



# TEXAS INSTRUMENTS COMPUTER SOFTWARE

## **MUNCHMOBILE™**

### **ENTERTAINMENT CARTRIDGE**

Designed for use with the TI-99/4A Home Computer only.  
The game can be played using the optional Joystick Controllers—sold separately.

Drive your Munchmobile down dangerous roads while trying to grab and munch the snacks scattered along the way. Be careful—one wrong move and you lose a Munchmobile!



# **Munchmobile™**

Programmed by: SNK Electronics Corp.

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

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See important warranty information at  
back of book.

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## Introduction

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**Let's go for a ride in the Munchmobile. You drive down dangerous highways, looking for snacks along the side of the road. Watch for sharp turns, speeding cars, and objects that can block your way. Pick up as many snacks as you can to score points before parking**

**the Munchmobile in the garage. Good luck—and safe driving!**

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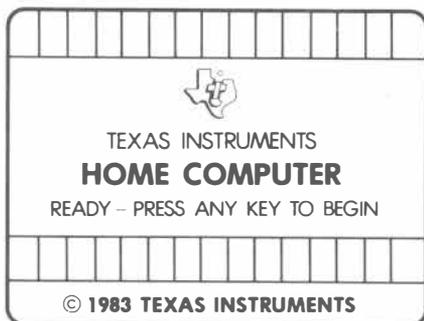
With Munchmobile, you can:

- Play at two different levels
- Select from 3 playing speeds
- Try new challenges as your skills improve
- Enjoy lively graphics
- Hear sound effects that enliven the game
- Use Joystick Controllers or keyboard

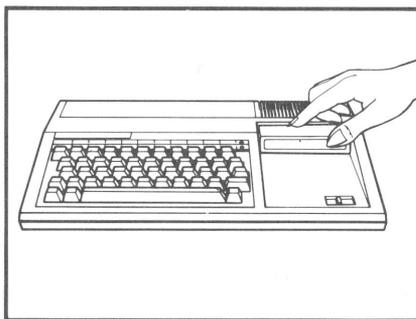
**Inserting Solid State Cartridges is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the “Maintenance and Service” section in this booklet.**

### 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.

## Beginning the Game

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When the Munchmobile title screen appears, press any key to begin, or wait to see a demonstration of the game. Start the game by selecting your level of play and Munchmobile speed. The billboard on the right side of the screen keeps track of your game. You have five Munchmobiles to play each game. Your goal is to

pick up as many snacks as possible while safely driving down the highway toward the garage. Carefully park your Munchmobile in the garage to begin the next round.

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### Using the Instruction Screen

When the screen message PRESS AID FOR INSTRUCTIONS appears, you can press 7 or FCTN 7 to see a brief explanation of the game. Press any key to return to the selection screen.

### Selecting Your Level of Play

Press 1 or 2 to select either Professional or Amateur level.

- 1 Professional
- 2 Amateur

### Selecting Your Munchmobile Speed

When the next selection screen appears, press 1, 2, or 3 to select a speed for the Munchmobile.

- 1 Slow
- 2 Normal
- 3 Fast

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### The Munchmobile Billboard

The billboard is a vertical black rectangle with white text and icons. From top to bottom, it shows:

- HIGH SCORE**: 000420
- SCORE**: 000400
- A heart icon representing the current round.
- Five circles representing apples, with the first one filled.
- Three cherries with stems and leaves.
- Three juice glasses.
- Two fish icons.
- Two moneybags (bags with dollar signs).
- FUEL**: A horizontal bar representing the fuel gauge, which is currently empty.
- Three Munchmobile icons (small cars) representing the remaining vehicles.

To the right of the billboard, the following text labels correspond to the icons:

- High Score
- Current Game Score
- Round
- Apples
- Cherries
- Juice
- Fish
- Moneybags
- Gasoline
- Fuel Gauge
- Remaining Munchmobiles

## Driving the Munchmobile

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Control the Munchmobile by using the Joystick Controllers or the keyboard. Watch your fuel gauge and grab gasoline whenever possible to refill your tank. If you run out of gasoline, you lose a Munchmobile.

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### Using the Joystick Controllers to Move the Munchmobile

To steer the Munchmobile, press the lever in the desired direction.

Press	Action
Forward (toward the <b>FIRE</b> button)	Forward
Backward (away from the <b>FIRE</b> button)	Backward
Left	Left
Right	Right

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### Using the Keyboard to Move the Munchmobile

To steer the Munchmobile, press these keys.

Press	Action
(↑) <b>E, I</b>	Forward
(↓) <b>X, M</b>	Backward
(←) <b>S, J</b>	Left
(→) <b>D, K</b>	Right

### Refueling Your Munchmobile

The Munchmobile's fuel tank is filled:

- At the beginning of each round
- Whenever a new Munchmobile replaces one that has crashed or run out of gasoline
- After grabbing gasoline along the road

The Munchmobile's arm grabs snacks while you drive down the road. Watch the eye of the Munchmobile as it moves from left to right. When you extend the Munchmobile's arm, it reaches in the direction the eye is looking. As you gather snacks, watch out for trash cans and bushes. If you hit an obstacle, your Munchmobile

arm throbs and you cannot gather snacks until the throbbing stops.

