



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!



SEGA®

Buck Rogers™— Planet of Zoom

Book developed and written by: Staff
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Instructional Communications.

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See important warranty information at
back of book.

Buck Rogers is a trademark of The Dille
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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

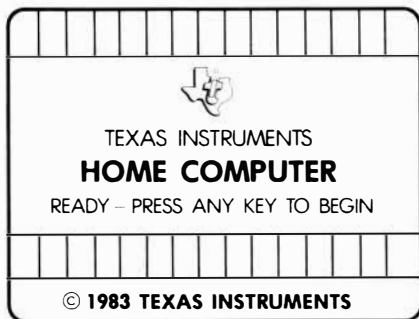
- Battle aliens on Planet Zoom and in outer space
- Enjoy colorful, 3-D graphics
- Progress through increasing levels of difficulty
- Control the speed of your ship and the intensity of the battle
- Hear exciting sound effects
- Use the keyboard or the Joystick Controllers
- Have more fun with synthesized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

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

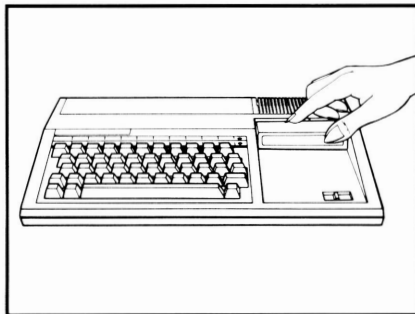
Inserting Solid State Cartridges is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the “Maintenance and Service” section in this booklet.

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.

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 Starts a new game.
(REDO)

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

FCTN = Returns to the master
(QUIT) 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.