Munch Man

SOLID STATE SOFTWARE™ COMMAND MODULE

Four cunning Hoonos are in hot pursuit of your Munch Man while he races to an energizer to change the attack. Can he make it to safety or does his fate lie in the mouth of the Hoonos?
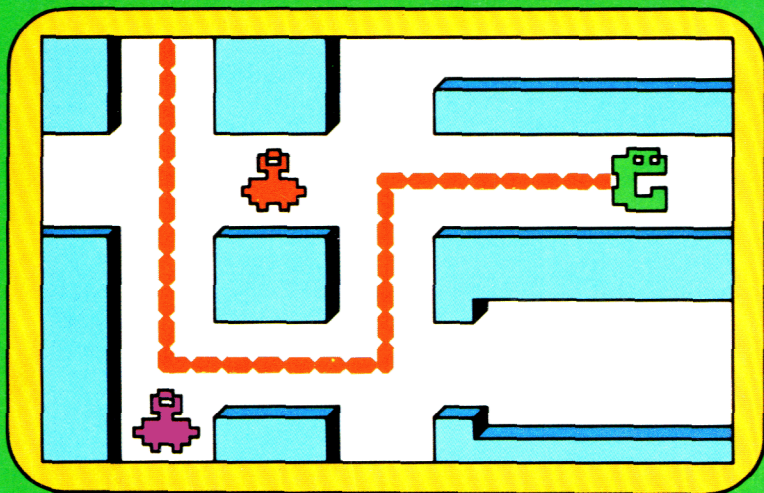
Quick Reference Guide

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."

TI-99/4	TI-99/4A	
↑ E, ← S → D, ↓ X	↑ E, ← S → D, ↓ X	Moves the green Munch Man through the maze.
P	P	Pauses the game in progress until you press another key.
SHIFT R (REDO)	FCTN 8 (REDO)	Starts a new game.
SHIFT Z (BACK)	FCTN 9 (BACK)	Returns to the Munch Man title screen.
SHIFT Q (QUIT)	FCTN = (QUIT)	Returns the computer to the master title screen.

Note: If the optional Wired Remote Controllers are being used, just move the lever up, down, left, or right to move the Munch Man in the appropriate direction.

Munch Man
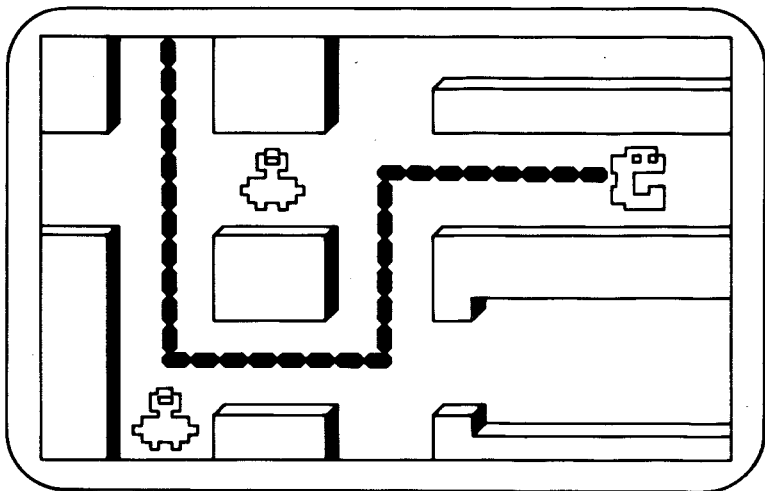
This *Solid State Software*™ Command Module is designed to be used with the Texas Instruments Home Computer. Its preprogrammed solid-state memory expands the power, versatility, and capability of your Home Computer.

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Programmmed by: Jim Dramis
Book developed and written by: Staff members of the Texas Instruments Education and Communications Center

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HOME COMPUTER

INTRODUCTION

Four cunning Hoonos are in hot pursuit of your Munch Man. Can he make it to an energizer in time to change the attack, or will the Hoonos devour him?

With the Munch Man game, you must out-maneuver four Hoonos, as you try to connect the passages with one continuous chain, without being eaten.

The Munch Man module challenges you to:
- Score points by connecting the passages with a chain.
- Score points by capturing Hoonos while your Munch Man is energized.
- Avoid being eaten by the Hoonos.

