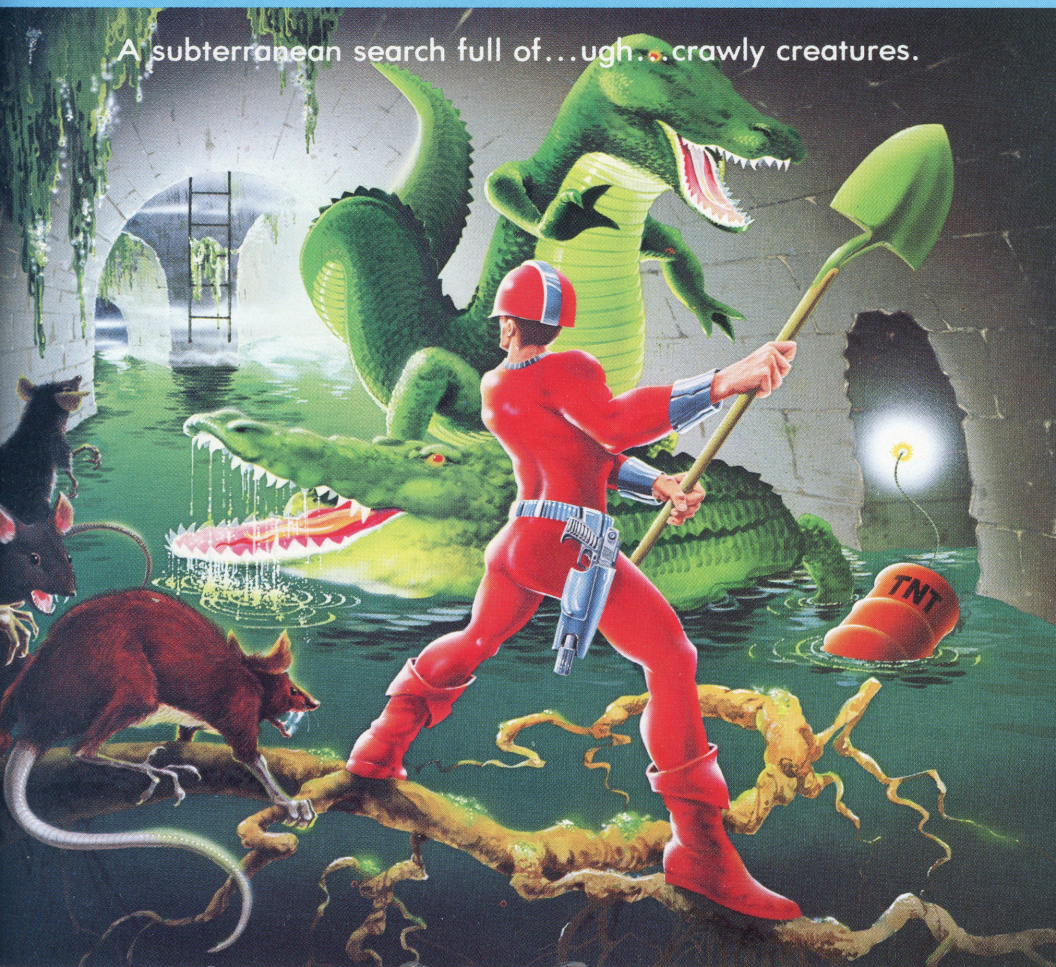# MILTON BRADLEY COMPANY
ARCADE PLUS™ SERIES

Sewermania™

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**.

A subterranean search full of…ugh…crawly creatures.

Sewermania™
Solid State Speech* Cartridge

An underground search game for 1 or 2 players

Your Sewermania™ package contains:
- Solid State Speech* Cartridge
- 1 instruction booklet

Programmed by: Milton Bradley Company
Book developed and written by: Milton Bradley Company

Two Ways to Play Sewermania

This Sewermania 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, color coded in blue, tells you how to play the game with the MBX Expansion System. The second bar explains how to play the game with the Texas Instruments Home Computer alone.

MBX Expansion System with the TI Home Computer

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

• Power supply

• Fully-illustrated instruction booklet

Playing Sewermania with the MBX System

• Voice Recognition allows you to control the movement on the screen by the sound of your voice.

• Triple-axis analog joystick allows total maneuverability of screen objects.

• Action-input keypad allows for quick response and flexible play.

