



# TEXAS INSTRUMENTS COMPUTER SOFTWARE

Official Arcade Version

## BUCK ROGERS™ PLANET OF ZOOM

Buck Rogers is a trademark of The Dille Family Trust.

### ENTERTAINMENT SPEECH CARTRIDGE

Designed for use with the TI-99/4A Home Computer only.  
To activate speech (optional), the **Solid State Speech™ Synthesizer**  
must be attached to the computer.

You're Buck Rogers rescuing the Planet Zoom from invading aliens. Maneuver your spaceship through towering Electron Posts. Destroy attacking Space Hoppers and Alien Saucers. Face the ultimate challenge—the dreaded Mother Ship!



## **Buck Rogers™— Planet of Zoom**

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

Copyright © 1983 by Texas Instruments  
Incorporated.  
Solid State Cartridge program and data  
base contents copyright © 1983 Sega  
Enterprises, Inc.

See important warranty information at  
back of book.

Buck Rogers is a trademark of The Dille  
Family Trust.

## Introducing Buck Rogers

---

**You are Buck Rogers fighting a desperate battle on Planet Zoom in the twenty-fifth century. To escape the planet, you must carefully pilot your ship through dangerous Electron Posts and dodge menacing Space Hoppers that can crush your ship. Once you escape from the planet surface, you face a swarm of**

**Alien Saucers that protect the Mother Ship. Destroy the Alien Saucers, and then aim a direct hit at the Mother Ship. You must complete your mission before you run out of fuel, or your ship explodes!**

---

As Buck Rogers, you can

- Battle aliens on Planet Zoom and in outer space
- Enjoy colorful, 3-D graphics
- Progress through increasing levels of difficulty
- Control the speed of your ship and the intensity of the battle
- Hear exciting sound effects
- Use the keyboard or the Joystick Controllers
- Have more fun with synthesized speech that simulates the action of Buck Rogers' adventure

**Note:** The optional *Solid State Speech*<sup>™</sup> Synthesizer (sold separately) must be attached to the computer to activate speech capabilities.

## Using the Solid State Cartridge

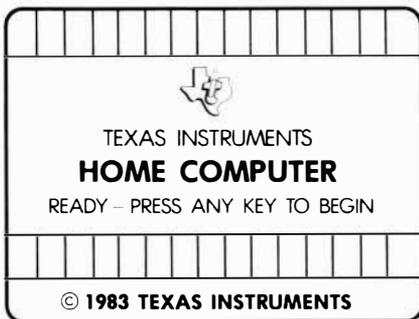
---

**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.**

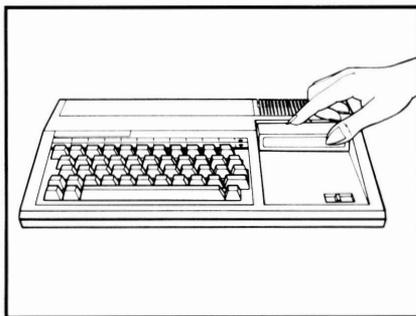
---

### 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.

**When the Buck Rogers title screen appears, press any key or the FIRE button on the Joystick Controllers to begin the game. You, Buck Rogers, are in command of your spaceship soaring over Planet Zoom. You begin your mission with three ships in reserve. Pilot your ship through Electron Posts. Then, outmaneuver**

**and destroy the Space Hoppers. After defeating them, you automatically blast off into space, where you destroy Alien Saucers. Conserve your fuel to battle the dreaded Mother Ship! If you are victorious, you advance to the next level of play and return to Planet Zoom.**

---

### Monitoring Your Controls

The top of the screen shows vital data. Monitor this data carefully to insure a successful mission.

You see

- Your score
- The fuel gauge
- Your reserve ships
- The number of Electron Posts you must fly through or number of enemies you must destroy to continue your mission

### Monitoring Your Levels

When you destroy a Mother Ship, you advance to a more difficult level.

When you advance to a new level

- Planet Zoom changes color
- The Electron Posts are spaced closer together
- You must fly through more Electron Posts and destroy more enemies to reach the Mother Ship
- The speed of the game increases

---

### Soaring through Electron Posts

Maneuver your ship carefully through the Electron Posts to gain points. If you collide with an Electron Post, you lose a ship.

### Shooting Space Hoppers

Space Hoppers attack from all directions. Move quickly to aim and fire at them. If you collide with a Space Hopper, you lose a ship.

### Fighting Alien Saucers

Alien Saucers attack rapidly and without warning. Position your ship carefully and fire at them. If you collide with an Alien Saucer, you lose a ship.

### Destroying the Mother Ship

Only a direct hit can destroy the Mother Ship. Move your ship left or right to find the best position for firing.

