

MILTON BRADLEY COMPANY
ARCADE PLUS™ SERIES

METEORBELT™

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**.

Who will survive this intergalactic duel?



Meteor Belt™
Solid State Speech* Cartridge

An intergalactic duel for one or two players

Your Meteor Belt™ package contains:

- 1 Solid State Speech* Cartridge
- 1 instruction booklet

Programmed by: Milton Bradley Company

Book developed and written by: Milton Bradley Company

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Solid State Speech Cartridge program and data base contents copyright © 1983 by
Milton Bradley Company.

See important warranty information at back of book.

Meteor Belt is a trademark of Milton Bradley Company.

* *Solid State Speech* is a trademark of Texas Instruments Incorporated.

Two Ways to Play Meteor Belt

This Meteor Belt 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 of the methods 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 Meteor Belt with the MBX System

- Triple-axis analog joystick allows total maneuverability of screen objects.
- Action-input keypad allows 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 Meteor Belt 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 the speech capabilities of your Home Computer.

Introduction

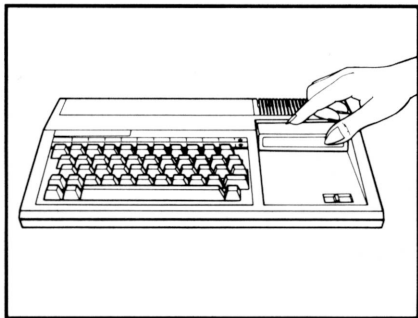
Are you ready to do battle in an epic space duel? You and a space outpost at the outer fringes of the meteor belt are at war. You must destroy the enemy outpost and enemy ships before they destroy you!

A belt of meteors separates your outpost from your enemy's. Each of the outposts is manned with a fleet of 8 ships, one defending the outpost at a time. Ships fire at one another from behind protective shields and barriers. Ships can attack with white laser fire, purple deflection beams, and deadly drones. Destroy the enemy's protective shield and barriers with your high powered defense systems and gain points as you destroy the enemy's fleet!

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.

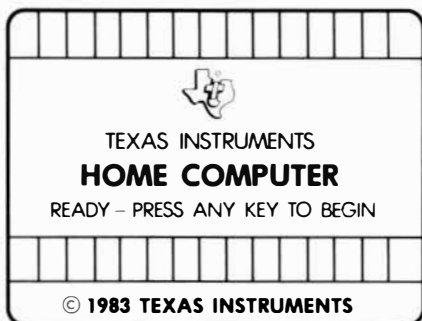
Inserting the Cartridge into the TI Home Computer

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.



3. Press any key on the TI computer keyboard to make the cartridge title screen appear.

Ending the Game and Removing the Cartridge

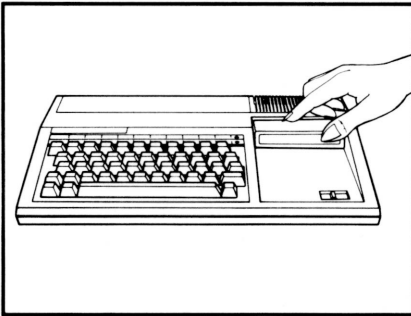
1. Turn off the MBX keypad console and the TI Home Computer.
2. Remove the cartridge from the slot.

Note: The **QUIT** function on your TI keyboard is not operable when the MBX console is attached and activated.

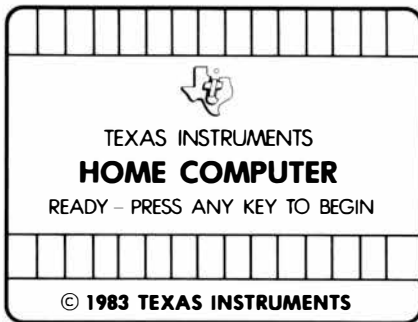
If you are playing the game without the MBX System, follow these simple instructions for inserting the Solid State Speech Cartridge. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the “Maintenance and Service” section in this booklet.

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.



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

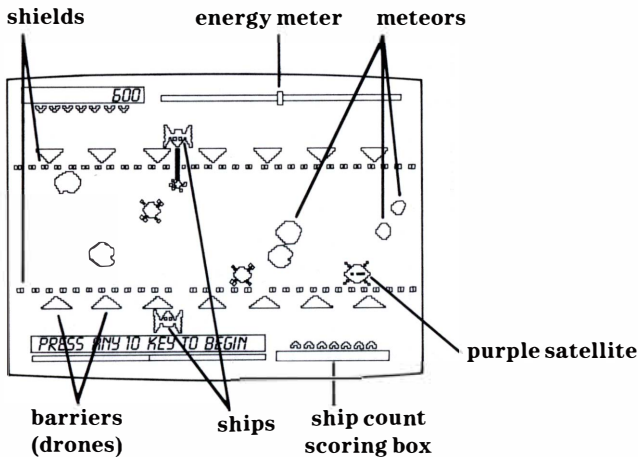
Removing the Cartridge

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.

Getting Started

After the cartridge title screen appears, you see a short demonstration of game play. This is the **DEMO MODE**. Watch all the action between the two battling outposts. Then, read the start-up instructions for the system you are using.

