Texas Instruments Home Computer
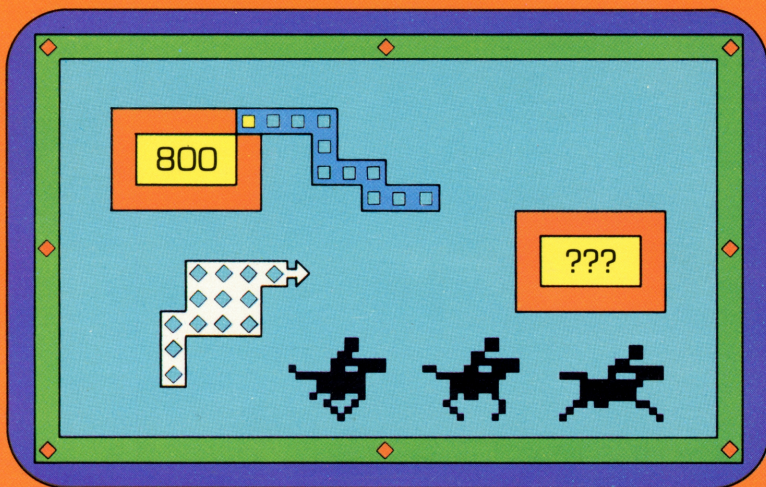
Hustle *

COMMAND MODULE

*A challenging game of coordination and quick thinking! Score
points by outmaneuvering your opponent or the computer.*

*trademark of Milton Bradley Company

Quick Reference Guide

Note that the key sequences required to access special functions depend on the type of computer console you have. Important keystroke sequences are summarized here for your "quick reference."

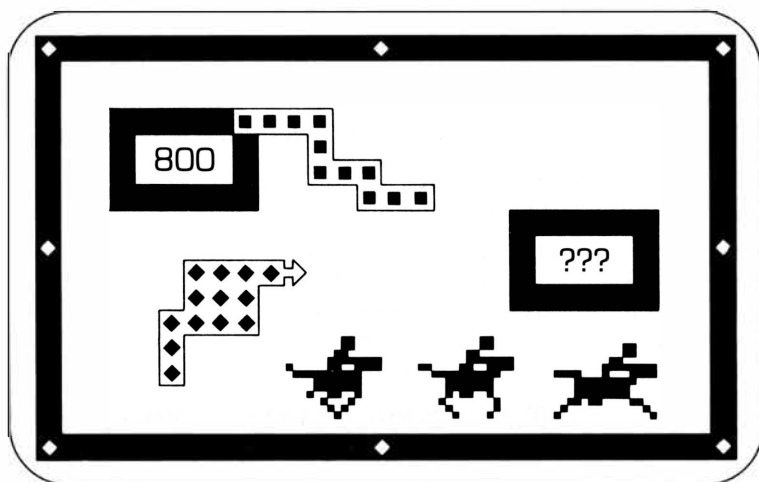| _TI-99/4_	_TI-99/4A_	
↑ E, ← S → D, ↓ X	↑ E, ← S → D, ↓ X	Controls movement using the keys on the left half of the keyboard.
↑ I, ← J → K, ↓ M	↑ I, ← J → K, ↓ M	Controls movement using the keys on the right half of the keyboard.
SHIFT Z **(BACK)**	**FCTN 9** **(BACK)**	Returns the module to the previous selection list.
SHIFT W **(BEGIN)**	**FCTN 5** **(BEGIN)**	Returns the module to the Player selection list.
SHIFT R **(REDO)**	**FCTN 8** **(REDO)**	Starts the game over with the same options.
SHIFT A **(AID)**	**FCTN 7** **(AID)**	Displays the rules for playing the games in the Hustle module.
SHIFT Q **(QUIT)**	**FCTN =** **(QUIT)**	Interrupts the module program and returns the display to the master title screen.

Note: If the optional Wired Remote Controllers are being used, just move the lever up, down, right, or left to move the snake in the appropriate direction. You cannot move the snake diagonally.

*Hustle**

*trademark of Milton Bradley Company

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.

