MILTON BRADLEY COMPANY

ARCADE PLUS™ SERIES

BIGFOOT™

SOLID STATE SPEECH* CARTRIDGE

FOR THE TEXAS INSTRUMENTS HOME COMPUTERS

The Texas Instruments Solid State Speech* Synthesizer (sold separately)
must be attached to the computer to activate speech capabilities.

Or for an added dimension in game play, we recommend using this cartridge with the **MBX Expansion System**.
The system includes **Voice Recognition, Speech Synthesis, Analog Joystick and Action-Input Keypad**.

Can you climb this monster of a mountain?

Two Ways to Play Bigfoot

This Bigfoot cartridge can be played with the Texas Instruments Home Computer or with the Texas Instruments Home Computer and the MBX Expansion System. The MBX Expansion System adds new dimensions to your Texas Instruments Home Computer. This booklet contains instructions for using both systems. Instructions for each method are separated by a bar format. The first bar, which is color coded in blue, tells you how to play the game with your MBX Expansion System. The second bar tells you how to play the game with your Texas Instruments Home Computer alone.

TI Home Computer with the MBX Expansion System

The MBX console plugs into your Texas Instruments Home Computer. Refer to the set-up instructions in your MBX Expansion System booklet to properly connect the systems.

Here's What the MBX Expansion System Includes

• MBX console with built-in action keypad

• Triple-axis analog joystick

• Headset microphone (not used with this cartridge)

• Power supply

• Fully-illustrated instruction booklet

Playing Bigfoot with the MBX Expansion System

• Triple-axis analog joystick allows total maneuverability of screen objects

• Action-input keypad allows for quick response and flexibility

• Speech Synthesis allows you to hear phrases, prompts, and sound effects that are true-to-life, well-modulated, and full of inflection.

TI Home Computer without the MBX Expansion System

• You can play Bigfoot with the TI Home Computer using the keyboard, the Joystick Controllers (sold separately), or a combination of both.

• Speech makes the game more exciting. You need the Texas Instruments *Solid State Speech** Synthesizer (sold separately) to activate speech capabilities of your Home Computer.

Introduction

It's 50 degrees below zero, your guide is nowhere to be found, and you are clinging to a snowy ledge by a rather shaky-looking piton. Can you make it to the top of the mountain, collect food and gold on your way up, and cage the raging Bigfoot?

The Bigfoot cartridge challenges you to move a climber, ledge by ledge, up a mountainside. Your climber scales upward on ropes that have been tossed to ledges. Bigfoot hurls giant snowballs at your climber and sky-diving eagles try to carry him away.

You score points by collecting food and gold on your climb. If you collect all the goodies, reach the summit, and cage Bigfoot, you score bonus points.

There are six mountains to climb. If you are clever and sure-footed, your climber reaches the summit and scores high.

Using the MBX Expansion System and the Solid State Speech Cartridge

Follow these steps to use your TI Home Computer with the MBX Expansion System. Setting up the MBX System and inserting the Solid State Speech Cartridge is easy. If you have any questions on using the MBX console, see the MBX Expansion System booklet. 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 into the TI Home Computer

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. Slide the cartridge into the slot on the console.
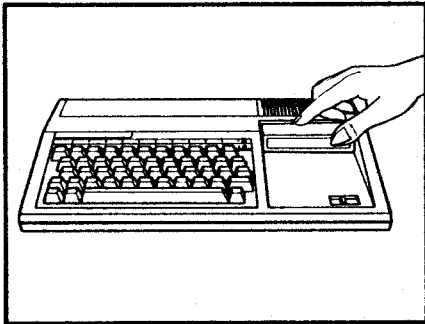
Turning on the Equipment

1. Turn on the MBX keypad console and wait until you hear the MBX console say "ready."

2. Turn on the TI Home Computer, and wait for the master title screen to appear.

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|                                |
|            TEXAS INSTRUMENTS   |
|          HOME COMPUTER         |
|      READY - PRESS ANY KEY TO BEGIN |
|                                |
|  | | | | | | | | | | | | | |  |
|  © 1983 TEXAS INSTRUMENTS      |
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3. Press any key on the TI computer keyboard to make the cartridge title screen appear.