• Speech Synthesis allows you to hear phrases, prompts, and sound effects that are true-to-life, well-modulated, and full of inflection.

Playing without the MBX System:

• You can also play Sewermania with the TI Home Computer, 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 speech capabilities.

Introduction

A bomb is hidden deep in the city's sewer system. Can you help our hero, Dave, who works underground for Sewer Central, race through two pipe mazes and find the bomb?

You and Dave must battle ferocious rats and a toothy alligator on your search. If you are swift of foot and quick of wit, you can beat off your enemies with an old shovel or trap them with sliding maze doors.

Score points by successfully battling underworld foes. Find the bomb and bring it to the surface before it blows up to gain even more points!

Using the MBX Expansion System and the Solid State Speech Cartridge

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.

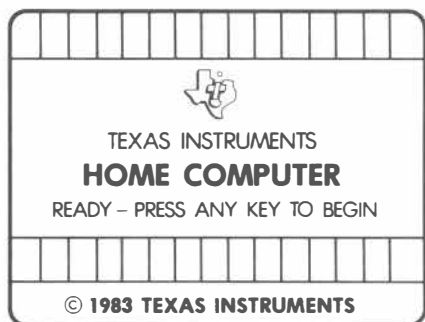### Inserting the Cartridge into the TI Home Computer

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.
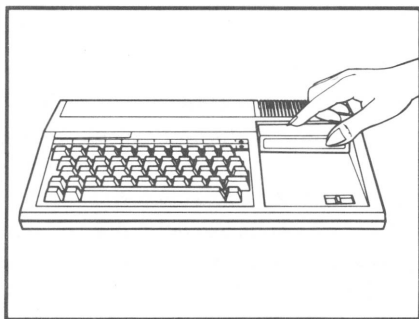
Turning on the Equipment

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.

```
        ⬡
 TEXAS INSTRUMENTS
 HOME COMPUTER
 READY – PRESS ANY KEY TO BEGIN

 © 1983 TEXAS INSTRUMENTS
```

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 inoperable 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.
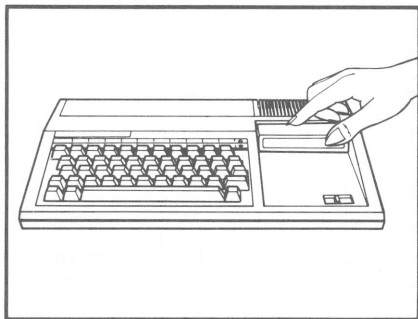
4. Turn the computer ON, and wait for the master title screen to appear.

TEXAS INSTRUMENTS
HOME COMPUTER
READY – PRESS ANY KEY TO BEGIN

© **1983 TEXAS INSTRUMENTS**

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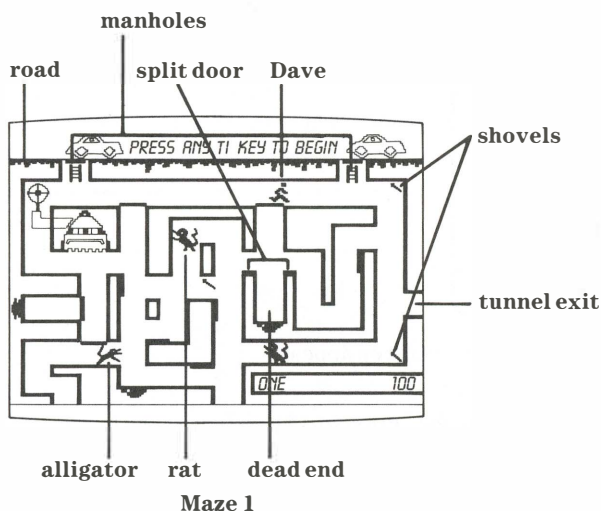
Removing the Cartridge

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.

After the title screen appears, a short demonstration of game play appears. This is the DEMO MODE. In this demonstration, you hear the toe-tapping Sewermania theme song. You also see the Sewer Central bus drop off Dave and hear his boss shout ''Find the bomb, Dave.'' Dave opens a manhole cover and begins his subterranean search. Follow the instructions below for the system you are using.

Actions in the DEMO MODE

PRESS ANY TI KEY TO BEGIN

ONE   100

manholes

road   split door   Dave

shovels

tunnel exit

alligator   rat   dead end

Maze 1

TI Home Computer with the MBX System

1. 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 key is pressed.

