



TEXAS INSTRUMENTS HOME COMPUTER

SNEGGIT

ARCADE ENTERTAINMENT

SOLID STATE CARTRIDGE

This cartridge is designed to be used with the Texas Instruments TI-99/4A only.
This game can be played using the optional Wired Remote Controllers.

Save the eggs! Hungry snakes are in
the barnyard, devouring your eggs by the dozen. You must
survive the reptilian attack and save as many eggs as possible.



Sneggit

Evil reptilian forces have penetrated the barnyard, wreaking havoc. You must protect your eggs, but beware of the hungry, poisonous snakes!

This Solid State Cartridge is designed to be used with the Texas Instruments TI-99/4A Home Computer only.

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

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See important warranty information at back of book.

Introduction

Sneggit is a game of quick reflexes, fast planning, and constant alertness. The object of the game is to score as many points as possible by saving the chicken's eggs from the hungry snakes. You control the

chicken that guards the eggs, which are scattered all over the barnyard. You must use your wit and skillful tactics to save the eggs from being eaten by the snakes.

Obstacles such as weeds, trees, rabbits, and rocks in the barnyard restrict the chicken's movements. The aggressive snakes have more freedom of movement than your chicken because they are smaller and more mobile. They can attack when least expected. Never turn your back on a snake! If you do, you may be his next meal.

Packed with danger and excitement, Sneggit provides an opportunity for you to exercise fast thinking and swift maneuvering. Some of Sneggit's features include:

- vivid display of the danger portrayed by the slithering snakes
- obstacles for added challenge
- excellent sound effects
- three challenging levels of difficulty

Sneggit, a one- or two-player game, tests your reactions as well as your skills. Movement on the screen can be controlled by the Wired Remote Controllers or from the keyboard.

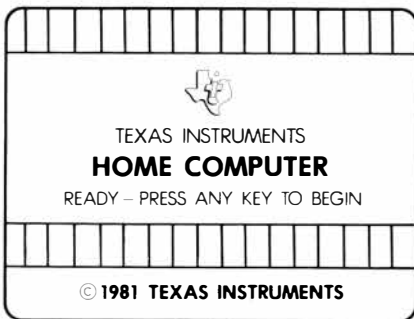
Inserting a cartridge is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see "In Case of Difficulty" on page 9.

Inserting the Cartridge

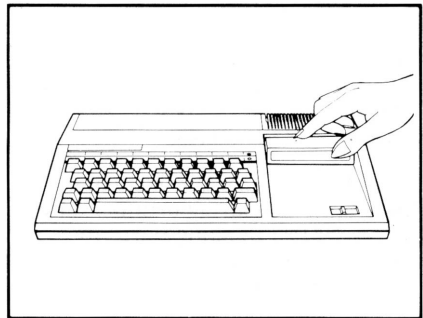
An automatic reset feature is built into the computer. When a cartridge is inserted into the console, the computer returns to the master title screen. All data or program material you have entered is erased.

Note: Be sure the cartridge is free of static electricity before inserting it into the computer (see page 9).

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



2. Then slide the cartridge into the slot on the console.



3. 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. Then, remove the cartridge from the slot.

After you select Sneggit, the title screen appears. To start the game, choose the level of skill you want to play: Novice, Advanced, or Expert. Then press the 1 or 2 key for the number of players.

For information on scoring and areas to pick up and drop off eggs, press AID. Note: Once play begins, AID is no longer available.



Each level has three rounds, which become progressively more difficult. When you are ready to begin, press **ENTER**.

Moving the Chicken

You can move the chicken vertically or horizontally by pressing the arrow keys ←**S**, →**D**, ↑**E**, and ↓**X** on the left side of the keyboard. You can also control the chicken's horizontal and vertical movements by pressing the arrow keys ←**J**, →**K**, ↑**I**, and ↓**M** on the right side of the keyboard.

If you are using the Wired Remote Controllers, move the lever right or left to maneuver the chicken horizontally

on the screen, and move the lever forward (toward the **FIRE** button) or backward (away from the **FIRE** button) to move vertically on the screen.

Two-Player Option

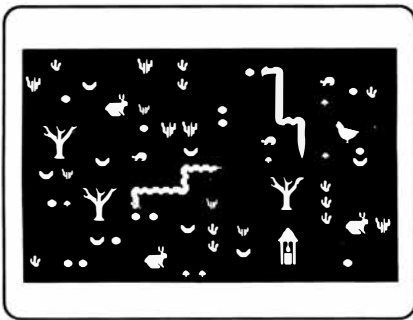
If you choose the two-player game option, each player takes turns controlling the chicken to score points within each round. Player one must use the left side of the keyboard to control the movement of the chicken, and player two must use the right side of the keyboard. If Wired Remote Controllers (joysticks) are used to play the game, each player uses his or her own joystick to control the movement of the chicken on the screen.

Stopping the Game

If at any time in the game you wish to stop playing, press **QUIT** to return to the master title screen. If you wish to change levels in the middle of a game, press **BACK** to return to the Sneggit title screen.

After going to the game screen from the title screen, press **ENTER** to begin. The game screen is divided into two colored sections. The playing field represents a barnyard scattered with three nests, several obstacles, and a number of eggs of various colors. Surrounding the

barnyard is the information area where your score, the number of the current round, and the name of the level are shown.



