

**Please do not upload this copyright pdf document to any other website. Breach of copyright may result in a criminal conviction.**

This Acrobat document was generated by me, Colin Hinson, from a document held by me. I requested permission to publish this from Texas Instruments (twice) but received no reply. It is presented here (for free) and this pdf version of the document is my copyright in much the same way as a photograph would be. If you believe the document to be under other copyright, please contact me.

The document should have been downloaded from my website <https://blunham.com/Radar>, or any mirror site named on that site. If you downloaded it from elsewhere, please let me know (particularly if you were charged for it). You can contact me via my Genuki email page: <https://www.genuki.org.uk/big/eng/YKS/various?recipient=colin>

**You may not copy the file for onward transmission of the data nor attempt to make monetary gain by the use of these files. If you want someone else to have a copy of the file, point them at the website. (<https://blunham.com/Radar>). Please do not point them at the file itself as it may move or the site may be updated.**

It should be noted that most of the pages are identifiable as having been processed by me.

---

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.

Hopefully after all that, I end up with a presentable file. If you find missing pages, pages in the wrong order, anything else wrong with the file or simply want to make a comment, please drop me a line (see above).

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

DLM ACADEMIC\* SKILL BUILDERS IN MATH

## METEOR MULTIPLICATION

EDUCATION

### SOLID STATE CARTRIDGE

This can be played using the optional Wired Remote Controllers.

An arcade game format provides fun and challenge while increasing math skills in multiplication of numbers from 0 to 9. Suitable for children from grades 3 through 11.

\*Trademark of Developmental Learning Materials



---

# Quick Reference Guide

---

---

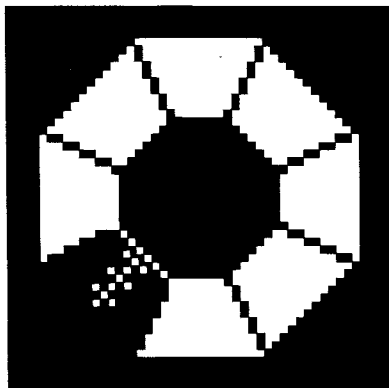
Note that the key combinations required to use special functions depend on the type of computer console you have. Important keystroke combinations are summarized here for quick reference.

<i>TI-99/4</i> <b>SHIFT A</b> <b>(AID)</b>	<i>TI-99/4A</i> <b>FCTN 7</b> <b>(AID)</b>	Returns to the GAME CONTROL OPTIONS screen. (Available on the RECORD YOUR SCORE screen and on the PRESS ANY KEY TO PLAY screen.)
<b>SHIFT W</b> <b>(BEGIN)</b>	<b>FCTN 5</b> <b>(BEGIN)</b>	Returns to the DLM title screen. (Available on the RECORD YOUR SCORE screen and on the PRESS ANY KEY TO PLAY screen.)
<b>Q, Y, or</b> <b>SPACE BAR</b>	<b>Q, Y, or</b> <b>SPACE BAR</b>	Fires the star station gun.
<b>S (←) or G</b>	<b>S (←) or G</b>	Rotates the star station in a counter-clockwise direction.
<b>D (→) or J</b>	<b>D (→) or J</b>	Rotates the star station in a clockwise direction.
<b>E (↑) or H</b>	<b>E (↑) or H</b>	Increases the answer appearing on the star station.
<b>X (↓) or N</b>	<b>X (↓) or N</b>	Decreases the answer appearing on the star station.
<b>T</b>	<b>T</b>	Terminates the game and returns to the RECORD YOUR SCORE screen.
<b>SHIFT Q</b> <b>(QUIT)</b>	<b>FCTN =</b> <b>(QUIT)</b>	Returns to the master title screen.

*Note:* The optional Wired Remote Controllers (joysticks) may also be used to control movement on the screen. (See page 10 for instructions for using joysticks with Meteor Multiplication.)

---

## *Meteor Multiplication*



This Solid State Cartridge is designed to be used with the Texas Instruments Home Computer. Its arcade game format provides fun and challenge while increasing your child's skills in multiplication of numbers from 0 to 9.