## Commanding Your Ship

---

Use the keyboard or the Joystick Controllers to maneuver your ship and fire at the aliens. Raising or lowering your ship changes the speed of the game. Raise your ship to increase its speed, the rate of fire, and the speed of the aliens' attack. Lower your ship to decrease its speed, the rate of fire, and the speed

of the aliens' attack. To pause during a game, press the P key. Press any key to resume play.

---

### Controlling Your Ship with the Keyboard

Use these keys to maneuver your ship and fire at the enemy.

---

Press	Action
(←) S	Moves ship left
(→) D	Moves ship right
(↑) E	Raises ship and increases speed of play
(↓) X	Lowers ship and decreases speed of play
Q, Y	Fires at enemy

---

---

### Controlling Your Ship with the Joysticks

Use the joysticks to maneuver your ship and fire at the enemy.

---

Press	Action
Lever left	Moves ship left
Lever right	Moves ship right
Lever forward (toward FIRE button)	Raises ship and increases speed of play
Lever backward (away from FIRE button)	Lowers ship and decreases speed of play

---

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

## Continuing Your Mission

---

In **Buck Rogers**, you automatically earn points as you fly your ship on its hazardous journey. You also earn points for flying through Electron Posts and for destroying Space Hoppers and Alien Saucers. Earn an extra spaceship and a full load of fuel by destroying a Mother Ship. As your skills improve, use different

strategies to defeat the enemies and complete your mission. The game ends when your last ship is destroyed.

---

### Scoring

Score points as you fly through Electron Posts and destroy enemies.

Action	Reward
 Flying between Electron Posts	500 points
 Destroying a Space Hopper	200 points
 Eliminating an Alien Saucer	300 points
 Destroying the Mother Ship	Receive an extra ship, a full load of fuel, and 10,000 points

---

### Developing Strategy

The faster you fly, the less fuel you burn.

As your speed increases, the intensity of the aliens' attack increases.

If you do not move and fire quickly, you may run out of fuel before you encounter the Mother Ship.

### Ending the Game

Your mission ends automatically when your last ship 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 play the game again by pressing

- **BACK** to return to the Buck Rogers—Planet of Zoom title screen
- **REDO** to return to the first level of play

**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.

# Three-Month Limited Warranty Home Computer Software Cartridge

**Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.**

---

## Warranty Coverage

This warranty covers the electronic and case components of the software cartridge. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this cartridge ("the Hardware"). This limited warranty does not extend to the programs contained in the software cartridge and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **This warranty is void if the Hardware has been damaged by accident, unreasonable use, neglect, improper service or other causes not arising out of defects in materials or workmanship.**

## Warranty Duration

The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

## Warranty Disclaimers

**Any implied warranties arising out of this sale, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the above three-month period. Texas Instruments shall not**

**be liable for loss of use of the Hardware or other incidental or consequential costs, expenses, or damages incurred by the consumer or any other user.**

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

## Legal Remedies

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

## Performance by TI Under Warranty

During the above three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement.

TI strongly recommends that you insure the Hardware for value prior to mailing.

# Texas Instruments Consumer Service Facilities

---

## **U.S. Residents:**

Texas Instruments Service Facility  
P.O. Box 2500  
Lubbock, Texas 79408

## **Canadian Residents:**

Texas Instruments Consumer Service  
41 Shelley Road  
Richmond Hill, Ontario, Canada  
L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Consumer Service  
831 South Douglas Street  
El Segundo, California 90245  
(213)973-1803

Texas Instruments Consumer Service  
6700 Southwest 105th  
Kristin Square, Suite 110  
Beaverton, Oregon 97005  
(503)643-6758

## **Important Notice of Disclaimer Regarding the Programs**

The following should be read and understood before purchasing and/or using the software cartridge.

TI does not warrant that the Programs will be free from error or will meet the

specific requirements of the consumer. The consumer assumes complete responsibility for any decision made or actions taken based on information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

**Texas Instruments makes no warranty, either express or implied, including but not limited to any implied warranties of merchantability and fitness for a particular purpose, regarding the programs and makes all programs available solely on an “as is” basis. In no event shall Texas Instruments be liable to anyone for special, collateral, incidental, or consequential damages in connection with or arising out of the purchase or use of the programs and the sole and exclusive liability of Texas Instruments, regardless of the form of action, shall not exceed the purchase price of the software cartridge. Moreover, Texas Instruments shall not be liable for any claim of any kind whatsoever by any other party against the user of the programs.**

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

## Quick Reference Guide

---

---

TI-99/4A

---

(←) **S** Moves the ship left.

---

(→) **D** Moves the ship right.

---

(↑) **E** Raises the ship and increases the speed of play.

---

(↓) **X** Lowers the ship and decreases the speed of play.

---

**Q, Y** Fires at the aliens.

---

**P** Stops the game action.

---

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

---

**FCTN 9 or 9 (BACK)** Returns to the Buck Rogers—Planet of Zoom title screen.

---

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

---

For rapid play, Buck Rogers—Planet Zoom 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; move the lever in the desired direction.

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