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

Munch Man is available as either a *Solid State Software*™ Command Module or a diskette-based game. Note that the diskette-based version requires the TI Disk Memory System, the Memory Expansion unit, and must be used with either the TI Extended BASIC or Editor/Assembler Command Module (all sold separately). Follow the set of directions that applies to your version of the game.

USING THE MUNCH MAN 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).

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READY-PRESS ANY KEY TO BEGIN

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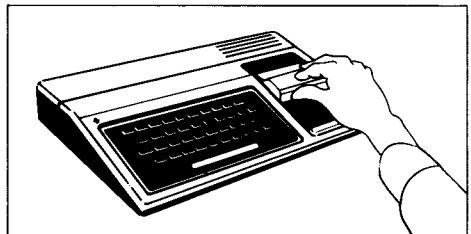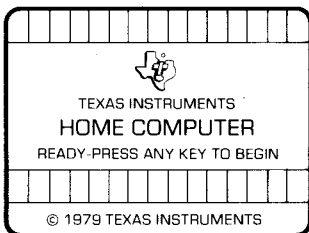
1. Turn the computer ON, and wait for the master title screen to appear. Then slide the module into the slot on the console.

2. Press any key to make the master selection list appear. To select the module, press the key corresponding to the number beside MUNCH MAN.

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.

USING THE MUNCH MAN DISKETTE

If the Munch Man game is diskette-based, follow these directions.

Be sure that the TI Disk Memory System (Disk Drive Controller and Disk Memory Drive) and the Memory Expansion unit are properly connected and turned on, and that the TI Extended BASIC or the Editor/Assembler Command Module is inserted into the console.

Turn on the computer and press any key to pass the master title screen. Next, insert the Munch Man diskette into Disk Drive 1. Then press the appropriate key to select TI Extended BASIC. The game loads automatically. (*Note*: If you select TI Extended BASIC before you insert the program diskette, you can load the game by typing
RUN "DSK1.LOAD"
and pressing **ENTER**.)

After the game is loaded, the Munch Man title screen appears.

(*Note*: If the program is to be loaded with the Editor/Assembler, please refer to the game instructions in Section 2 of the Editor/Assembler owner's manual. The name to be used in this case is "GAME".)

GETTING STARTED

After you select the game from the master selection list, the Munch Man title screen appears. Press any key within two seconds and the maze is displayed. If you wait longer to press a key, the title screen "comes alive" and a chain surrounds the "Press any key to begin" message.

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To see a demonstration of the game, do not press any key. Wait and a demonstration immediately follows. Press any key to stop the demonstration. The display now returns to the title screen and a chain encircles the "Press any key to continue" message, indicating the demonstration is over. Then the maze appears, ready to begin the game. If no key is pressed during the demonstration, the display returns to the title screen after the demonstration game is over. Again, the title screen "comes alive" and goes into a demonstration game if no key is pressed.

After you press any key during the title screen or the demonstration, the maze appears on the display. The maze consists of four energizers (located in the far corners of the maze). In the center of the maze are four square "cells" which house the four Hoonos. Your first Munch Man begins the game from the protected area in the center of the maze.

At the top of the display, the maze level is shown in the upper left-hand corner. Beside this number, YOUR SCORE and the HIGH SCORE for this session are displayed. To the right of the scores are two green Munch Men. Your third Munch Man is in the center of the maze, ready to begin the game.

Notice the two sets of corridors on either side of the maze. If your Munch Man enters one of these corridors, he disappears and reenters on the other side of the maze.

PLAYING THE GAME

When the maze is displayed with the "ARE YOU READY?" sign flashing, you are ready to begin the game. Press any key to start. If no key is pressed, chimes sound every minute to remind you to begin the game. After five minutes, the display returns to the title screen.

Press the arrow keys — ↑(E), ←(S), →(D), or ↓(X) — to move your Munch Man through the maze. Notice that you don't have to keep holding down the key to make your Munch Man move in one direction; just press another arrow key to change direction. (*Note*: If you are using the Wired Remote Controllers, move the lever to direct your Munch Man.)

Munch Man

You start the game with three Munch Men, one in the maze and two at the top of the display. Four Hoonos are ready to escape from the square boxes seconds after the game begins. These Hoonos are tricky, so don't let them catch your Munch Man or he'll be eaten!