2. Press either the **1** or **2** key on your TI computer keyboard depending on whether one or two people are playing.

3. Next, player 1 types his or her name by pressing the appropriate letter keys on the TI computer keyboard and then presses **ENTER**.

4. If a two-player option is chosen, player 2 types his or her name by pressing the appropriate letter keys on the TI computer keyboard and then presses **ENTER**.
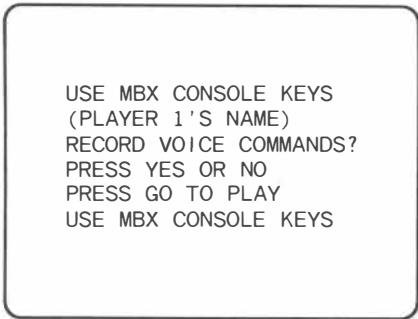
5. The voice training option screen appears.

TI Home Computer without the MBX System

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

2. Press either the **1** or **2** key on your TI computer keyboard depending on whether one or two people are playing. If you wish to bypass these options, press **REDO** on the TI computer keyboard to begin a one-player game.

3. Next, player 1 types his or her name by pressing the appropriate letter keys on the TI computer keyboard and then presses **ENTER**.

4. If a two-player option is chosen, player 2 types his or her name by pressing the appropriate letter keys on the TI computer keyboard and then presses **ENTER**.

5. The game begins!

The MBX Expansion System allows you to control Dave's bomb hunting actions with the sound of your voice. To do so, you must train your voice. There are four words that the MBX system must be trained to recognize. Each player says all four words, as prompted by the screen, and repeats the sequence again to be sure the words are properly recognized. Voice training is optional!

Here's what the voice training option screen looks like.

```
USE  MBX  CONSOLE  KEYS
(PLAYER 1'S  NAME)
RECORD  VOICE  COMMANDS?
PRESS  YES  OR  NO
PRESS  GO  TO  PLAY
USE  MBX  CONSOLE  KEYS
```

If you press **NO** or **GO** on your MBX console, you can bypass voice training and control all the action with the MBX joystick.

If you press **YES**, you can voice train and use Voice Recognition and the headset microphone to control many of Dave's actions.

Preparing for Voice Training

When training the computer to recognize your voice, try to pronounce the "programmed word" as you would say it during frantic play. The tone you use as you "train" the computer should be the same tone you would use during play—firm, but somewhat faster and more excited than a normal tone. See the MBX Expansion System booklet for important details on voice training.

Player 1 now puts on the headset microphone, adjusting the earpads, and locating the microphone boom so it is just to the side of his or her mouth and not more than two inches away.
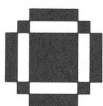
Voice training is a simple procedure. Follow the five steps listed below to learn how to voice train.

When you train successfully and your headset microphone is ready to take commands (the MIC is on), this symbol appears on the screen.

There is also a symbol to show you that your headset microphone is inoperable. This symbol appears on the screen.

See the "MIC key " section in the MBX Expansion System booklet for more details.

Voice Training Sequence

Player 1 begins voice training first; player 2 begins voice training second.

1. When the microphone is correctly positioned, press **YES** on the MBX console.

2. Repeat each word into your headset microphone as it appears on the screen. The following words are programmed:
   - PICKUP
   - DROP
   - DOOR
   - KILL

3. Repeat the sequence again as the words reappear on the screen.

4. This completes player one's voice training session.

5. Repeat steps 1 through 4 for player 2's voice training.

Sewermania is a one-player or two-player game. The object of the game is to accumulate the most points by battling subterranean creatures and by locating and defusing hidden bombs. Each player starts the game with three "Daves." When you lose all three characters, the game is over. You can tell how many "Daves" you have remaining by how many passengers there are in the Sewer Central bus. Once voice training is completed for each player, or the option to bypass voice training is selected, the game begins. Follow the instructions below for the system you are using.

Moving Dave on the Road and in the Sewer Maze

You can move Dave left and right when he is on the road, and in four directions when he is in the maze. You must remove the manhole covers to place Dave in the sewer maze. Once Dave is in the maze, he cannot go up the ladder and onto the road again until he finds a bomb.

TI Home Computer with the MBX System

1. When Dave is on the road, push the MBX joystick to the left or right to move Dave in the chosen direction.

2. Move Dave near one of the two manholes. Say the word "door" aloud into your headset microphone or press **button 2** (middle button) on the MBX joystick and the manhole cover opens.