Programmed by: Susan Powell

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

Copyright© 1982 by Texas Instruments Incorporated.

Program and data base contents

copyright© 1982 by Texas Instruments Incorporated.

See important warranty information at back of book.

---

**DLM**



DEVELOPMENTAL LEARNING MATERIALS

**AN OPEN LETTER  
FROM DEVELOPMENTAL LEARNING MATERIALS**

CONGRATULATIONS on purchasing an *ARCADEMIC™ SKILL BUILDERS IN MATH* program—software that provides fun while practicing basic math skills for players of all ages. This innovative game combines fast action, colorful graphics, and an arcade game format with learning that creates persistence and involvement found in arcade game players.

This game is based on a theory of combining proven educational techniques with a highly motivating format that challenges the player to learn. The game control options allow the control of the speed at which the game is played, the numbers that appear in the problems, the length of each game, and the mode—whether controlled by joysticks or keyboard—in which the game can be played. These options maximize the fun and learning by providing:



---

## ***Meteor Multiplication***

---

- **SUCCESS IN LEARNING**—rather than preventing errors, success in these games is reflected by *improvement*. Starting players where they “aren’t” (usually producing high rates of errors) and then moving back or ahead to provide success maximizes learning as well as creates challenge. Poor performance is not viewed by players as failure but as a challenge to improve.
- **INDIVIDUAL NEEDS**—selecting the appropriate numbers for the problems in this format will help players “want” to learn. They will find needed repetitious drill as fun and stimulating as other types of learning.
- **HIGH RATE OF LEARNING**—players must employ the best strategy under exciting circumstances to make rapid responses while being given immediate feedback to meet the challenge of the game.
- **EVIDENCE OF IMPROVEMENT**—players have an unlimited ceiling on performance, immediate feedback on performance that continues to challenge, and a framework for success.

We know you will see the difference with this software! Players will be fascinated with the game while working toward the overall objective: to increase correct responses (hits) and decrease incorrect ones (misses) to basic arithmetic problems.

Your *ARCADEMIC SKILL BUILDERS IN MATH* program makes learning fun, exciting, independent, and successful. Your players will like learning!

### **Developmental Learning Materials**

### A NOTE TO PARENTS

Developmental Learning Materials and Jerry Chaffin and Bill Maxwell of the University of Kansas have developed six programs to help your child learn the four basic math operations of addition, subtraction, multiplication, and division. Four programs emphasize each of the math operations, and two programs develop discrimination between math operations by presenting problems in both addition and subtraction or in multiplication and division. In all six programs, an arcade game format uses colorful graphics and lively action to create an exciting, involving atmosphere for learning.

Meteor Multiplication, one of the six Solid State Cartridges, can help your child increase speed and accuracy in the multiplication of numbers from 0 to 9. Meteor Multiplication is learning combined with fun. By playing the game, your child learns and improves essential multiplication skills.

The arcade game format of Meteor Multiplication is a fast-paced, outer-space version of attackers versus defender. Multi-colored meteors with multiplication problems on their sides are the attackers. The defender is a star station, controlled by your child, that "equalizes" the meteor with the correct answer. The challenge of different levels of skill and problem difficulty encourages your child to improve his or her speed and accuracy. The colorful graphics and sound effects of Meteor Multiplication enhance the action and add to the excitement.

As the game is played, the total of "hits" (correct answers) and "misses" (incorrect answers) is continually updated and displayed at the bottom of the screen. At the end of the game a RECORD YOUR SCORE screen appears, giving the totals for that game and the lowest and highest game totals for the session. But whatever the score, your child wins valuable practice in solving simple multiplication problems each time she or he plays Meteor Multiplication.



### **YOUR CHILD AND THE COMPUTER**

The Texas Instruments Home Computer is a rugged, durable device designed for easy use and care. Teach your child to give the computer the same good care and respect he or she would give a television set, record player, or any piece of electronic equipment:

1. Keep snacks and beverages away from the console.
2. Don't hammer on the keyboard or place heavy objects on it.
3. Don't touch the cartridge contacts. These are recessed in the cartridge to help prevent accidental soiling and/or damage.

