jawbreakers

Place

- Begin moving from the center of the screen
- One in play and three to spare (**Note:** Number to spare appears on screen when you lose a Jawbreaker or begin a new screen.)

Power

- Can escape or pursue through doors
- Cannot leave the screen
- Can devour Dots, Special Treats, and Energizers
- Can gain power from Energizers to attack Grinning Gobblers

Play

- Avoid Grinning Gobblers
- Devour Dots, Special Treats, and Energizers for points
- Eat Energizers to attack Grinning Gobblers

Dots . . .

Place

- Along all rows

Power

- Add points when eaten by Jawbreaker

Play

- Vanish if Jawbreaker eats them

Grinning Gobblers

Place

- Begin moving from left or right
- Four on separate rows

Power

- Move on and off screen
- Cannot pass through a door
- Chase and devour Jawbreaker in the same row
- Change and become more aggressive as you score more points

Play

- Pursue Jawbreaker in same row
- Flee from energized Jawbreaker in same row
- Change to ghosts when eaten by Jawbreaker
- Return to original color and shape after Energizer wears off
- Chase Jawbreaker when Energizer wears off

Energizers ● ● ●

Place

- Flash in each corner
- Four with each new screen

Power

- Give temporary power to Jawbreaker

Play

- Vanish when eaten
- Turn Grinning Gobblers blue (**Note:** Flashing colors signal end of power is near.)

Special Treats**Place**

- Appear at center of screen

Power

- Add points when eaten by Jawbreaker

Play

- Appear in order of point value—Candy Cane, Lollipop, Melon Slice, and Candy Mountain
- Stay on screen briefly
- Vanish if a Grinning Gobbler passes over them

If the Jawbreaker successfully eats all Dots and Energizers, the game action stops. A Toothbrush appears and brushes the teeth of the Jawbreaker. You begin with a new screen.

Point Values and Bonuses

Dot	5
-----	---

Energizer	20
-----------	----

Candy Cane	200
------------	-----

Lollipop	400
----------	-----

Melon Slice	600
-------------	-----

Candy Mountain	800
----------------	-----

Grinning Gobblers

First	100
-------	-----

Second	200
--------	-----

Third	400
-------	-----

Fourth	800
--------	-----

Bonus

A new Jawbreaker is earned for each 10,000 points scored (**Note:** You can have only five Jawbreakers to spare.)

Getting Ready for More Action

Strategies help you become a stronger player. As you become more experienced, you may wish to play at more advanced levels that will challenge your new skills. Watch your playing ability improve with each successful game.

Strategy

Attack Grinning Gobblers through a door directly above or below them.

Move with caution when the Grinning Gobblers begin to flash their usual colors.

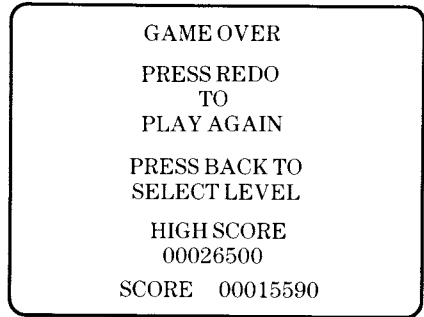
Devour all the Energizers before eating all the Dots.

Attack four Gobblers each time your Jawbreaker is energized to gain the most points.

Use the power of an Energizer completely before eating another.

To Play Another Game

A game ends after you lose your last Jawbreaker. You then see this screen:



- To play using the same options, press **REDO** and begin again.
- To play using different options, press **BACK**. You return to the Jawbreaker title screen and then follow screen directions to select your new options.

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