TEXAS INSTRUMENTS
HOME COMPUTER
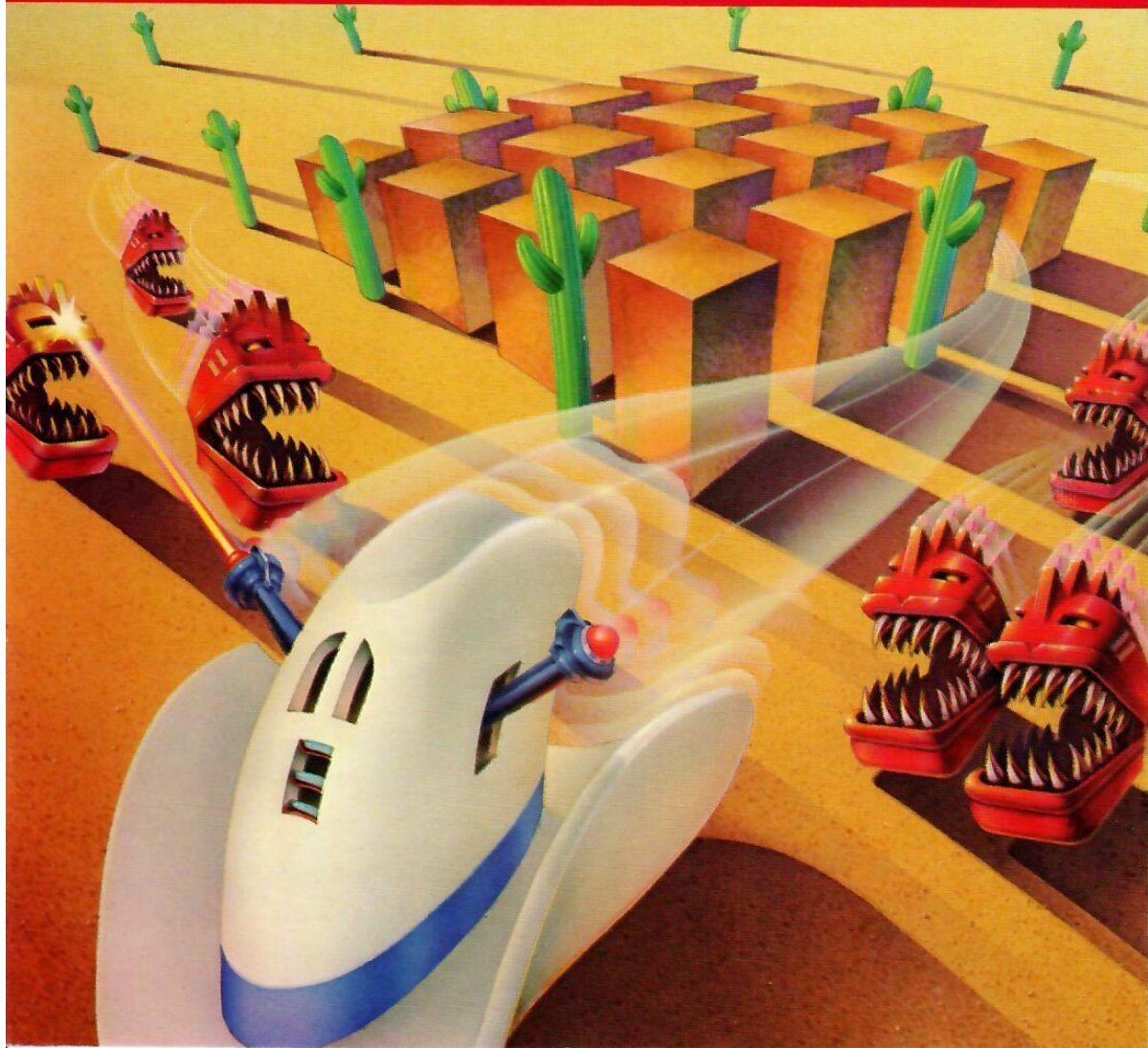
ARCADE ENTERTAINMENT

TOMBSTONE CITY
IN THE 21ST CENTURY

SOLID STATE CARTRIDGE

This game can be played using the optional Wired Remote Controllers.