Ending the Game and Removing the Cartridge

1. Turn off the MBX keypad console and the TI Home Computer.

2. Remove the cartridge from the slot.

Note: The **QUIT** function on your TI computer keyboard is inoperable when the MBX console is attached and activated.

Using the Solid State Speech Cartridge without the MBX System

If you are playing the game without the MBX System, follow these simple instructions for inserting the Solid State Speech Cartridge. 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.
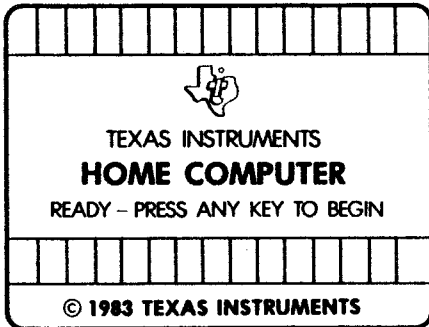
Inserting the Cartridge

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. Slide the cartridge into the slot on the console.
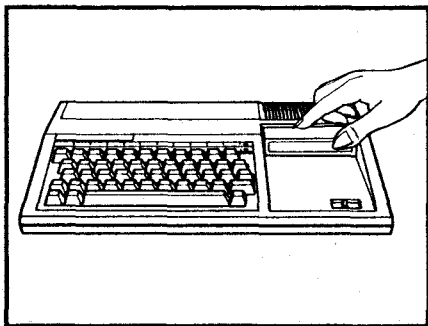
4. Turn the computer ON, and wait for the master title screen to appear.

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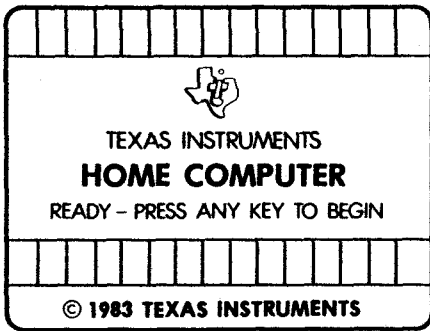
5. Press any key to make the cartridge title screen appear.

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.

After the title screen appears, you see a short demonstration of game play.
This is the DEMO MODE. Watch all the action on the mountain playing field.
Then, read the start-up instructions for the system you are using.

Actions in the DEMO MODE

scoring boxes

Bigfoot

snowball

eagle   ropes   ledges   climber
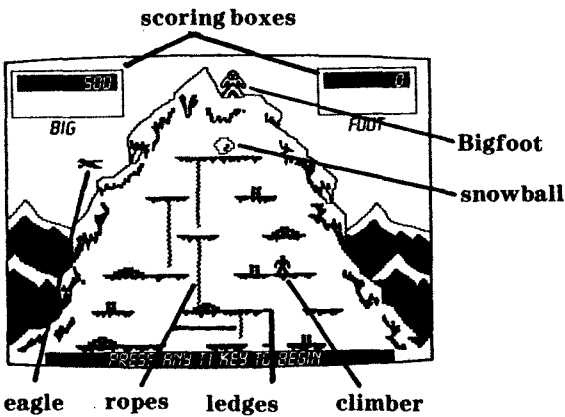
TI Home Computer with the MBX System

1. After viewing the DEMO MODE, press any key on your TI computer keyboard to
   start the game. If you do not press a key on the computer keyboard at the end of
   the DEMO MODE, the computer automatically replays the title screen and the
   DEMO MODE until a key on the computer keyboard is pressed.

2. Press either the 1 or 2 key on your TI computer keyboard depending on whether
   one or two people are playing.

3. Next, player 1 types his or her name by pressing the appropriate keys on the TI
   computer keyboard and presses ENTER.

