



TEXAS INSTRUMENTS HOME COMPUTER

CHISHOLM TRAIL

ARCADE ENTERTAINMENT

SOLID STATE CARTRIDGE

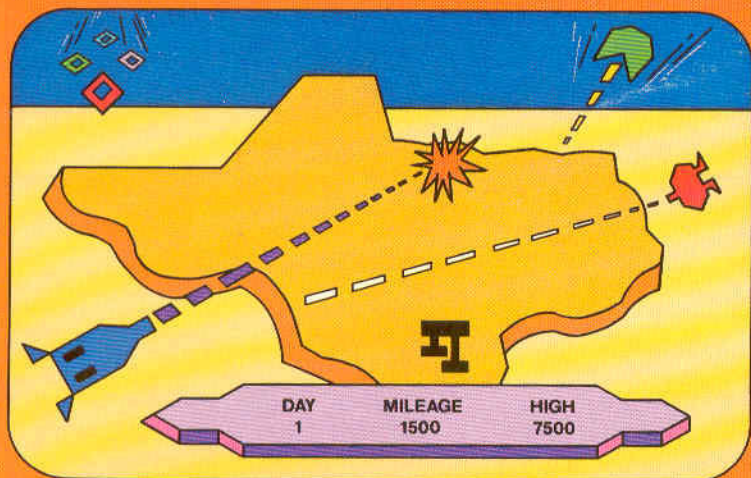
This game can be played using the optional Wired Remote Controllers.

Challenges you to drive your cattle to market on the
Chisholm Trail. Perils along the way include cattle rustlers
and wranglers.



**SOLID STATE
SOFTWARE™**

Challenges you to drive your cattle to market on the Chisholm Trail. Perils along the way include cattle rustlers and wranglers.



Quick Reference Guide

Note that the key sequences required to access special functions depend on the type of computer console you have. If you're using the TI-99/4 console, hold down the **SHIFT** key while pressing the appropriate letter key. If you're using the TI-99/4A console, hold down the **FCTN** key while pressing the number or punctuation key. Important keystroke sequences are summarized here for your "quick reference."

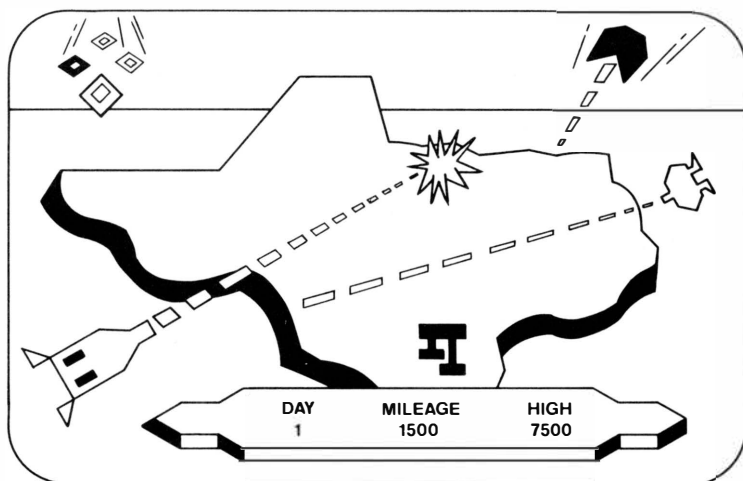
<u>TI-99/4</u>	<u>TI-99/4A</u>	
↑ (E), ← (S) → (D), ↓ (X)	↑ (E), ← (S) → (D), ↓ (X)	Moves the steer around the playing area.
Q, Y, or ENTER	Q, Y, or .	Fires the steer's gun.
P	P	Pauses the game in progress until you press P again.
SHIFT R (REDO)	FCTN 8 (REDO)	Starts a new game on the same level of play.
SHIFT Z (BACK)	FCTN 9 (BACK)	Returns to the Chisholm Trail title screen so that you can select a new playing level.
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 steer in the appropriate direction and press the FIRE button to fire the steer's gun.



TEXAS INSTRUMENTS
HOME COMPUTER

Chisholm Trail



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.

Designer: John C. Plaster

Programmer: John C. Plaster

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

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See important warranty information at back of book.

TEXAS INSTRUMENTS

HOME COMPUTER

INTRODUCTION

Imagine yourself as a cattle rancher before the railroad came to Texas. To get your cattle to market in Kansas City and Chicago, you would have to drive your herd along a cattle trail, such as the Chisholm Trail. This trail extended from San Antonio, Texas, to Abilene, Kansas. From Abilene, the cattle were sent by rail to market in the East.

Although this sounds fairly simple, the cowboys on a cattle drive didn't have an easy time. Daily, they were beset by perils, including rustlers trying to steal the cattle and steers straying from the rest of the herd. Often, these stray steers would join another herd, where they were branded by the wranglers driving that herd.

Now, with the Chisholm Trail *Solid State Software*™ Command Module, you can relive the excitement of this era. Become the foreman on a cattle drive attempting to get your herd to market along the Chisholm Trail. The module lets you experience, day-by-day, the thrill of accomplishment as you earn points by:

- Eliminating cattle rustlers who are after your herd.
- Avoiding, and possibly destroying, the wranglers who want to put their brands on your cattle.

In addition, each time you successfully survive a day on the drive, you complete another segment of the trail and add another steer to your herd.

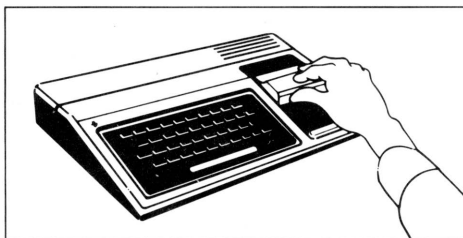
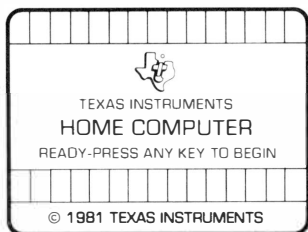
Movement on the screen can be controlled by the Wired Remote Controllers or from the keyboard.