TEXAS INSTRUMENTS
HOME COMPUTER

INTRODUCTION

If you like a fast-moving game with plenty of action, then the Hustle*
Solid State Software™ Command Module is for you! You and your
opponent direct "snakes" in a small playing area. Developed for Texas
Instruments by the Milton Bradley Company, the object of Hustle is to
outmaneuver your opponent and score the most points.

With the Hustle module plugged into your computer, you can:

- Play a one-player game with the computer as your opponent.
  There are three versions of Hustle — Normal, Countdown,
  and Countup. Each may be played on one of three levels of
  difficulty.
- Challenge a friend to a two-player game. Choose a version of
 Hustle or Snakefight, or play a third one — Blockade.

The module automatically keeps score for you, while colorful graphics
and computer music add to the fun.

Certain keys on both sides of the keyboard are designed as directional
keys. Movement on the screen can also be controlled by the Wired
Remote Controllers or from the keyboard. With the controllers, you
simply move the lever in the direction you want your snake to go. The
snakes cannot be moved diagonally.

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).

TEXAS INSTRUMENTS
HOME COMPUTER
READY-PRESS ANY KEY TO BEGIN

© 1979 TEXAS INSTRUMENTS
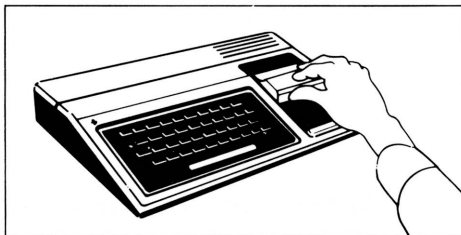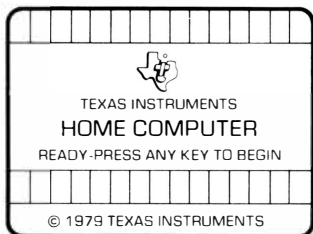
*trademark of Milton Bradley Company

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. Then press the key corresponding to the number beside HUSTLE.

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.

GETTING STARTED

After you select the module, the Players selection list appears. Press **1** for a one-player game or **2** for a two-player game.

If you haven't played Hustle before, you can see a short demonstration of the features in this module. Just wait a few seconds without pressing any key and a sample of Hustle begins.

When you finish looking at the demonstration, press any key to return to the Players selection list. (The computer returns to the Players selection list automatically, if you wait for the specified playing time to run out.) You are now ready to try a game for yourself.

If you press **1** while the Players selection list is shown, you can choose one of three versions of Hustle, or press **AID** for help. If you press **2** for a two-player game, Hustle, Snakefight, and Blockade are available, plus the option to press **AID** for help.

Help

If you press **AID** when any selection list is displayed, the module shows you which keys move the snakes. Player 1, the blue snake, moves by pressing ↑ **(E)**, ← **(S)**, → **(D)**, and ↓ **(X)**. Player 2, the white snake, moves by pressing **I** (up), **J** (left), **K** (right), and **M** (down). The display also indicates that you can maneuver the snakes with the optional Wired Remote Controllers by moving the controller lever in the direction you want your snake to go. *Note*: In one-player games, the computer is the white snake, and pressing **I, J, K,** and **M** has no effect on the arrow.

When you finish looking at the display, press any key to return to the selection list.

One-Player Games

When you select a one-player game, the display shows you the versions of Hustle available.

The one-player Hustle games are Normal, Countdown, and Countup. The difference in the three games is based on the points shown in the target boxes, orange-bordered rectangles that appear at random in the playing area.

- *Normal* — In a Normal game of Hustle, the points in the target boxes stay the same as long as they are displayed. If a snake does not reach a target box after a random length of time, the box disappears and no points are added to either score.

- *Countdown* — In Countdown Hustle all target boxes are worth 900 points when they appear. Then they start "counting down" 100 points at a time. The sooner a snake reaches a box, the more points the player receives. But hurry! When a target box reaches 100, it disappears in the next second.

- *Countup* — In Countup Hustle all target boxes are worth 100 points when they appear. Then they start "counting up" 100 points at a time. The longer it takes a snake to reach a box, the more points the player receives. Don't delay too long! When a target box counts up to 900 points, it disappears in the next second.

Sometimes a target box appears with three question marks instead of a number. This is a "mystery box." Until a snake reaches the box, you don't know how many points the box is worth *or* which player scores the points. When a snake hits the box, points replace the question marks. If the target box turns different colors when a snake hits it, the opposing player gets the points instead of the player that hits it.