4. If a two-player option is chosen, player 2 types his or her name on the TI
   computer keyboard and presses ENTER.

5. The game begins.

TI Home Computer without the MBX System

1. After viewing the DEMO MODE, press any key on your TI computer keyboard to start the game. If you do not press a key on the computer keyboard at the end of the DEMO MODE, the computer automatically replays the title screen and the DEMO MODE until a key on the computer keyboard is pressed.

2. Press either the **1** or **2** key on your TI computer keyboard depending on whether one or two people are playing. If you wish to bypass these options, press **REDO** on the TI computer keyboard to begin a one-player game.

3. Next, player 1 types his or her name by pressing the appropriate keys on the TI computer keyboard and presses **ENTER**.

4. If a two-player option is chosen, player 2 types his or her name on the TI computer keyboard and presses **ENTER**.

5. The game begins.

The object of the game is to accumulate the most points by collecting food and gold, climbing the mountain, and caging Bigfoot. The game begins with Bigfoot at the summit of the mountain and a climber on the starting ledge (center bottom ledge). Each player starts the game with three climbers. The number of climbers you have is shown by a climber symbol near your scoring box. Each time you lose a climber, a symbol disappears. Your climber moves up the mountain by throwing ropes up to overhanging ledges and scaling up the ropes. Remember there are 6 mountain screens which are the 6 levels of play—each more difficult than the preceding one.

Levels of Play

The skill level you are playing on is displayed on the screen before you begin your climb. This screen is called the Level of Play screen. You face a new maze of ledges and different perils on each mountain or level of play.

Throwing a Rope

You throw a rope and climb up it to advance from ledge to ledge. Here are some rope-throwing tips.

- If the rope does not catch, it is sent back to the climber and does not appear on the screen. Each time a rope is thrown and secured, you hear a sound effect.

- There are three possible rope targets to which you can toss your rope: the edges of the upper ledge, as shown in A and C (see diagrams below), or the middle of a ledge, as shown in B. You cannot toss a rope to a diagonal ledge or to an adjacent ledge.
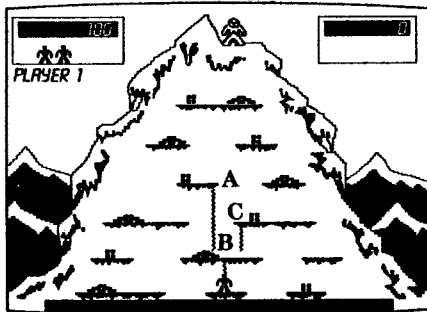
You can throw more than one rope onto a ledge (even a narrow ledge) but there must be adequate spacing between the ropes to do so.

Note: If you are too close to an adjacent rope, you cannot throw another rope to that ledge.

To throw a rope, read the instructions below for the system you are using.

TI Home Computer with the MBX System

• Squeeze the **TRIGGER button** on your MBX joystick and your climber throws a rope upward.

TI Home Computer without the MBX System

• Press the **FIRE** button on your TI Joystick Controller or the **Q** key on your TI computer keyboard and your climber throws a rope upward.

Climbing the Mountain

Mountain climbing involves going up and down ropes. The climber must be careful when climbing and moving on the mountain. Falling off the ledge is always a danger! Follow the climbing instructions below for the system you are using.

TI Home Computer with the MBX System

1. To climb a rope, your climber must be positioned directly below it. Once in position, push your MBX joystick forward to make your climber scale the rope.

2. Pull the MBX joystick backward to make your climber go down the rope. A climber can also remain on a rope and dangle there if you prefer.

3. To move your climber back and forth on a ledge, push the control knob of your MBX joystick to the left or right. If you move too far to the left or right, your climber might fall off the ledge! If there is another ledge on the very next level, then your climber is safe and still in the game.

4. If your climber falls two ledge levels or more, he falls off the mountain and is lost.

TI Home Computer without the MBX System

1. To climb a rope, your climber must be positioned directly below it. Once in position, push the lever of your TI Joystick Controller forward or press the (↑) E key on the computer keyboard to make your climber scale the rope.

   Note: The **ALPHA LOCK** must be in the **OFF** (up) position if you wish to move the lever on your Joystick Controller forward (away from you).