Controlling the chicken, you must:

- Gather the eggs, one by one.
- Drop off the eggs, one by one, into the nests.
- Guard the eggs until they hatch.
- Beware of the poisonous snakes!

The snake can only bite the chicken from the back. The round is over when the chicken is bitten, regardless of how many eggs there are left on the screen (see Bonus). There are three nests for each round. Each nest can only hold eight eggs at a time. If you try to put more than eight eggs in a nest, the extra eggs fall out on the ground. It is best to place some eggs into all three nests. Sometimes eggs are very hard to see, but the snakes always know where they are.

Picking up and Dropping off Eggs

To help you identify the pick up and drop off areas, press **AID** from the Sneggit title screen. To pick up an egg, position your chicken directly in front of it. Facing the egg, press the **ENTER** or **Q** key. After you pick up the egg, carry it to a nearby nest and drop it into the nest by carefully pressing the **ENTER** or **Q** key.

If you are using the Wired Remote Controllers, press the **FIRE** button to pick up and drop off eggs. If you are not close enough to the nest or you hold the **ENTER** key or the **FIRE** button too long, you will drop the egg and break it. A lighter touch on the **FIRE** button is required for advanced game levels.

After placing an egg in the nest, guard the nest long enough for the egg to hatch. The baby chick then runs off the screen, leaving you another egg of the same color to save. The snake does not attack the nest while you are guarding it, but if you slip away to pick up another egg, your nest is fair game.

Note: Pressing any key other than the **1**, **2**, **3**, **AID**, or **QUIT** keys during the Sneggit title screen may cause the display to flash momentarily.

Scoring

Each colored egg is worth a different number of points. There are three ways to score points. Your score may double or triple as you gather your eggs. For example, in the Novice level, if you pick up a red egg, you get 50 points. Then if you place it in the nest, you receive 50 more points (to

100 points). Finally, if the egg hatches, you earn a total of 150 points.

Scoring System Chart

Egg color	Novice Level	Advanced Level	Expert Level
red	50	100	200
blue	25	50	100
green	15	30	60
purple	10	20	40
white	5	10	20

At the end of each game, both your previous high score and current score are displayed on the title screen.

Bonus

When you put sixteen eggs into nests, you get an extra chicken. If your chicken is bitten by the snake and there are still eggs to gather, you can continue playing the game using your extra chicken. The extra chicken can, however, only be helpful to you in the round you are presently playing. If there are no eggs left to pick up, the bonus is lost, and the game continues with the next round.

Advancing to Different Levels

Sneggit has three different levels of increasingly difficult game play. Each level has three rounds.

Novice level

You control one chicken against one snake. The speed of the snake increases as the game progresses.

Advanced level

The speed of the game increases. Additional obstacles restrict your movement. Your scoring is double that of the Novice level.

Expert level

The speed of the game further increases. You defend the eggs against two swift-moving snakes and must maneuver through many obstacles. Your scoring is double that of the Advanced level.

Ending the Game

Since a new egg appears each time a chick hatches, you will never gather all the eggs. The game is over when your chicken is bitten by the snake in round three or when all the eggs are eaten or broken. You see the Sneggit title screen at the end of each game. To start another game, press **BACK** to choose the level of skill you want to play, or press **ENTER** to continue. Then press the **1** or **2** key for the number of players. When you are ready to play, press **ENTER**. To play another game with the same skill level and number of players, press **ENTER**.

Note: In the Novice level, it may be necessary for you to press the fire keys more than once to pick up an egg.

Caring for the Cartridge

These cartridges are durable devices, but they should be handled with the same care you would give any other piece of electronic equipment. Keep the cartridge clean and dry, and don't touch the recessed contacts.

CAUTION:

The contents of a Cartridge can be damaged by static electricity discharges.

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 cartridge, just touch any metal object (a doorknob, a desk lamp, etc.) before handling the cartridge.

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 cartridge activities 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 reinsert it carefully. 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 accidentally 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 console off, and wait a few seconds. Then, reinsert the cartridge, and turn the computer on again.

If you have any difficulty with your computer or cartridge, please contact the dealer from whom you purchased the unit and/or cartridge 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 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.

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

Note that this Solid State Cartridge is designed to be used only with the Texas Instruments TI-99/4A Home Computer. Important keystroke sequences are summarized here for your quick reference.

Press	Action
← S D →	Moves the chicken left or right on the screen from the left side of the keyboard.
← J K →	Moves the chicken left or right on the screen from the right side of the keyboard.
↑ E X ↓	Moves the chicken up or down on the screen from the left side of the keyboard.
↑ I M ↓	Moves the chicken up or down on the screen from the right side of the keyboard.
ENTER Q	Starts the game, picks up the eggs, and drops off eggs in the nests.

Press	Action
FCTN 9 (BACK)	Returns to the Sneggit title screen to allow you to change game levels.
FCTN 8 (REDO)	Begins a new game at the same level of play.
FCTN 7 (AID)	Gives instructions on playing the game from the title screen.
FCTN = (QUIT)	Returns to the master title screen.

Note: If the optional Wired Remote Controllers are used, move the lever to maneuver the chicken, and press the **FIRE** button to pick up and drop off eggs. Be sure the ALPHA LOCK is in the OFF (up) position.



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