The letters and numbers on the keyboard are arranged in the same order found on standard typewriter keyboards. If your child is not familiar with a typewriter or has not used your Home Computer before, take a few minutes to acquaint him or her with the keyboard. Point out the row of number keys at the top and the rows of letter keys below. Show your child how to insert the cartridge and select the activities. If your child is using Wired Remote Controllers, or joysticks, show him or her how to connect the joysticks to the console and practice using the joysticks in an activity. This brief "tour" of the computer will help reinforce correct procedures and instill confidence as your child starts out in a new world of computers.

Today, computers are involved in almost every aspect of life. Working with this cartridge can help your child become familiar with computers and their operation. Since computer-enhanced instruction is more common in the classroom every year, this knowledge can give your child an important advantage.



---

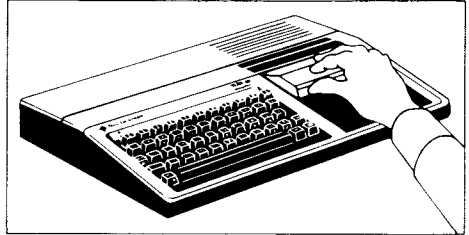
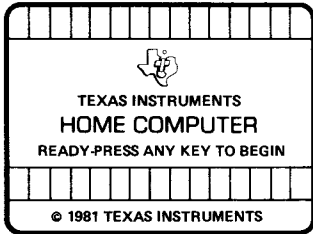
# TEXAS INSTRUMENTS HOME COMPUTER

---

## 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 14).



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 the cartridge, press the key corresponding to the number beside the appropriate language. This manual was written for the English version, but the game follows the same rules regardless of the language selected.

*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 15.



---

## ***Meteor Multiplication***

---

### **PLAYING METEOR MULTIPLICATION**

When the game begins, eight multi-colored meteors are displayed around the edges of the screen. Each meteor has a different multiplication problem on its side. The meteors advance one at a time toward the star station at the center of the screen.

The object of Meteor Multiplication is to “equalize” the meteors before they reach the star station and destroy it. To do this, your child rotates the star station until its gun is aimed at a meteor, matches the answer to that meteor’s problem on the star station, and fires the gun. If the answer on the station is correct, the gun blast equalizes the meteor and a hit is scored.

Equalizing a meteor causes it to disintegrate. After all eight meteors have been equalized, the screen turns black for a few seconds. When the display returns, eight more meteors with different problems appear around the edges of the screen. Simultaneously, the star station reappears in the center of the screen, and the game continues.

#### **When Your Child Misses a Problem**

If the number displayed on the star station is not the correct answer to a meteor’s problem, firing the gun at that meteor scores a miss. When a meteor is fired upon and missed, it advances out of turn. Firing the gun when it is not pointing at a meteor also scores a miss.

If a meteor is not equalized before it reaches the star station force field, the meteor destroys the star station. The destroyed star station spins wildly and disintegrates. After a station has been destroyed, the screen turns black for a few seconds. Then a new star station and eight new meteors appear, and the game continues.

If the meteors destroy three star stations before the game’s time limit has expired, the game is over.

### Options Available in Meteor Multiplication

When your child selects Meteor Multiplication, the DLM title and copyright screens appear, followed by an instruction screen which says PRESS ANY KEY TO PLAY. When this instruction screen appears, your child has two choices. One choice is to begin a preset game. Pressing any key on the computer keyboard begins a game at a skill level of 7 with multiplication problems using numbers from 0 to 9. This preset game lasts for two minutes and is played on the keyboard.

A second choice is to alter these preset options to fit your child's individual learning needs or preferences by pressing **AID**. For example, your child may want to play the game for a longer period of time or to use the Wired Remote Controllers (joysticks) rather than the keyboard. (For details on changing program options, see "How to Select Options.")

*Note:* The preset game is intended to challenge your child to discover existing skills and knowledge. Some children may want to continue to play using the options designated in the preset game, and other children may want to adjust the game options. Help your child determine what options are appropriate by watching him or her play the first game.