Actions in the DEMO MODE



TI Home Computer with the MBX System

After viewing the DEMO MODE, press any key on your TI computer keyboard to start the game. The computer automatically replays the title screen and the DEMO MODE until a TI computer key is pressed.

The number-of-players selection screen now appears. Meteor Belt is a two-player game. You have the option of challenging an opponent or the computer. If you wish to bypass these options, press **GO** on the MBX console and challenge the computer to a match (You are Saturn challenging Jupiter in such a match).

One-Player Option—You Vs. the Computer

Press **1** on your TI computer keyboard if you're challenging the computer. Then, type your name using letter keys on the TI computer keyboard. Next, press **ENTER** and the game begins.

Two-Player Option—You Vs. Human Opponent

If you're challenging a human opponent, a second MBX joystick (sold separately) must be used. The second joystick is plugged into the right joystick port.

Press **2** on your TI computer keyboard if you're challenging another player.

Player 1 types his or her name using letter keys on the TI computer keyboard and then presses **ENTER**.

Player 2 types his or her name using letter keys on the TI computer keyboard and then presses **ENTER**. The game begins.

TI Home Computer without the MBX System

After viewing the DEMO MODE, press any key on your TI computer keyboard to start the game. The computer automatically replays the title screen and DEMO MODE until a TI computer key is pressed.

The number-of-players selection screen now appears. Meteor Belt is a two-player game. You have the option of challenging an opponent or the computer. If you wish to bypass these options, press **REDO** on the TI computer keyboard to challenge the computer to a match (You are Saturn challenging Jupiter in such a match).

One-Player Option—You Vs. the Computer

Press the **1** key on your TI computer keyboard if you're challenging the computer. Then, type your name using letter keys on the computer keyboard. Next, press **ENTER** and the game begins.

Two-Player Option—You Vs. Human Opponent

Press **2** on your TI computer keyboard if you're challenging another player.

If you're challenging a human opponent, the second Joystick Controller is used; or one player plays the left side of the keyboard and the other player plays the right side of the keyboard.

Player 1 types his or her name using letter keys on the TI computer keyboard and then presses **ENTER**.

Player 2 types his or her name using letter keys on the TI computer keyboard and then presses **ENTER**. The game begins.

Playing the Game

Meteor Belt is a game for one or two players. The object of the game is to accumulate the most points by destroying your enemy's outpost and ships and blasting away meteors and satellites. You and your opponent begin the game with a ship located behind barriers and shields. A meteor belt stands between the two ships and their protective shields. You must battle your opponent (another player or the computer) to blast through the meteor belt and destroy the enemy's ship before the enemy destroys yours!

Moving Your Ship

You and your opponent start the game with a fleet of 8 ships. You each play with one ship at a time that moves horizontally across the screen. Read the instructions below for the system you are using.

TI Home Computer with the MBX System

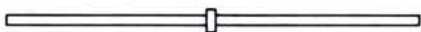
- To move the ship left or right on the screen, move the MBX joystick in the desired direction.

TI Home Computer without the MBX System

- To move the ship left or right across the screen, move the lever of the Joystick Controller in the desired direction.
 - Using the keyboard in a one-player game, press the (←) S key to move the ship left and the (→) D key to move the ship right.
 - Using the keyboard in a two-player game, press the (←) S key to move the bottom ship left, the (→) D key to move the bottom ship right, (←) J key to move the top ship left, and the (→) K key to move the top ship right.
-

There are three weapons your ship can use to attack the enemy: white laser fire, purple deflection beams, and drones.

The power level for your lasers and purple deflection beams is indicated by an energy meter on the screen. If the energy meter (represented by a color bar) registers green, then you have enough power to fire your lasers and the beams. If the power level registers red, you do not have enough power to fire your lasers or the beams.



Each shot of laser fire or deflection beam depletes your power level. Wait a few seconds for the power level to recharge automatically until the energy meter registers green.

White Laser Fire

If your laser hits a meteor, a purple satellite, a deflected purple satellite, or an enemy ship, it destroys the target completely. If your laser hits a barrier or a shield, it destroys the part of the barrier or shield that is hit. You may have to hit a drone more than once to destroy it completely. Here's how to fire a laser.

TI Home Computer with the MBX System

- Aim the front of your ship at a target and press the **TRIGGER** button on the MBX joystick.

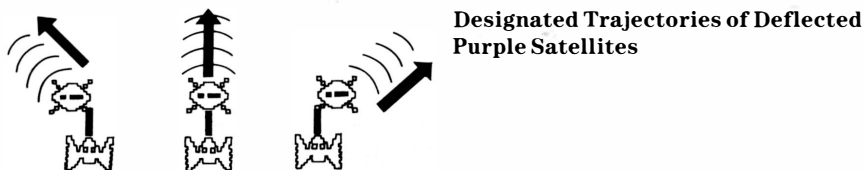
TI Home Computer without the MBX System

- Aim the front of your ship at a target, keep the joystick lever centered, and press the **FIRE** button.
 - Using the keyboard in a one-player game, aim the front of your ship at the target and press the **Q** key.
 - Using the keyboard in a two-player game, aim the front of your ship at the target and press the **Q** key to fire from the bottom outpost; and press the **Y** key to fire from the top outpost.
-

Purple Deflection Beams

Purple deflection beams drain your energy source more than white laser fire. If a purple beam hits a purple satellite, the purple satellite is deflected and sent out of its horizontal orbit and thrust into a vertical or diagonal path towards your opponent's outpost.