2. Pull the lever of your Joystick Controllers backward or press the (↓) X key on the computer keyboard to move your climber down the rope. A climber can also remain on a rope and dangle there if you prefer.

3. To move your climber back and forth on a ledge, push the lever of your Joystick Controller left or right, or press the (←) S key to move left and the (→) D key to move right. If you move too far to the left or right, your climber may fall off the ledge. If there is another ledge on the next level, then your climber is safe and still in the game.

4. If your climber falls two ledge levels or more, he falls off the mountain and is lost.

Collecting Food and Gold

If your climber is on a ledge containing food or gold, move your climber over it and the goody is automatically collected. To collect the food or gold, read the instructions below for the system you are using.

You must collect at least one more food goody than gold goody before you can collect another gold goody. If the gold stacks are shimmering, it is legal for you to pick up the gold. If your climber moves over a non-shimmering gold stack, nothing happens.

TI Home Computer with the MBX System

• To collect food or gold, move your climber over the object by pushing the MBX joystick to the left or right.

TI Home Computer without the MBX System

• To collect food or gold, move your climber over the object by pushing the lever of your Joystick Controller to the left or right.

• Or to collect food or gold, move your climber over the object by pressing the (←) S key on your TI keyboard to move your climber left or the (→) D key on your TI keyboard to move right.

Beware of Obstacles

There are two kinds of obstacles: giant rolling snowballs and flying eagles. Both must be avoided. If a snowball hits you or an eagle carries you away, you lose your climber! Follow the strategy hints listed below for defense tactics.

Giant Rolling Snowballs

Snowballs seek out climbers, so wherever you are, they will soon find you. The illustrations below show some sure-hit situations—positions in which your climber has a hard time escaping from a giant snowball.
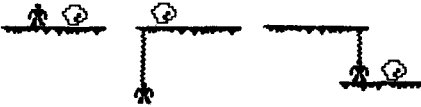
Sky-diving Eagles

Eagles also seek out climbers. These eagles fly at the levels on which your climber is positioned. An eagle enters from the left side of the screen. As it passes the mountain, it grabs at anything near its claws—an empty dangling rope, or a climber on a rope. To escape the eagle, move your climber up or down to another ledge.

Strategy Hints

• Throw ropes to the center of a ledge to provide safety against rolling snowballs.

• Eagles can pick up one object per flight. If you leave a dangling rope in its path, it can grab the decoy rope first, leaving your climber safe.

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Each player begins the game with three climbers. When a climber is lost, you hear a blood-curdling yell! The screen changes, and the game continues or goes to the next player, depending on the number of players.

You can lose a climber three ways:
- Being hit with a rolling snowball
- Being carried off by an eagle
- Falling off a ledge and dropping more than one ledge level

After you lose a climber, follow the instructions below for the system you are using.

TI Home Computer with the MBX System

One Player Game

Press any control button or the **TRIGGER button** on your MBX joystick as directed by the Level of Play screen. The mountain reappears and another climber is on the starting ledge. One climber symbol disappears near your scoring box.

Two Player Game

When you lose a climber, it is now your opponent's turn. Your opponent presses any control button or the **TRIGGER button** on the MBX joystick button and begins to play. There is now one less climber near your scoring box.

TI Home Computer without the MBX System

One Player Game

Press the **FIRE** button on your Joystick Controller, or the **SPACE BAR** on the computer keyboard as directed by the Level of Play screen. The mountain reappears and another climber is on the starting ledge. One climber symbol disappears near your scoring box.

Two Player Game

When you lose a climber, it is now your opponent's turn. Your opponent presses the **FIRE** button on the Joystick Controller, or the **SPACE BAR** on the computer keyboard and begins to play. There is now one less climber near your scoring box.

Note: When playing with either system, if you or your opponent loses the last climber allotted to you, the mountain screen freezes and the score in the box is your final score.

After collecting all the goodies, you can go to the top ledge just below the summit to capture Bigfoot. To do so, move your climber to the far right side of the top ledge, toss a rope to the summit, and climb up. Now capture Bigfoot. Read the proper instructions below for the system you are using.