### Game Options

**Skill Level (1-9):** the speed at which the game is run. The slowest speed is 1, and the fastest is 9.

**Problem Range (3, 6, 9):** the numbers used in the multiplication problems. For problems using numbers from 0 to 3, press **3**. Press **6** for problems using numbers from 0 to 6, and press **9** for numbers from 0 to 9.

**Run Time (1-5):** the length of time of the game. Games can run from 1 to 5 minutes.

**Joystick Control (Y/N):** the use of the keyboard or of the optional joysticks (Wired Remote Controllers) to play the game. Press **Y** for Yes if your child wishes to use joysticks. (See page 10 for the way in which game play is altered when joysticks are used.) To play using the keyboard, no change is necessary because the preset game uses the keyboard and **N** is already recorded on the screen.

*Note:* The **ALPHA LOCK** must be in the OFF position (up) when joysticks are used.



## How to Select Game Options

When the instruction screen appears with the statement PRESS ANY KEY TO PLAY, you may change the preset game options by pressing **AID**. A screen which lists each of the options by number appears.

METEOR MULTIPLICATION GAME CONTROL OPTIONS		
1	SKILL LEVEL 1-9	7
2	PROBLEM RANGE 3, 6, 9	9
3	RUN TIME (MIN) 1-5	2
4	JOYSTICK CONTROL Y/N	N
5	EXIT GAME CONTROL	

PRESS NUMBER OF OPTION  
YOU WISH TO CHANGE

Follow the steps below to select the game options you want.

1. Press the number of the Game Control Option you wish to change. The cursor then moves to the line for that Game Control Option and flashes alternately with the previously selected number or letter.
2. Type the number or letter of the variation you want for that option.
3. Change as many options as you want.
4. When you have completed your selections, press **5** to EXIT GAME CONTROL and to return to the instruction screen. Press any key to begin the game, which is now programmed according to your chosen options.

*Note:* Pressing **QUIT** resets the computer to the preset options for the game. For example, if you want to use joysticks, you must select the joystick option when you first begin to play.

### Controlling the Star Station with the Keyboard

To rotate the star station in a counter-clockwise direction, press the **S** (←) or **G** key. Press the **D** (→) or **J** key to rotate the star station in a clockwise direction. The station gun is fired by pressing the **Q** or **Y** key or the **SPACE BAR**.

To change an answer displayed on the star station, press the appropriate number key (or keys) on the keyboard. An answer may also be changed by pressing the **E** (↑) or **H** key to increase the number displayed on the star station or by pressing the **X** (↓) or **N** key to decrease the number.

### Controlling the Star Station with Joysticks

When the joysticks (Wired Remote Controllers) are used to play Meteor Multiplication, there is one important difference in how the game is played. With the joystick option, the answer appearing on the star station is controlled by the computer and cannot be changed from the keyboard.

First, determine which problem correctly matches the number appearing on the star station. Use the joystick lever to aim the gun at the meteor bearing the matching problem. Moving the joystick lever to the left rotates the star station in a clockwise direction; to the right, in a counter-clockwise direction. (Moving the joystick lever forward or backward does not rotate the star station.) When the station gun is in position, fire the gun by pressing the **FIRE** button on the joystick.

Sometimes the answer appearing on the star station is correct for more than one meteor's problem. When this occurs, firing the gun at the closest meteor with the correct problem is the best strategy. Otherwise, the correct answer for the closest meteor may not appear again before that meteor destroys the star station.

*Note:* The **ALPHA LOCK** must be in the OFF position (up) when joysticks are used.



### **Length of Time of the Game**

When the game has been played for the time period selected, the game ends and the RECORD YOUR SCORE screen appears. To begin another game, press any key or press **AID** to change game options. (*Note: If the meteors destroy three star stations, the game also ends.*)

### **Score Keeping**

The total for hits and misses scored in each game appears at the bottom of the screen and is updated after each gun blast. At the end of each game, the RECORD YOUR SCORE screen appears, showing total hits and misses for the game just completed, the lowest score, and highest score for each session.

### **Changing Play in the Middle of a Game**

To alter the options during the game, press **T** to terminate the game. When the RECORD YOUR SCORE screen appears, press **AID** to change any options and to begin a new game.