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### Using the Joystick Controllers to Grab Snacks

- Press and hold the **FIRE** button once to extend the arm in the direction the eye is looking.
- Release the **FIRE** button when the arm is extended the desired length.
- Press and hold the **FIRE** button again to grab and bring the snack back to the Munchmobile. Be sure to hold the **FIRE** button until the arm has completely returned to the Munchmobile.

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

### Using the Keyboard to Grab Snacks

- Press and hold **Y, V, Q,** or **(.)** once to extend the arm in the direction the eye is looking.
- Release **Y, V, Q,** or **(.)** when the arm is extended the desired length.
- Press and hold **Y, V, Q,** or **(.)** again to grab and bring the snack back to the Munchmobile. Be sure to hold the **FIRE** button until the arm has completely returned to the Munchmobile.

## Throwing Away Trash

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You can gain points by putting trash from apples, cherries, juice, and fish into a nearby trash can. A cloud of dust appears if you miss the trash can or grab another snack before you throw away your litter.

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### Using the Joystick Controllers to Throw Away Trash

- Press and hold the **FIRE** button once to extend the arm towards a trash can.
- Release the **FIRE** button when the arm is over the trash can.
- Press and hold the **FIRE** button again to bring the arm back to the Munchmobile. Be sure to hold the **FIRE** button until the arm has completely returned to the Munchmobile.

### Using the Keyboard to Throw Away Trash

- Press and hold **Y**, **V**, **Q**, or **(.)** once to extend the arm towards a trash can.
- Release **Y**, **V**, **Q**, or **(.)** when the arm is over the trash can.
- Press and hold **Y**, **V**, **Q**, or **(.)** again to bring the arm back to the Munchmobile. Be sure to hold the **FIRE** button until the arm has completely returned to the Munchmobile.

## Continuing Play

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New challenges and higher scores await you as you become a better Munchmobile player. Each time you finish a round, a new screen appears. The roads become more dangerous, and snacks become harder to grab. Good driving skills and fast action are needed to complete each round safely and score points. When you

park your Munchmobile in the garage without running out of gasoline or crashing, you are awarded up to approximately 50,000 bonus points. Be sure that when parking, you are in the lower portion of the screen and have the Munchmobile arm in. You can pause any time during a game.

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### Scoring

You gain points each time you successfully grab a snack or throw away trash. The trash from apples, cherries, juice, or fish is worth 200 points.

Illus.	Snack	Point Value
	Apple	200
	Cherry	200
	Juice	200
	Fish	400
	Moneybag	400
	Gasoline	100

### Figuring Your Bonus Points

The bonus points are figured automatically. If you want to figure them yourself, follow these steps.

1. Add up the number of snacks you grabbed.
2. Multiply the number by 2,000.
3. Multiply that number by the number of the round you completed.

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## Stopping Play During a Game

If you wish to stop the action during a game, press and hold the **P** key. Press any key to resume the game.

## Ending the Game

The game ends when your last Munchmobile crashes or runs out of gasoline.

If you wish to quit playing during a game, press **QUIT** to return to the master title screen.

## Playing Again

At the end of a game, you may play again by choosing one of these options:

- Press **REDO** to drive again on the route you just completed, using the same options
- Press **BACK** to return to the Munchmobile title screen and reselect playing options

**Note:** When using **REDO**, you are not eligible for bonus points on the first round since you did not successfully complete the round with one Munchmobile.

**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*.**

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### 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.

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### **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.**

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### 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

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### 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

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TI-99/4A

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(←) **S** (→) **D** Moves the Munchmobile using the left side of the keyboard.  
(↑) **E** (↓) **X**

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(←) **J** (→) **K** Moves the Munchmobile using the right side of the keyboard.  
(↑) **I** (↓) **M**

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**Q, V, Y, or (.)** Extends and pulls in the Munchmobile arm.

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**P** Stops the game temporarily.

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**FCTN 7 or 7 (AID)** Provides game instructions (available only from level of play selection screen).

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**FCTN 8 or 8 (REDO)** Repeats the game just played using the same options and route.

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**FCTN 9 or 9 (BACK)** Returns to the Munchmobile main title screen.

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

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For rapid play Munchmobile allows you to press the number key without the **FCTN** key for **AID**, **REDO**, or **BACK**.

If the optional Joystick Controllers are used, four directions are available to maneuver the Munchmobile; move the lever in the desired direction.

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

Texas Instruments invented the integrated circuit,  
the microprocessor, and the microcomputer.  
Being first is our tradition.