3. Pull the MBX joystick towards you to move Dave down the ladder and into the maze.

4. Dave can move up, down, left or right in the mazes. Move the MBX joystick in the desired direction to move Dave through the subterranean maze.

TI Home Computer without the MBX System

1. When Dave is on the road, push the lever of the Joystick Controller left or right to move Dave in the chosen direction. You may also press the (←) **S** key on the computer keyboard to move Dave left, and the (→) **D** key to move Dave right.

2 Move Dave near one of the two manholes. Press **Q** on the computer keyboard or the **FIRE** button on the Joystick Controller to open the manhole cover.

3. Press the **X** key on the computer keyboard or pull the lever on the Joystick Controller towards you to move Dave down the ladder and into the maze.

4. When Dave is in the maze, move the Joystick Controller up, down, left, or right to move Dave in the desired direction. When using the computer keyboard, press the (↑) **E** key to move Dave up, the (↓) **X** key to move Dave down, the (←) **S** key to move Dave left, and the (→) **D** key to move Dave right.

   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).

The underworld enemies try to stop and destroy Dave as he searches for bombs. There are two kinds of rats and a toothy alligator that add to the challenge of finding the bombs.

Black Rats

Black rats wander randomly through the maze. They can pass over Dave and not harm him. Black rats turn into red "attacking" rats. When they change color, you hear a distinctive sound.

Red Rats

Red rats are aggressive, attacking rats. They seek out Dave and try to destroy him. As Dave successfully retrieves bombs, red rats appear more frequently on the screen, making the game more challenging. If Dave comes in contact with a red rat and does not successfully defend himself, then the red rat eats Dave.

Alligator

The green alligator is a slow-moving creature, but it is a man-eater. If the alligator comes in contact with Dave, it eats him!

When Dave picks up a bomb, a ticking clock appears on the screen to indicate how much time you have to get Dave and the bomb to the surface. The time limit varies according to how many bombs you have already successfully placed on the road. Time is important in order to get Dave out of the sewer safely. You cannot open the manhole cover to get Dave and the bomb out of the maze, if there is a vehicle right on top of the manhole cover or if there are already 2 vehicles on the road. Follow the instructions below for the system you are using.

TI Home Computer with the MBX System

1. Move Dave and the bomb out of the maze using the MBX joystick.

2. Move Dave up a ladder by pushing the MBX joystick forward (away from you).

3. Open the manhole cover by saying "door" into your headset microphone or by pressing **button 2** on your MBX joystick.

4. Place the bomb on the road by saying "drop" into your headset microphone, or by pressing **button 2** on your MBX joystick.

TI Home Computer without the MBX System

1. Move Dave and the bomb out of the maze using the lever of your Joystick Controller or the arrow keys on the TI computer keyboard.

2. Move Dave up a ladder by pushing the lever of the Joystick Controller forward or away from you, or by using the (↑) **E** key on the computer keyboard.

3. Open the manhole cover by pressing **Q** on the TI computer keyboard or the **FIRE** button on the Joystick Controllers.

4. Place the bomb on the road by pressing **Q** on the TI computer keyboard or the **FIRE** button on the Wired Remote Controllers.

If you are successful, the bomb is placed on the road and you hear victory music. You also receive 1000 points for your accomplishment. As soon as one bomb is found, another bomb is hidden in one of the two mazes. Send Dave into the sewer to look for another bomb. If you fail to get out of the maze and place the bomb on the road in the allotted time, the bomb and Dave explode!

Dave can defend himself by running away from his attackers, by opening and closing secret doors in the mazes, and by using shovels against the rats. You already know how to move Dave through the maze and away from his attackers. Using the secret doors and destroying the rats are explained on the following pages. To open and close a door, refer to the instructions below for the system you are using.

Secret Doors

Red, black, brown, and purple secret doors are scattered throughout the mazes. Horizontally placed doors slide to the left or right and vertically placed doors slide up and down.

Open a door for Dave to escape and close the door behind Dave to block a pursuing attacker. If a rat or alligator is blocking the path of a door, the door cannot be moved until the animal is clear of the path.

TI Home Computer with the MBX System

1. Move Dave over, under, or next to a door using the MBX joystick.
2. Open or close a door by saying ''door'' aloud into your headset microphone or by pressing **button 2** (middle button) on the MBX joystick.