Your survival instinct is challenged immediately as you find yourself in a 21st Century Old West ghost town threatened by an invading hoard of green alien monsters.

Quick Reference Guide

Note that the key sequences required to access special functions depend on the type of computer console you have. Important keystroke sequences are summarized here for your "quick reference."

TI-99/4	TI-99/4A	
↑ (E), ← (S), → (D), ↓ (X) OR I (UP), J (LEFT) K (RIGHT), M (DOWN)	↑ (E), ← (S), → (D), ↓ (X) OR I (UP), J (LEFT) K (RIGHT), M (DOWN)	Moves the schooner around the playing field.
Q Y ENTER	Q Y ENTER	Fires the schooner's missile.
SPACE BAR	SPACE BAR	Returns the schooner to safe territory.
SHIFT A (AID)	FCTN 7 (AID)	Displays information on the keys and point values.
SHIFT R (REDO)	FCTN 8 (REDO)	Starts a new game with the same skill level as in the previous game.
SHIFT Z (BACK)	FCTN 9 (BACK)	Returns to the skill selection display.
SHIFT Q (QUIT)	FCTN = (QUIT)	Returns the computer to the master title screen.

Note: If the optional Wired Remote Controllers are used, move the lever to maneuver the schooner and press the FIRE button to fire the schooner's missile. The schooner cannot be moved diagonally.

Tombstone City: 21st Century
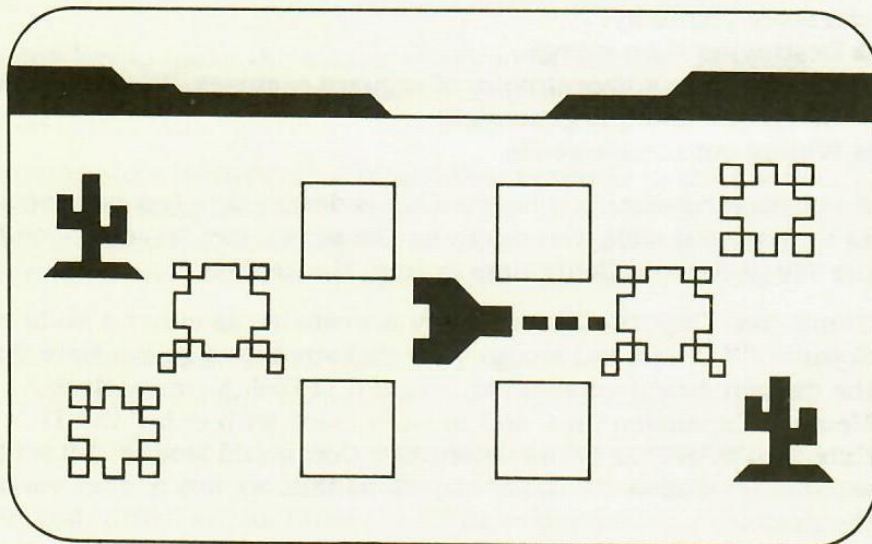
This *Solid State Software*™ Command Module is designed to be used with the Texas Instruments Home Computer. Its preprogrammed solid-state memory expands the power, versatility, and capability of your Home Computer.

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Programmer: John C. Plaster
Book developed and written by: Staff members of the Texas Instruments Education and Communications Center

INTRODUCTION

If you're looking for an exciting new way to test your game-playing skills, then the Tombstone City game is the answer. Your survival instinct is challenged immediately as you find yourself in the 21st Century in an Old West ghost town threatened by an invading hoard of green alien monsters. These villainous creatures called morgs live off of only two things — tumbleweeds and people.

It's up to you and your security force of prairie schooners to stop the morgs before they infest the earth. In accomplishing this goal, you can score points by:
- Destroying alien morgs.
- Watching for adjacent pairs of saguaro cactuses. (It's from here that a new morg is generated!)
- Wiping out tumbleweeds.

