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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

MOONSWEEPER™

ARCADE ENTERTAINMENT

SOLID STATE CARTRIDGE



IMAGIC

The Moonsweeper Mission

As the pilot of the USS Moonsweeper, you must rescue the miners stranded on the moons of Jupiter. Maneuver your ship to destroy photon torches and satellites in orbit. Then, fly the Moonsweeper to an orbiting moon to begin the rescue. Beware of towers and hostile surface destroyers! Your score increases as you rescue miners

and destroy the enemy's towers, surface destroyers, and launcher ships. Once you have rescued the six miners the Moonsweeper can carry, fly through accelerator rings. When you have gained enough speed, you escape the moon and return to Jupiter's orbit to continue your mission.

Journey to the Moons

As the game begins, you are piloting one of your five Moonsweepers in Jupiter's orbit. You must reach one of the moons to begin your rescue. Dangerous obstacles are also orbiting the planet. Destroy these obstacles as you try to reach a moon.

Dangers in Space

Destroy or outmaneuver these dangerous obstacles before they track your position and destroy your ship!



Photon torch



Satellite

Leaving Space

Pilot the Moonsweeper to one of the moons orbiting Jupiter. When you fly over the moon, you enter its gravity field and descend automatically.

The colors of the moons indicate levels of increasing difficulty. Blue and green moons can be found in all orbits. Yellow and red moons appear in later orbits.

Moon	Level
Blue	Beginner
Green	Intermediate
Yellow	Advanced
Red	Supreme Challenge

Rescue on the Moons

After you reach a moon, you cruise above the lunar surface in search of miners. You see the miners who are waiting for rescue from the surface of the moon. Swiftly fly over them to transport them aboard your craft.

Dangers on the Moons

The moons hold many dangers for the USS Moonsweeper. Enemy launcher ships drop surface destroyers that fire deadly space bullets from all angles. You must dodge the space bullets while firing at enemy craft and rescuing miners.

Watch out for tall towers! A collision means destruction for the Moonsweeper.

Destroy these enemies on the moons:



Tower



Surface destroyers



Launcher ship

Leaving the Moon

When the USS Moonsweeper has a full passenger load of six miners, gain speed by flying through accelerator rings and blast off into orbit.

Jupiter has four orbits, numbered 0 through 3. You advance to the next orbit each time you blast off. After your third blast-off, you return to the first orbit.

Maneuvering the USS Moonsweeper through enemy territory requires strategy and quick thinking.

Transport miners to safety by dodging attackers. Defend your ship by firing short-range and long-range missiles. The control panel at the bottom of the screen allows you to monitor your speed, the direction of

your fire, and the location of the miners. The panel also shows the number of the orbit and the number of remaining Moonsweepers. Watch your fuel gauge! You lose a ship when you run out of fuel.

Reaching the Surface of a Moon

You can pilot the Moonsweeper to any one of the moons orbiting Jupiter. To reach a moon, fly the Moonsweeper over it.

Rescuing the Miners

As you fly over the moon's surface, maneuver your ship to rescue a maximum of six miners. As your skills improve, fly at a fast speed to pick up miners quickly. Confirm a rescue by hearing the sound and seeing a symbol for the rescued miner appear on the control panel. To rescue miners:

- Watch the radar spotter on your control panel to see where the next miner appears
- Pick up miners by flying over them

Blasting Off from a Moon

After you have picked up six miners, accelerator rings appear on the surface of the moon. The rings are your only means of reaching blast-off speed. Fly through the rings until you gain enough speed to blast off into space.

If your ship is destroyed before blasting off, you must pilot your new ship through accelerator rings to regain speed.

Defending the Moonsweeper

You have short-range and long-range missiles in the Moonsweeper's arsenal. Short-range missiles can be fired more rapidly than long-range.

During your flight through space, all missiles are long-range and can destroy all obstacles.

For best effect when fighting on a moon, use short-range missiles to destroy surface destroyers and towers. Use long-range missiles to destroy launcher ships.

Scoring

You earn 10 points for every satellite you destroy in orbit. On the moons, you earn points for rescuing miners, destroying enemies, and blasting off successfully. Point values increase as you progress to more difficult moons. For every 10,000 points, you receive an extra Moonsweeper, 100 bonus points, and a full fuel tank.

You can have only five Moonsweepers at a time. If you have five Moonsweepers and reach a 10,000-point mark, you do not receive an extra ship, 100 bonus points, or a full fuel tank.

Moon	Rescue miner	Shoot tower or surface destroyer	Shoot launcher ship	Blast off
Blue	10	10	200	900
Green	20	10	200	1225
Yellow	30	40	300	1470
Red	40	80	300	1960

Piloting the USS Moonsweeper

The USS Moonsweeper is the miners' only hope for survival. Race to their rescue and escape before the enemy forces destroy you. You can pilot the USS Moonsweeper using the keyboard or Joystick Controllers. Fire your missiles to destroy obstacles and enemies.

Navigating Your Ship with the Keyboard

Use these keys to maneuver your ship.

Press	Action
(←)S, J	Moves ship left
(→)D, K	Moves ship right
E, I	Increases speed
X, M	Decreases speed

Firing Missiles with the Keyboard

Use these keys to fire missiles.

Press	Action
Q, Y, V, or (.)	Fires missiles in space and short-range missiles on moons
1 or 6	Fires missiles in space and long-range missiles on moons

Navigating Your Ship with Joysticks

Use the joysticks to maneuver your ship.

Press	Action
Lever left	Moves ship left
Lever right	Moves ship right
Lever forward (toward FIRE button)	Increases speed
Lever backward (away from FIRE button)	Decreases speed

Firing Missiles with Joysticks

Use the joysticks to fire missiles.

Press	Action
FIRE	Fires missiles in space and short- range missiles on moons
Lever backward and press FIRE	Fires missiles in space and long-range missiles on moons

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

Special Features

Several features of **Moonsweeper** allow you to pause during game action, end the game, and play the game again.

Using Pause During the Game

You can stop the action in space or on the moons by pressing **P**. Press any key to resume play.

Ending the Game

The **Moonsweeper** mission ends automatically when your last **Moonsweeper** is destroyed. You may end the game at any time by pressing **QUIT** to return to the master title screen.

Playing the Game Again

You may go back to the beginning of the game by pressing **BACK** to return to the **Moonsweeper** title screen or by pressing **REDO** to play again.

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, 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.)

If the cartridge is 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 off and wait a few seconds. Then, reinsert the cartridge and turn the computer on again.

Quick Reference Guide

T1-99/4A

(←) **S, J** **Moves the Moonsweeper**
(→) **D, K** **left and right.**

E, I **Increases the speed of the**
 Moonsweeper.

X, M **Decreases the speed of**
 the Moonsweeper.

Q, Y, V, or (.) **Fires missiles in space and**
 short-range missiles on
 moons.

1, 6 **Fires missiles in space and**
 long-range missiles on
 moons.

P **Pauses the game.**

FCTN 8 or 8 **Starts a new game.**
(REDO)

FCTN 9 or 9 **Returns to the**
(BACK) **Moonsweeper title**
 screen.

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

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

If the optional Joystick Controllers are used, four directions are available to maneuver the ship and aim the missiles; move the lever in the desired direction.

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

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


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