You can control the path of the satellite by controlling the aim of your beam. For example, if you hit the satellite in any of the 3 zones, the satellite follows that designated trajectory.



Deflected purple satellites are powerful weapons and can earn you extra points. If your deflected purple satellite hits an enemy ship, the ship is destroyed and you get 500 points; and if you're skillful enough to send the deflected satellite past an enemy ship, you earn a bonus of 2000 points. If your deflected purple satellite hits a barrier or a shield, it destroys the part of the barrier or shield that was hit. If a deflected purple satellite hits another satellite, both are destroyed.

Purple deflection beams only deflect purple satellites. If the beams hit other objects, they act as white laser fire.

TI Home Computer with the MBX System

- Aim your ship at a target and press either **button 1 or 3** on the top of the MBX joystick.

TI Home Computer without the MBX System

- Aim your ship at a target, pull the Joystick Controller lever backward (towards you), and press the **FIRE** button.
- Using the keyboard in a one-player game, aim your ship at a target and press the **X** key.
- Using the keyboard in a two-player game, aim your ship at a target and press the **X** key to fire from the bottom outpost; press the **M** key to fire from the top outpost.

Defense Against Deflected Satellites

If your opponent sends a deflected satellite towards you, you can try to shoot it down with either a white laser or a purple deflection beam.

To send a deadly drone into orbit, maneuver your ship directly behind one of your barriers (whole or part) to launch it. Once in orbit, the barrier becomes a deadly drone that can destroy enemy ships. If your drone hits an enemy ship, the ship is destroyed. If your drone hits a barrier or a shield, it destroys only that part of the barrier or shield that it hits.

TI Home Computer with the MBX System

- Maneuver your ship directly behind one of your barriers (whole or part) and press **button 2** on the MBX joystick.

TI Home Computer without the MBX System

- Maneuver your ship directly behind one of your barriers (whole or part), push the Joystick Controller lever forward (away from you), and press the **FIRE** button.

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).






- Using the keyboard in a one-player game, maneuver your ship directly behind one of the barriers (whole or part), and press the (↑) **E** key.
- Using the keyboard in a two-player game, maneuver your ship directly behind one of the barriers (whole or part), and press the (↑) **E** key to launch a bottom drone; press the (↑) **I** key to launch a top drone.

Defense Against a Drone

If your enemy sends a drone toward you, you can shoot it down with either a white laser or a purple deflection beam.

Scoring

Destroying various sizes of meteors and purple satellites earns you different point values.

| Scoring System Chart | | |
|--|---|--------|
| Target | | Points |
| Enemy Ship |  | 500 |
| Large Meteor |  | 50 |
| Medium Meteor |  | 75 |
| Small Meteor |  | 100 |
| Purple Satellites |  | 150 |
| Red Meteor (any size) | | - 150 |
| Sending a purple satellite into enemy territory and past an enemy ship | | 2,000 |

Bonus Points

If you have any remaining ships at the end of the game, you receive 1,000 bonus points for each remaining ship.

Ending the Game and Strategy Hints

The game ends when one player loses all 8 ships in his or her fleet. Whoever has the most points wins the game. Try to better your previous score each time you play.

Starting A New Game

To start a new game, follow the instructions below 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.

Strategy Hints

- Before they are launched, drones are barriers (walls that ships can hide behind). Launch your drones strategically, sending the end barriers into space first and leaving the central barriers as a strong defensive front!
- If a deflected purple satellite is hurtling into your outpost, sacrifice your ship to stop its advance—for if the satellite destroys your ship, your opponent only gains 500 points; but if the satellite hurtles past your ship, your opponent gains 2,000 points.
- Watch your opponent's energy meter during play and attack when it registers in the red area—low power signal!

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 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.)

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 Home Computer with the MBX System | TI Home Computer without the MBX System | | Action |
|---|--|--|---|
| | Keyboard | Joystick Controllers | |
| RESET | FCTN 9 or 9 (BACK) | | Starts a new game; bypasses option screens. |
| GO | FCTN 8 or 8 (REDO) | | Starts a new game; bypasses option screens. |
| PAUSE | P | | Activates/deactivates pause option. |
| joystick left | (←) S, J | lever left | Moves ship to the left. |
| joystick right | (→) D, K | lever right | Moves ship to the right. |
| joystick button 2 | (↑) E, I | Lever forward and FIRE button | Sends your drone into orbit. |
| joystick button 1 or 3 | (↓) X, M | Lever back and FIRE button | Fires purple deflection beams. |
| TRIGGER button | Q, Y | FIRE button | Fires your white lasers. |
| | FCTN = (QUIT) | | Returns to master title screen only if the MBX console is not attached or activated. |

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

For rapid play, Meteor Belt 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.