A one-player game, Tombstone City is designed to test your strategy, as well as your skill. Movement on the screen can be controlled by the Wired Remote Controllers or from the keyboard.

Tombstone City: the 21st Century is available as either a *Solid State Software*™ Command Module or a diskette-based game. Note that the diskette-based version requires the TI Disk Memory System, the Memory Expansion unit, and must be used with either the TI Extended BASIC or Editor/Assembler Command Module (all sold separately). Follow the set of directions that applies to your version of the game.

## USING THE TOMBSTONE CITY COMMAND MODULE

If the Tombstone City game is a Command Module, follow these directions.

An automatic reset feature is built into the computer. When a module is plugged into the console, the computer returns to the master title screen. All data and program material you have entered will be erased.

Note: Be sure the module is free of static electricity before inserting it into the computer (see page 7).
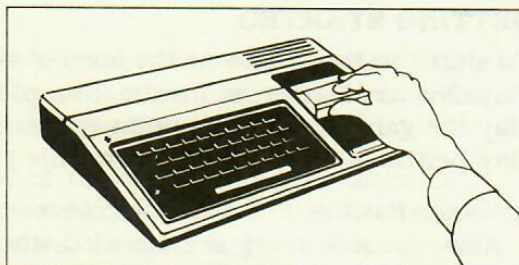
1. Turn the computer ON and wait for the master title screen to appear. Then slide the module into the slot on the console.

2. Press any key to make the master selection list appear. To select the module, press the key corresponding to the number beside TOMBSTONE CITY.

Note: To remove the module, *first* return the computer to the master title screen by pressing **QUIT**. *Then* remove the module from the slot. If you have any problem inserting the module, or if it is accidentally removed from the slot while in use, please see "In Case of Difficulty" on page 7.

USING THE TOMBSTONE CITY DISKETTE

If the Tombstone City game is diskette-based, follow these directions.

Be sure that the TI Disk Memory System (Disk Drive Controller and Disk Memory Drive) and the Memory Expansion unit are properly connected and turned on, and that the TI Extended BASIC or the Editor/Assembler Command Module is inserted into the console.

Turn on the computer and press any key to pass the master title screen. Next, insert the Tombstone City diskette into Disk Drive 1. Then press the appropriate key to select TI Extended BASIC. The game loads automatically. (*Note*: If you select TI Extended BASIC before you insert the diskette, you can load the game by typing
                    RUN "DSK1.LOAD"
and pressing **ENTER**.)

After the game is loaded, the Tombstone City title screen appears.

(*Note*: If the program is to be loaded with the Editor/Assembler, please refer to the game instructions in Section 2 of the Editor/Assembler owner's manual. The name to be used is "GAME".)

GETTING STARTED

To start the game, choose the level of skill on which you want to play: Novice, Master, or Insane. For information on the keys used to play the game and on the point values of the targets, press **AID**. (Once play begins, **AID** is no longer available.)

- *Novice level* — The schooner moves twice as fast as the morg. Also, one new morg is generated when you hit a morg that is next to two adjacent saguaro cactuses.
- *Master level* — The schooner's speed is the same as that of the morg. Once again, one new morg is generated when you shoot a morg that is next to adjacent saguaro cactuses.
- *Insane level* — The schooner's speed is the same as that of the morg. On this level, two morgs are generated when a morg is hit next to two adjacent saguaros.

To select the level of skill, press **1**, **2**, or **3** when the selection list or the **AID** information is displayed. If you press **AID** and want to return to the selection list, press any key other than **1**, **2**, or **3**.

PLAYING THE GAME

After you select the skill level, the game begins with a playing field of blue squares surrounded by saguaro cactuses and tumbleweeds. A schooner is in the center of the square, and all of the saguaros are in pairs. The pairs of saguaros are generators of the alien creatures called morgs.

The squares encompass the remnants of Tombstone City's deteriorating cemetery, a safe area into which the morgs will not venture. The bottom of the display keeps track of the day, the population (your score), and the number of remaining schooners.

