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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 COMPUTER SOFTWARE

MUNCHMOBILE™

ENTERTAINMENT CARTRIDGE

Designed for use with the TI-99/4A Home Computer only.
The game can be played using the optional Joystick Controllers—sold separately.

Drive your Munchmobile down dangerous roads while trying to grab and munch the snacks scattered along the way. Be careful—one wrong move and you lose a Munchmobile!



Munchmobile™

Programmed by: SNK Electronics Corp.

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

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See important warranty information at
back of book.

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Introduction

Let's go for a ride in the Munchmobile. You drive down dangerous highways, looking for snacks along the side of the road. Watch for sharp turns, speeding cars, and objects that can block your way. Pick up as many snacks as you can to score points before parking

the Munchmobile in the garage. Good luck—and safe driving!

With Munchmobile, you can:

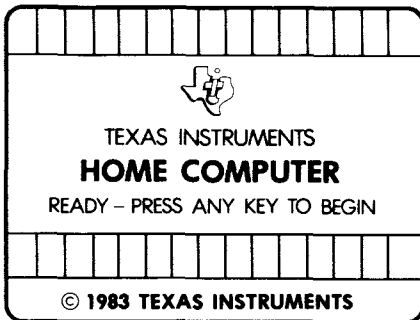
- Play at two different levels
- Select from 3 playing speeds
- Try new challenges as your skills improve
- Enjoy lively graphics
- Hear sound effects that enliven the game
- Use Joystick Controllers or keyboard

Using the Solid State Cartridge

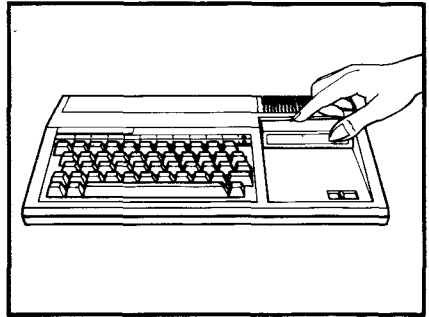
Inserting Solid State Cartridges is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the "Maintenance and Service" section in this booklet.

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. 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.

Beginning the Game

When the Munchmobile title screen appears, press any key to begin, or wait to see a demonstration of the game. Start the game by selecting your level of play and Munchmobile speed. The billboard on the right side of the screen keeps track of your game. You have five Munchmobiles to play each game. Your goal is to

pick up as many snacks as possible while safely driving down the highway toward the garage. Carefully park your Munchmobile in the garage to begin the next round.

Using the Instruction Screen

When the screen message PRESS AID FOR INSTRUCTIONS appears, you can press 7 or FCTN 7 to see a brief explanation of the game. Press any key to return to the selection screen.

Selecting Your Level of Play

Press 1 or 2 to select either Professional or Amateur level.

- 1 Professional
- 2 Amateur

Selecting Your Munchmobile Speed

When the next selection screen appears, press 1, 2, or 3 to select a speed for the Munchmobile.

- 1 Slow
- 2 Normal
- 3 Fast

The Munchmobile Billboard

HIGH SCORE 000420	High Score
SCORE 000400	Current Game Score
♥	Round
● ● ● ● ● ●	Apples
● ● ● ● ● ●	Cherries
🍷 🍷 🍷	Juice
🐟 🐟	Fish
🍷 🍷	Moneybags
🏠 🏠	Gasoline
FUEL [Progress Bar]	Fuel Gauge
🚗 🚗 🚗	Remaining Munchmobiles

Driving the Munchmobile

Control the Munchmobile by using the Joystick Controllers or the keyboard. Watch your fuel gauge and grab gasoline whenever possible to refill your tank. If you run out of gasoline, you lose a Munchmobile.

Using the Joystick Controllers to Move the Munchmobile

To steer the Munchmobile, press the lever in the desired direction.

Press	Action
Forward (toward the FIRE button)	Forward
Backward (away from the FIRE button)	Backward
Left	Left
Right	Right

Using the Keyboard to Move the Munchmobile

To steer the Munchmobile, press these keys.

Press	Action
(↑) E, I	Forward
(↓) X, M	Backward
(←) S, J	Left
(→) D, K	Right

Refueling Your Munchmobile

The Munchmobile's fuel tank is filled:

- At the beginning of each round
- Whenever a new Munchmobile replaces one that has crashed or run out of gasoline
- After grabbing gasoline along the road

Grabbing Snacks

The Munchmobile's arm grabs snacks while you drive down the road.