Each time you or your opponent crashes and a new round starts, the snakes become longer.

Press **1**, **2**, or **3** to choose the game you want to play. The display then shows the Skill Level selection list. To return to a previous selection list, press **BACK**.

Two-Player Games

For a two-player game, press **2** while the Players selection list is displayed. A selection list showing the three types of two-player games then appears.

■ *Hustle* — If you press **1** to select Hustle, the program displays the three versions of the game. Normal, Countdown, and Countup are played as in one-player games, except that you're now playing against another player instead of the computer. Press **1**, **2**, or **3** to select the version of Hustle you want to play.

■ *Snakefight* — If you press **2** to select Snakefight, the program displays the three versions of the game: Normal, Countdown, and Countup. The points appear in the target boxes just as in Hustle but are scored differently. If you hit a target box, the points in the box are added to your *opponent's* score. If you hit your opponent, *you* score all the points on the display. Mystery box points are also scored in the opposite manner. Press **1**, **2**, or **3** to select the version of Snakefight you want to play.

■ *Blockade* — Press **3** to select Blockade. In this game, you try to force your opponent to crash into a border or either snake. No target boxes appear on the display. Instead, you score 100 points each time your opponent crashes. The snakes grow longer as they move through the playing area. Therefore, one player must eventually crash. After each crash, the playing area clears, the countdown starts, and a new round begins with the snakes moving more quickly.

Press **1**, **2**, or **3** to select the game you want to play. *Note*: For information on moving the snakes, press **AID** or see the "Help" section in this manual. To return to a previous selection list, press **BACK**.

Skill Level

After you select the game you want to play, the module asks you to choose the skill level — Novice, Amateur, or Hustler. In all games, the level you pick determines the length of the countdown before the game starts, the initial and eventual maximum speed of the snake, and the number of segments the snake increases after each crash. Also, the more target boxes the snakes hit, the more quickly the snakes move.

Press **1**, **2**, or **3** to choose the skill level. The playing area then appears, the countdown starts, and the game begins.

PLAYING THE GAME

Once you select the game and skill level, the playing area appears and the countdown begins. The playing time is displayed at the bottom of the screen.

As soon as the countdown starts, you may press an arrow or direction key (or move the lever on your controller) to choose the direction in which you want the snake to move. When the countdown ends, the square turns into a snake and moves in the direction you have indicated. Notice that you don't need to hold down the key to keep the snake moving in a direction. It keeps moving the same way until you press a key to change the direction.

Be careful not to run into a wall or your own trail as you move your snake through the playing area. If you do, the module makes a "crashing" noise. Your opponent then scores all the points shown on the boxes (including the mystery boxes), and a new round begins.

END OF GAME

When the playing time runs out, the snakes stop moving, and the player with the most points wins.

Press **REDO** to play another game with the same options. If you wish to play a game with different options, press **BEGIN**, and the module returns to the Players selection list. If you don't press any key, the module automatically returns to the Players selection list. To end a 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.

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 desklamp, 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. The title of the module should show up on this list. Press the appropriate key to select the module. (*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 HUSTLE 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, 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

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

IMPORTANT NOTICE OF DISCLAIMER REGARDING THE PROGRAMS

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

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 MODULE. 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.

The games in the Hustle module challenge your ability to make split-second decisions and maneuver a "snake" on the playing area. Try to outscore the computer in a one-player game or your opponent in a two-player game.

Hustle module activities include:

- **Hustle** — Hustle is a one- or two-player game. You score points if your snake reaches a target box first. The three versions of Hustle are Normal, Countdown, and Countup.
- **Snakefight** — You score all points displayed in the playing area if your snake hits the opponent's snake. Be careful! If you hit a target box your opponent scores the points. The three versions of this two-player game are Normal, Countdown, and Countup.
- **Blockade** — In this two-player game, you score points by making your opponent crash before you do!

Activities in the module are designed to work with the optional Wired Remote Controllers. These units provide added flexibility in playing the games.

Adds 6K bytes of active memory with stored program to your TI Home Computer.

TEXAS INSTRUMENTS
INCORPORATED