You can stop a game at any time and return to the skill selection display by pressing **BACK**. To start a game over with the same skill level, press **REDO**.

Object of the Game

The object of the game is to score as many points as possible, while eliminating generating pairs of saquaros. The more points you score, the greater the population of Tombstone City.

You start the game with a supply of 10 schooners. Play continues until the schooner supply is exhausted. A New Day begins when all morgs and all morg generators (pairs of saguaros) have been destroyed. Saguaros are destroyed when a missile hits a morg next to two adjacent saguaros.

The schooner moves and fires horizontally and vertically. To move the schooner, press the arrow keys ↑ (E), ← (S), → (D), and ↓ (X) or I (UP), **J** (LEFT), **K** (RIGHT), **M** (DOWN). To fire the schooner's missile, press **Q**, **Y**, or **ENTER**. If the Wired Remote Controllers are used, move the lever to direct the schooner, and press the FIRE button to fire the schooner's missile. Position your schooner as rapidly and accurately as possible in order to fire its missile at morgs and tumbleweeds. If a morg is hit, it becomes a saguaro and adds points to your score. If a tumbleweed is hit, it disappears and also increases the score.

Remember, morgs cannot enter the area of the blue squares. However, if a schooner is surrounded by saguaros while in this safe area, the schooner dies, and a new schooner (if any are left) is placed randomly outside the safe area. If your schooner is in danger of being attacked outside these borders and the area is not entirely surrounded by saguaros, press the **SPACE BAR**, and the schooner reenters safe territory, and 1,000 points are deducted from your score.

Normally, a morg is produced every 10 seconds. However, if you fire a missile and there are less than 10 tumbleweeds and no morgs left, a new morg is generated immediately. If a missile hits a morg next to two adjacent saguaros, these saguaros instantly become either one or two morgs, depending on the level of play. So be ready to fire again!

Note: There is a limited amount of time to destroy any remaining morgs *after* all generating pairs of saguaro cactuses have been eliminated. If you find yourself in this limited time period, you must destroy the remaining morgs as fast as possible. Otherwise, the computer will time out, and you will have to restart by turning your computer off and then on again.

Scoring

The population (score) increases by 150 for each morg you destroy, and that morg becomes a saguaro. Tumbleweeds are worth 100 points each, and a fresh supply of 20 is generated each time the current 20 are eliminated.

If all adjacent pairs of saguaros and all morgs are destroyed, a New Day begins and the player is awarded an additional schooner and 1,000 bonus points. Each New Day begins with more generating pairs of saguaros than the day before, until a maximum of 30 pairs is reached.

Strategy

To plan your next move, be on the lookout for the generation of a new morg. This occurs when the safe area lights up and a white background is placed around the saguaro from which the morg will be produced. As your skills increase, you'll note a definite pattern of morg generation.

END OF THE GAME

The game is over when there are no schooners left. To play another game with the same skill level, press **REDO**. To play a game at a different skill level, press **BACK**, and the program returns to the skill selection list. To end a session with the module, press **QUIT** to return to the master title screen.

CARING FOR THE MODULE

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

> **CAUTION:**
> The contents of a Command Module can be
> damaged by static electricity.

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 module, just touch any metal object (a doorknob, a desklamp, etc.) before handling the module.

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 module activities do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the module, align it with the module opening, and reinsert it carefully. Then press any key to make the module title 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 module is accidentally removed from the slot while the module 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 module, and turn it on again.

If you have any difficulty with your computer or the TOMBSTONE CITY module, please contact the dealer from whom you purchased the unit and/or module for service directions.

Additional information concerning use and service can be found in your *User's Reference Guide*.

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HOME COMPUTER SOFTWARE MEDIA

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TI strongly recommends that you insure the Hardware for value prior to mailing.

TEXAS INSTRUMENTS CONSUMER SERVICE FACILITIES

Texas Instruments Service Facility
P.O. Box 2500
Lubbock, Texas 79408

Geophysical Services Incorporated
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
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