USING THE SOLID STATE SOFTWARE™ 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).



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 CHISHOLM TRAIL.

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.

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BEGINNING THE DRIVE

After you choose the game from the master selection list, the Chisholm Trail title screen appears. Press any key within two seconds to go on to the level-of-play display, or wait for the title sequence to end and the next display to appear automatically.

To see a demonstration of the game, do not select a level of play. After a moment, a sample game begins. When you are ready to start your own game, press any key and the game's title screen reappears. Press any key to proceed to the level-of-play display.

You can choose any level of play from 1 through 9. The level you select determines the number of days you have been on the trail, the number of steers you have, the number of shots a steer can fire, and the number of rustlers you must eliminate. These values are listed here.

<i>Level</i>	<i>Day</i>	<i>Number of Steers</i>	<i>Shots per Steer</i>	<i>Number of Rustlers</i>
1	1	4	50	12
2	8	6	50	16
3	15	8	100	16
4	22	10	100	16
5	29	12	100	16
6	36	14	100	16
7	43	16	100	16
8	50	18	100	16
9	57	20	100	16

Note that, with each successive day, the wranglers trying to brand your steer also become smarter.

Press a number from 1 through 9.



ON THE TRAIL

After you select the level of play, the cattle drive begins. Your herd is in a corral on the left side of the display. At the top, bottom, and right of the display are six branding chutes. The four wranglers trying to brand your herd come out of four of these chutes. Gathered in their campground in the middle of the display are the rustlers. However, only one rustler at a time leaves the camp to chase you.

Above the playing area, the day number, mileage (current score), and high score for this session are displayed. Finally, counters appear above and below your corral to tell you how many shots remain for your current steer.

The number of steers you have at the start of the game depends on your level of play. However, a maximum of four steers appear in the corral. If you have more than four, four are still displayed when one leaves the corral and moves into the playing area.

If you want to pause while playing a game, press **P**. The game in progress pauses indefinitely. Press **P** again to continue the game. After a rustler or wrangler catches any of your steers, you can either stop the game and return to the game's title screen by pressing **BACK** or begin the game over by pressing **REDO**.

Daily Survival

As soon as the playing area appears, the game begins. One of your steers leaves the corral and is ready to begin the first day on trail, eliminating rustlers and wranglers. To move the steer around the playing area, press the arrow keys, **↑** (E), **←** (S), **→** (D), and **↓** (X). Then, when you are ready to fire at a rustler or wrangler, aim the steer in the desired direction and press **Q** or **Y**. The steer has a limited firing range; therefore, you must be fairly close to your target before your shots can destroy it. (Note: If you are using the Wired Remote Controllers, move the lever to direct the steer and press the FIRE button to fire a shot.)

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To survive from one day on the trail to the next, you must eliminate all of the rustlers before they destroy your herd of steers. The rustlers emerge from their camp one at a time. When one is eliminated, another one appears, unless your steer is in their campground. When the steer leaves the rustlers' area, the next rustler appears. The rustlers do not destroy your steer by shooting him. Instead, they "stomp" him when they are beside him.

In addition to the rustlers, four wranglers in the shape of brands are also after the steer. The wranglers try to "brand" your steer by firing at him. When you destroy a wrangler, it returns to its home chute, which is the same chute it comes out of at the start of the game. However, be careful after destroying a wrangler! If you are in line with a chute's opening when the wrangler is inside, the wrangler fires a high-powered rifle to eliminate the steer. After a brief delay, the wrangler moves back into the playing area. Destroying a wrangler adds to your mileage (score), but does not help you proceed to the next day.

Mileage

As you move the steer around the playing area, you want to destroy all of the rustlers. For each rustler you eliminate, you receive 250 "miles"; wranglers are worth 150 "miles."

After you shoot all of the rustlers on the day in progress, the state of Texas is displayed to illustrate that you completed another segment of the Chisholm Trail. Press any key to continue. When the playing area reappears, another steer is added to your herd in the corral.

You also receive another steer each time you complete 10,000 miles.

END OF THE DRIVE

When your last steer is rustled or wrangled, the game is over. Press **REDO** to play another game on the same level. Press **BACK** to return to the Chisholm Trail title screen and select a different level of play. To end the 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 desk lamp, 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 CHISHOLM TRAIL 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*.

THREE-MONTH LIMITED WARRANTY HOME COMPUTER SOFTWARE MODULE

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 module. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this module ("the Hardware"). This limited warranty does not extend to the programs contained in the software module 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, NEGLIGENCE, 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

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

Geophysical Services Incorporated
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

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Relive the excitement of the era before the railroad came to Texas. With the Chisholm Trail Command Module, you become the foreman on a cattle drive attempting to get your herd to market. As you travel the Chisholm Trail, you are besieged by perils, including rustlers trying to steal your cattle and wranglers trying to put their brands on your steers.

Chisholm Trail provides the thrill of frontier days as you:

- Eliminate cattle rustlers who are after your herd.
- Avoid, and possibly destroy, the wranglers trying to put their brands on your cattle.

Each time you successfully survive a day on the drive, you complete another segment of the trail and add another steer to your herd.

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

Adds 14K bytes of active memory with stored program to your TI Home Computer.

Command Module program and data base contents
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*Texas Instruments invented the integrated circuit,
the microprocessor, and the microcomputer.
Being first is our tradition.*



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