After your Munch Man leaves the protection of the maze's center, he cannot return to this area. In addition, your Munch Man cannot enter an opening into a Hoono's cell.

If you want to pause while playing a game, press **P**. The game in progress pauses indefinitely. Press any key to continue the game. When your Munch Man has been eaten, you can either stop the game and return to the title screen by pressing **BACK**, or begin the game over by pressing **REDO**.

Object of the Game

The object of the game is to connect the passages with one continuous chain without being eaten by a Hoono. When you begin the game, you have three chances to connect the passages. The number of Munch Men at the top of the display indicates how many tries you have left.

There are four cunning Hoonos that you must out-maneuver or they eat the Munch Man. If your Munch Man is eaten, the maze freezes, returning the Hoonos to their cells, while another Munch Man appears at the center of the maze.

The four energizers give your Munch Man the power to eat the Hoonos. If your Munch Man eats an energizer, the Hoonos turn black and your Munch Man's speed increases. There are three levels of energizers—high, medium, and low. The cycle is repeated through all levels of the game, so your energy time for each energizer varies. Be careful the Hoonos don't catch your Munch Man unaware! *Note*: Each energizer can be used only once on a level.

If your Munch Man captures a Hoono, the Hoono is placed in the center of the maze and you win points. The captured Hoonos remain in the center until your energy is gone. When your energy begins to fade, the Hoonos flash their normal color, and then the maze flashes red. At this time, your Munch Man's speed is reduced to normal, and the captured Hoonos, who are now their original color, escape and chase your Munch Man again.

Each Hoono has a different intelligence level. The red Hoono has the most intelligence. The yellow Hoono has the least intelligence, so it has the ability to disappear occasionally. Be careful it doesn't sneak up on your Munch Man!

If you completely connect the chain, your Munch Man spins around and then returns to the starting place. Each time the passages are connected, a message appears in the center of the maze, encouraging you to continue. The Hoonos then take on a new shape and appear in their cells. The maze is cleared and a new set of energizers appear in the maze and you are ready to begin the next level. Every third time you connect the passages, the maze changes to a different color.

There are 60 levels for you to master. For the first 20 levels, the Hoonos change shape, and then, beginning with level 21, repeat the cycle from the beginning. As you reach higher levels, the Hoonos become more difficult to out-maneuver. The difference between the speed of the Munch Man and the Hoonos also changes. Eventually, the Hoonos move faster than the Munch Man. In addition, the energy obtained from the energizers slowly diminishes, causing the Hoonos to escape from the center of the maze earlier.

Scoring

As you move your Munch Man around the maze, you receive 10 points for every chain linked together. Your score is added automatically at the top of the display.

Each energizer is worth 70 points. When your Munch Man eats an energizer, you are on the attack. The first Hoono captured is worth 100 points; each Hoono after that doubles in value, as shown in the four squares in the center of the maze. Therefore, the second Hoono is worth 200 points; the third, 400 points; and the fourth Hoono is worth 800 points.

For each 10,000 points you score, you receive an additional Munch Man. These Munch Men appear at the top of the display. Only four Munch Men are shown at one time. If you have more than four extra Munch Men, they are not displayed. When a replacement is taken from the top, another one appears in its place.

END OF THE GAME

When your last Munch Man is eaten by a Hoono, the game is over. Press **REDO** to play another game. Press **BACK** to return to the Munch Man title screen. To end a session with the module, 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 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 module, just touch any metal object (a doorknob, a desklamp, 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 master selection list 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 the computer on again.

If you have any difficulty with your computer or the MUNCH MAN 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*.

Your Munch Man maneuvers through the maze,
connecting the passages with a chain, when
suddenly four Hoonos begin to close in around him.
Can the Munch Man make it to an energizer in time
or will the Hoonos devour him in his tracks? You
determine the fate of the Munch Man with the
Munch Man Command Module.

Munch Man tests your skill as you try to:
- Score points by connecting the passages with a
  chain.
- Score points by capturing Hoonos while your
  Munch Man is energized.
- Avoid being eaten by the Hoonos.

Activities in this module are also designed to work
with the optional Wired Remote Controllers.

Adds 10K bytes of active memory with stored program to your TI Home Computer.

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

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