



TEXAS INSTRUMENTS HOME COMPUTER

SLYMOIDS

ARCADE ENTERTAINMENT

This cartridge is designed to be used only with the Texas Instruments TI-99/4A Home Computer.
The game can be played using the optional Wired Remote Controllers
(joysticks—sold separately).

You are a sharp-shooting cowboy battling hordes of alien Slymoids.
Attack them on grassy slopes, in castles, and in caves.
Shoot quickly before the creatures overpower you!



Slymoids

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Phillips

Book developed and written by:
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Instructional Communications.

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See important warranty information at
back of book.

Introduction

In this one-player game, you are a sharp-shooting cowboy—the last defense against the hordes of alien Slymoids. Use your Slymoid Scanner and Laser Fireball Weapon to locate and destroy these strange life forms. The devious Slymoids also appear in two other forms—Jelloids and Spores. Chase the Slymoids through

fields, castles, and caves. But beware! The crafty Slymoids have turned spiders, bats, and even rocks against you.

With Slymoids, you can:

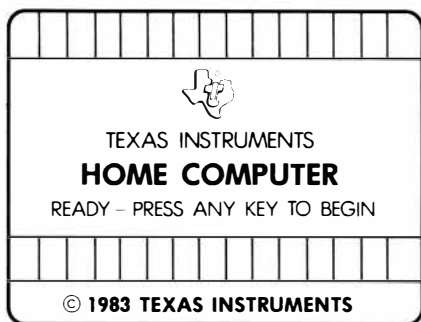
- Experience multi-screen graphics
- Enjoy graphics that create a 3-D effect
- Choose from 5 levels of difficulty
- Use Wired Remote Controllers (joysticks) or keyboard control
- Hear special sounds that warn you a creature is about to appear

Using the Solid State Cartridge

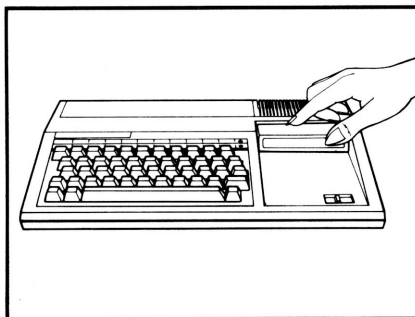
Inserting Solid State Cartridges is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the “Maintenance and Service” section in this booklet.

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.

When the game begins, you are located in one of three battlefields: a grassy slope, a castle, or a cave. You can destroy some creatures with a single shot. Other creatures must be shot several times before they are eliminated. As each battlefield is cleared of Slymoids, you move to another location. If you are

victorious, you progress to the next level of difficulty. Destroy all the Slymoids before they overcome your cowboys.

Special Keys

Key	Function
AID	Goes to demonstration game.
REDO or BACK	Returns to the title screen from the demonstration game.
SPACE BAR or P	Pauses during the game. Press any key to resume play.

Selecting Playing Levels and Locations

The numbers 1–5 on the title screen represent the levels of play (1 is the easiest level; 5 is the hardest). An asterisk moves under the levels of play.

To choose a level of play, press any key (other than the number keys) when the asterisk is under the level of play you desire.

There are also four battle locations in the game. Location 1 is a grassy slope. Location 2 is inside a castle. Location 3 is a grassy slope. Location 4 is inside a cave.

When the asterisk appears under the level of play you desire, press 1, 2, 3, or 4 to choose a specific location.

Reserve Cowboys

In addition to the character on the screen, you have 3 cowboys in reserve at the beginning of the game.

When a cowboy “bites the dust,” he is automatically replaced by one of the remaining cowboys.

When you eliminate all the creatures from one location, the screen goes black. Then, a new location appears and you receive an additional reserve cowboy.

Scanning for Creatures

A special Slymoid Scanner is shown in the lower left-hand corner of the screen. The arrow indicates your location, and the colors change as more creatures appear on the screen.

0 to 10 Creatures

- Dark Green
- Light Green
- Yellow

More than 10 Creatures

- Light Red
- Dark Red
- Black

Moving the Cowboy Using Wired Remote Controllers

To move the cowboy, push the lever of the Wired Remote Controller (joystick) to the left or right.

Shooting Creatures Using Wired Remote Controllers

To shoot the creatures, aim the cowboy's laser gun in the direction you wish to fire and press the **FIRE** button. Aim is controlled with the following joystick movements.

Lever Position	Direction on the screen
Forward (toward the FIRE button)	Toward horizon
Backward (away from the FIRE button)	Toward sky
Left	Left
Right	Right

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

Moving the Cowboy Using the Keyboard

To move the cowboy, press the (**←**) **S** and (**→**) **D** keys.

Shooting Creatures Using the Keyboard

To shoot the creatures, aim the cowboy's laser gun in the direction you wish to fire and press the period key (**.**), **ENTER**, **Q**, **V**, or **Y**. Aim is controlled with the following keys.

Keys	Direction on the screen
(↑) E , (↑) I	Toward horizon
(↓) X , (↓) M	Toward sky
(←) S , (←) J	Left
(→) D , (→) K	Right

Ending the Game

The game ends when you destroy all the Slymoids, or when the Slymoids overcome all of your cowboys.

To play the game again using different options, press **BACK** or **REDO**.

As you play Slymoids, you discover strategies to help you become a better player. As you become more skilled, you advance to more difficult and more challenging levels of play. With practice, soon you can be a local hero.

Scoring

Your score is automatically calculated and appears on the screen. You receive points according to the type of Slymoid you hit and where it is located when you destroy it. The more difficult the shot, the more points you receive.

Points	Type	Shooting Direction
10	Any hit	Bottom line of screen, left or right
25	Slow Jelloids	Up
50	Slymoids	Into horizon
50	Medium Jelloids	Up
50	Spores	Up
50	Falling Rocks	Up
75	Fast Jelloids	Up
75	Spider	Up
75	Spores (flying at an angle)	Up
125	Bat	Into horizon

Playing Tips

Prepare:

- Shoot the Slymoids before they multiply
- Watch the Scanner and plan your moves based on the number of Slymoids in the area
- Listen for the unique sounds of each creature as an early warning of an attack
- Prepare to retreat if in danger

Beware:

- If spores escape off the screen or land on the ground before being destroyed, they change into three new Slymoids
- If three Slymoids come together in the same immediate area, they generate a new Slymoid
- Cave rocks may come to life and attack you if Slymoids are near them
- Spiders and bats are allies of the Slymoids and are your enemies

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, 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.

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.

TI-99/4A	Action
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(↑) E, (↑) I	Aims laser gun toward horizon.
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(↓) X, (↓) M	Aims laser gun toward sky.
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(←) S, (←) J	Aims laser gun and moves the cowboy to the left.
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(→) D, (→) K	Aims laser gun and moves the cowboy to the right.
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ENTER, (.), Q, V, or Y	Fires shots.
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FCTN 9 (BACK) or FCTN 8 (REDO)	Returns to the Slymoids title screen from the demonstration screen.
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SPACE BAR or P	Freezes the action on the screen. Press any key to resume play.
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FCTN = (QUIT)	Returns to the master title screen.
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Note: If the optional Wired Remote Controllers (joysticks) are used, two directions are available to move the cowboy, and four directions for aiming the laser gun; move the lever in the desired direction.

The **ALPHA LOCK** must be in the **OFF** (up) position when using the Wired Remote Controllers.

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