Watch the eye of the Munchmobile as it moves from left to right. When you extend the Munchmobile's arm, it reaches in the direction the eye is looking. As you gather snacks, watch out for trash cans and bushes. If you hit an obstacle, your Munchmobile

arm throbs and you cannot gather snacks until the throbbing stops.

Using the Joystick Controllers to Grab Snacks

- Press and hold the **FIRE** button once to extend the arm in the direction the eye is looking.
- Release the **FIRE** button when the arm is extended the desired length.
- Press and hold the **FIRE** button again to grab and bring the snack back to the Munchmobile. Be sure to hold the **FIRE** button until the arm has completely returned to the Munchmobile.

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

Using the Keyboard to Grab Snacks

- Press and hold **Y**, **V**, **Q**, or **(.)** once to extend the arm in the direction the eye is looking.
- Release **Y**, **V**, **Q**, or **(.)** when the arm is extended the desired length.
- Press and hold **Y**, **V**, **Q**, or **(.)** again to grab and bring the snack back to the Munchmobile. Be sure to hold the **FIRE** button until the arm has completely returned to the Munchmobile.

Throwing Away Trash

You can gain points by putting trash from apples, cherries, juice, and fish into a nearby trash can. A cloud of dust appears if you miss the trash can or grab another snack before you throw away your litter.

Using the Joystick Controllers to Throw Away Trash

- Press and hold the **FIRE** button once to extend the arm towards a trash can.
- Release the **FIRE** button when the arm is over the trash can.
- Press and hold the **FIRE** button again to bring the arm back to the Munchmobile. Be sure to hold the **FIRE** button until the arm has completely returned to the Munchmobile.

Using the Keyboard to Throw Away Trash

- Press and hold **Y, V, Q,** or **(.)** once to extend the arm towards a trash can.
- Release **Y, V, Q,** or **(.)** when the arm is over the trash can.
- Press and hold **Y, V, Q,** or **(.)** again to bring the arm back to the Munchmobile. Be sure to hold the **FIRE** button until the arm has completely returned to the Munchmobile.

Continuing Play

New challenges and higher scores await you as you become a better Munchmobile player. Each time you finish a round, a new screen appears. The roads become more dangerous, and snacks become harder to grab. Good driving skills and fast action are needed to complete each round safely and score points. When you

park your Munchmobile in the garage without running out of gasoline or crashing, you are awarded up to approximately 50,000 bonus points. Be sure that when parking, you are in the lower portion of the screen and have the Munchmobile arm in. You can pause any time during a game.

Scoring

You gain points each time you successfully grab a snack or throw away trash. The trash from apples, cherries, juice, or fish is worth 200 points.

Illus.	Snack	Point Value
	Apple	200
	Cherry	200
	Juice	200
	Fish	400
	Moneybag	400
	Gasoline	100

Figuring Your Bonus Points

The bonus points are figured automatically. If you want to figure them yourself, follow these steps.

1. Add up the number of snacks you grabbed.
2. Multiply the number by 2,000.
3. Multiply that number by the number of the round you completed.

Stopping Play During a Game

If you wish to stop the action during a game, press and hold the **P** key. Press any key to resume the game.

Ending the Game

The game ends when your last Munchmobile crashes or runs out of gasoline.

If you wish to quit playing during a game, press **QUIT** to return to the master title screen.

Playing Again

At the end of a game, you may play again by choosing one of these options:

- Press **REDO** to drive again on the route you just completed, using the same options
- Press **BACK** to return to the Munchmobile title screen and reselect playing options

Note: When using **REDO**, you are not eligible for bonus points on the first round since you did not successfully complete the round with one Munchmobile.

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

TI-99/4A

(←) S (→) D Moves the Munchmobile
(↑) E (↓) X using the left side of the
keyboard.

(←) J (→) K Moves the Munchmobile
(↑) I (↓) M using the right side of the
keyboard.

Q, V, Y, or (.) Extends and pulls in the
Munchmobile arm.

P Stops the game
temporarily.

FCTN 7 or 7 Provides game
(AID) instructions (available
only from level
of play selection screen).

FCTN 8 or 8 Repeats the game just
(REDO) played using the same
options and route.

FCTN 9 or 9 Returns to the
(BACK) Munchmobile main title
screen.

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

For rapid play Munchmobile allows you to press the number key without the FCTN key for AID, REDO, or BACK.

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

Note: 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.