TI Home Computer without the MBX System

1. Move Dave over, under, or next to a door using the lever on the Joystick Controller or by using the arrow keys on the TI computer keyboard.
2. Open or close the door by pressing **Q** on the TI computer keyboard, or the **FIRE** button on the Joystick Controller.

There are two different mazes in which Dave can travel. The bomb is hidden in one of the two mazes. When moving Dave around either maze, try not to retrace his footsteps.
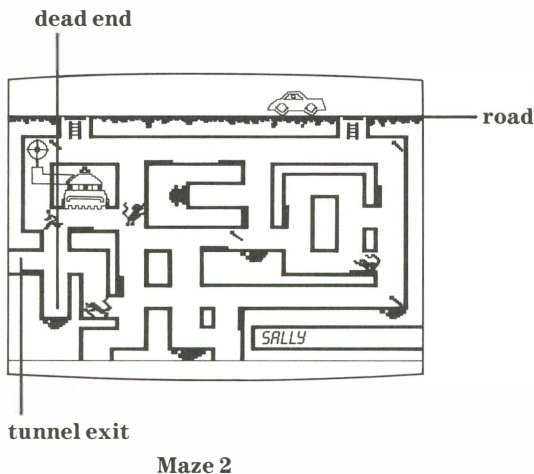
The Mazes

There are two mazes in Sewermania. Maze 1 appears at the beginning of the game. There are two exits for each maze: either by the tunnel or by the road. These exits allow you to move Dave from one maze to another as often as you like. See the DEMO MODE screen on page 6 for a look at Maze 1.

To enter Maze 2 from Maze 1, do either of the following: move Dave off the road all the way to the right of the screen; or move Dave out of the tunnel exit off the screen to the right. In both instances, Maze 2 automatically appears on the screen.

To enter Maze 1 from Maze 2, do either of the following: move Dave off the road all the way to the left of the screen; or move Dave out of the tunnel exit off the screen to the left. In both instances, Maze 1 automatically appears on the screen. See the illustration below for Maze 2.

Maze 2

Finding the Bomb

When Dave moves near or passes over a hidden bomb in either of the mazes, the bomb appears on the screen. You see a symbol of a bomb and hear a short musical phrase announcing your discovery. Once Dave locates a bomb, he must pick it up. If Dave successfully picks up the bomb, you see the bomb in Dave's hand on the screen. Follow the directions below for the system you are using.

TI Home Computer with the MBX System

1. Move Dave next to or on top of the bomb using the MBX joystick.
2. Say "pickup" aloud into your headset microphone, or press **button 2** on the MBX joystick to pick up the bomb.

TI Home Computer without the MBX System

1. Move Dave next to or on top of the bomb using the lever of the Joystick Controllers.
2. Press **Q** on the TI computer keyboard, or press the **FIRE** button on the Joystick Controller to pick up the bomb.

Split Doors

In Maze 1, there is a door that is divided into two halves. If the two halves are together, the door is closed. If the two halves are apart, the door is open. Follow the instructions below for the system you are using.

TI Home Computer with the MBX System

1. To open the door, move Dave on top of it or near one edge of the door. Say "door" aloud into your headset microphone or press **button 2** (middle button) on your MBX joystick.

2. To close the door, move Dave near one half, on top of one half, or in the middle of the two halves. Say "door" aloud into your headset microphone or press **button 2** on your MBX joystick.

TI Home Computer without the MBX System

1. To open the door, move Dave on top of it or near one edge of the door. Press **Q** on the TI computer keyboard or the **FIRE** button on the Joystick Controller.

2. To close the door, move Dave near one half, on top of one half, or in the middle of the two halves. Press **Q** on the TI computer keyboard or the **FIRE** button on the Joystick Controllers.

Dead-End Traps

There are four dead-end areas in the mazes where Dave can trap rats and alligators. Close the door of a dead-end area after the animal has wandered into it. Move quickly before the animal blocks the doorway! If a rat or alligator is trapped, you hear a musical sound and the animal disappears from the screen. You gain points based on which enemy you snared. Dave can also hide out in dead-end traps if enemies start to close in on him by entering a trap and closing the door behind him.

TI Home Computer with the MBX System

• To close the door, say "door" into your headset microphone or press **button 2** on the MBX joystick.

TI Home Computer without the MBX System

• To close the door, press **Q** on the TI computer keyboard or the **FIRE** button on the Joystick Controllers.