### **Continuing Play at the End of a Game**

When the RECORD YOUR SCORE screen appears, press any key to begin playing again, or press **AID** and choose any of the options available with Meteor Multiplication. For example, you might choose to increase the speed at which the game is run or lengthen the time of play.

### **THESE DLM PROGRAMS ARE AVAILABLE FOR USE ON THE TI HOME COMPUTER.**

#### **Alien Addition**

For Addition Skills

Waves of alien invaders challenge a missile base far from Earth. The aliens can only be stopped by firing a mobile laser cannon which "equalizes" the enemy by firing correct answers to correspond to the addition problems on the invading alien spacecraft. Your quick reflexes and rapid addition skills are all that stand between the defenders of the missile base and the enemy invaders.

Alien Addition provides practice with addition problems with numbers from 0 to 9. "HITS" and "MISSES" are recorded at the bottom of the screen. Players can fight the alien forces using either keyboard or joystick control.

#### **Minus Mission**

For Subtraction Skills

A robot fights valiantly to defend its territory from the "creeping slime" above it. Blobs of slime carrying subtraction problems drop down upon the robot who can only destroy the blob if you provide it with the correct answer. You must help the robot fight back against this vile enemy.

Minus Mission provides practice with subtraction problems with numbers 0 to 9. "HITS" and "MISSES" are recorded in the "creeping slime" at the top of the screen. Players can help the robot in its battle with the slime by using either keyboard or joystick control.

#### **Alligator Mix**

For Addition and Subtraction Skills

Friendly, but finicky alligators lurk in this colorful swamp. They are hungry and they must be fed—but they only eat apples which bear the correct answers to the addition or subtraction problems which appear on their stomachs. You open the mouth of the alligator when an apple with the correct answer appears. Good luck! Feeding one alligator successfully lures other alligators to rise from the swamp ready for their own sets of apple problems.

Alligator Mix provides practice with both addition and subtraction problems with numbers from 0 to 9. "HITS" and "MISSES" are recorded in the swamp at the bottom of the screen. You control the opening and closing of the mouth of the alligator by either keyboard or joystick control.



---

## ***Meteor Multiplication***

---

### **Meteor Multiplication**

For Multiplication Skills

A violent "meteor shower" threatens a star station. The inhabitants of the star station defend themselves against each of the meteors which bear multiplication problems by firing a cannon loaded with the correct answer. The defenders need your help—both your quick action and your multiplication skills—to survive this dangerous threat from space.

Meteor Multiplication provides practice with multiplication problems with numbers 0 to 9. "HITS" and "MISSES" are recorded at the bottom of the galaxy. Players can fight on the side of the star station using either keyboard or joystick control.

### **Demolition Division**

For Division Skills

Four tanks, each carrying a division problem, advance menacingly toward the four barricades which defend each of your cannons. Your only ammunition against these enemies is the correct answer to the division problem which each tank carries. Quickly, move the answer next to the cannon which faces the foremost enemy. Fire. Now, move to the next cannon and fire once again with the correct-answer ammunition necessary to save it too. Fast action and rapid division may yet keep back the enemy.

Demolition Division provides practice in division of problems with answers from 0 to 9. "HITS" and "MISSES" are recorded at the bottom of the screen. You may fight the enemy tanks using either keyboard or joystick control.

### **Dragon Mix**

For Division and Multiplication Skills

The vigilant dragon stands guard, but the enemies of the city are everywhere. The dragon can defend the city only when you rapidly match the correct answers to the multiplication and division problems which the invaders carry. With your skill in multiplication and division and the dragon's power, you can succeed. You fire. Victory! But be quick, or the enemy will advance to bomb the city.

Dragon Mix provides practice in multiplication of numbers from 0 to 9 and division of problems with answers from 0 to 9. "HITS" and "MISSES" are recorded at the bottom of the screen on the road leading to the city. You can help the dragon defend the city using either keyboard or joystick control.



### **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*.

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



**TEXAS INSTRUMENTS**  
INCORPORATED  
DALLAS, TEXAS