TI Home Computer with the MBX System

1. Once on top of the mountain, lower a cage over Bigfoot by pushing your MBX joystick forward.

2. When you have caged Bigfoot, move the MBX joystick backward to haul Bigfoot away.

3. Then, your score is totaled in your box.

4. As directed by the Level of Play screen, press any control button or the **TRIGGER button** of the MBX joystick. The climber appears on the starting ledge of another mountain for more play.

TI Home Computer without the MBX System

1. Once on top, lower a cage over Bigfoot by pushing the lever of the Joystick Controller forward or pressing the (↑) **E** key on your TI computer keyboard.

2. When you have caged Bigfoot, move the lever of the Joystick Controller backward or press the (↓) **X** key on your TI computer keyboard to haul Bigfoot away.

3. Then, your score is totaled in your box.

4. As directed by the Level of Play screen, press the **FIRE** button or the **SPACE BAR**.

Scoring and Ending the Game

Each time you collect food, you are awarded 100 points. Each time you collect gold, you are awarded 150 points. Once you collect all twelve goodies, then you can cage Bigfoot and earn 1500 points plus bonus points.

Ending the Game

In a two-player game, the game is over when you and your opponent lose all of your climbers. The person with the highest score after all climbers are lost, wins the game. If you are playing by yourself, try to improve upon your previous score each time you play!

Starting a New Game

To start a new game, follow the instructions for the system you are using.

TI Home Computer with the MBX System

Press **RESET** to return to option screens.

Press **GO** to bypass option screens.

TI Home Computer without the MBX System

Press **BACK** to return to option screens.

Press **REDO** to bypass option screens.

Special Features

Bigfoot contains many special features. These include new mountains to climb, bonus climbers, and bonus points.

New Heights to Climb

After you cage Bigfoot, a new mountain appears for you to climb. All the ledges are in new places, so you must discover a new route to the top! There are six different mountains to climb.

Bonus Climber

As more mountains are climbed, play becomes increasingly more difficult. Bigfoot starts tossing two snowballs at once, and the eagles fly around the mountain more frequently. If you score high and continue your play, you are awarded a fourth climber. The Bonus Climber is noted with a climber symbol near your scoring box.

Bonus Points

Bonus points are based on how quickly you climb the mountain and how many snowballs you avoid on your way up. The fewer snowballs thrown, and the less time taken to reach the summit, the more bonus points you earn. The more snowballs thrown, and the more time taken to reach the summit, the fewer bonus points achieved.

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 desklamp, 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 or if the cartridge is removed from the slot while the cartridge contents are being used, the computer may behave erratically. Follow the set of directions that apply to you.

TI Home Computer with the MBX System

Turn off the computer. Withdraw the cartridge, align it with the cartridge opening, and reinsert it. Then turn on the computer and press any key to make the master title screen appear.

TI Home Computer without the MBX System

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.)

TI Home Computer with MBX System	TI Home Computer without MBX System		
MBX System	**Keyboard**	**Joystick Controllers**	**Action**
joystick left	(←) S	lever left	Moves climber to the left on a ledge.
joystick right	(→) D	lever right	Moves climber to the right on a ledge.
joystick forward	(↑) E	lever forward	Moves climber up a rope or cages Bigfoot.
joystick back	(↓) X	lever back	Moves climber down a rope or hauls off Bigfoot.
TRIGGER button	Q	**FIRE button**	Throws a rope.
PAUSE	P		Activates/deactivates pause option.
RESET	FCTN 9 or 9 (BACK)		Starts a new game; returns to the option screens.
GO	FCTN 8 or 8 (REDO)		Starts a new game; bypasses the options screens.
	FCTN = (QUIT)		Returns to master title screen only if the MBX console is not attached and activated.

Please see the MBX Expansion System booklet for more information on any of the keys on the MBX console.

For rapid play, Bigfoot allows you to press the number key on the TI Home Computer without the **FCTN** key for **REDO** and **BACK**.

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

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

TEXAS INSTRUMENTS