There are five shovels in each maze that are used to destroy the rats. Dave must have a shovel in his hand to destroy the rats. A shovel does not harm an alligator. When Dave successfully picks up a shovel you see the shovel in Dave's hand on the screen. To discover how to pick up a shovel, read the instructions below for the system you are using.

TI Home Computer with the MBX System

- Move Dave on top of the shovel using the MBX joystick.
- Say ''pickup'' aloud into your headset microphone or press **button 2** on the MBX joystick to place the shovel in Dave's hands.

TI Home Computer without the MBX System

- Move Dave on top of the shovel by moving the lever of your Joystick Controller or by using the arrow keys on the TI computer keyboard.
- Press **Q** on the TI computer keyboard or the **FIRE** button on the Joystick Controller to pick up the shovel.

In order to use the shovel as a weapon, a rat must be close to Dave, but not quite touching him. When a rat is destroyed with a shovel, the shovel disappears. Then, Dave must seek out another shovel if he intends to eliminate more rats. Follow the instructions below for the system you are using.

TI Home Computer with the MBX System

• To destroy a red or black rat, say ''kill'' into your headset microphone or press the **TRIGGER button** on the MBX joystick.

• If the rat is destroyed, it is cleared from the screen.

TI Home Computer without the MBX System

• To destroy a red or black rat, press **Q** on the TI computer keyboard or press the **FIRE** button on the Joystick Controller.

• If the rat is destroyed, it is cleared from the screen.

Note: The joystick **FIRE** button is used for several functions, such as picking up bombs and opening doors. Destroying rats takes priority over all other functions. For example, if Dave has a shovel in his hands and is ready to pick up a bomb, a red rat is ready to attack Dave. By pressing the **FIRE** button, you destroy the rat, rather than pick up the bomb.

Guidelines for Using Shovels

- Alligators are indestructible. Shovels cannot kill them.

- Players may pick up five shovels in five places in each maze. When each shovel is picked up, the shovel symbol disappears from the screen.

- Dave receives 10 new shovels, (5 per maze), each time he successfully places a bomb on the road.

- Rats can only be destroyed with a shovel. The voice command ''kill'' has no effect if Dave does not have a shovel in his hand.

Such amazing challenges as finding the hidden bomb and avoiding rats and the alligator are yours when you play Sewermania. To discover how to score high, end the game, and keep Dave alive, read the instructions below.

Scoring

Action	Black Rats	Red Rats	Alligators
Using a Shovel	50	100	0
Trapping in a dead-end	100	500	50

Successfully placing a bomb on the road results in an extra 1000 points.

Bonus: For every 10,000 points, you are awarded another Dave character.

Strategy Hints

• Do not retrace your footsteps in the maze, or locating bombs could take a long time.

• Check one maze for bombs before moving to the next maze.

• Snare red rats in dead-end areas to accumulate points. To lure a rat into a dead-end, stand next to the trap, but outside of it. When the rat moves toward your Dave, move Dave in the same direction the rat would move if it wanted to enter the dead-end area. Stop Dave abruptly and the rat may continue into the trap. Then close the door quickly to seal the rat in.

Ending the Game

In a two-player game, the game ends when you and your opponent lose all of your "Dave" characters. Whoever has the highest score after all the characters are lost, wins the game. If you are playing by yourself, try to beat your previous score each time you play.

Starting a New Game

To start a new game, follow the instructions 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.

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 desklamp, 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.)

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.

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.

TI Home Computer with the MBX System		TI Home Computer without the MBX System		
MBX Joystick	Voice Commands	Keyboard	Joystick Controllers	Action
joystick up		(↑) **E**	up	Moves Dave up.
joystick down		(↓) **X**	down	Moves Dave down.
joystick right		(→) **D**	right	Moves Dave right.
joystick left		(←) **S**	left	Moves Dave left.
joystick **button 2**	''pickup'' ''drop'' ''door''	**Q**	**FIRE** button	Causes Dave to pick up shovels or bombs; drop a bomb; open or close doors and manhole covers.
TRIGGER button	''kill''	**Q**	**FIRE** button	Destroys rats with a shovel.
PAUSE		**P**		Activates/ deactivates pause option.
RESET		**FCTN 9 or 9 (BACK)**		Starts a new game; returns to option screens.
GO		**FCTN 8 or 8 (REDO)**		Starts a new game; bypasses option screens.

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, Sewermania 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.

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

TEXAS
INSTRUMENTS