Please do not upload this copyright pdf document to any other website. Breach of copyright may result in a criminal conviction.

This Acrobat document was generated by me, Colin Hinson, from a document held by me. I requested permission to publish this from Texas Instruments (twice) but received no reply. It is presented here (for free) and this pdf version of the document is my copyright in much the same way as a photograph would be. If you believe the document to be under other copyright, please contact me.

The document should have been downloaded from my website https://blunham.com/Radar, or any mirror site named on that site. If you downloaded it from elsewhere, please let me know (particularly if you were charged for it). You can contact me via my Genuki email page: https://www.genuki.org.uk/big/eng/YKS/various?recipient=colin

You may not copy the file for onward transmission of the data nor attempt to make monetary gain by the use of these files. If you want someone else to have a copy of the file, point them at the website. (https://blunham.com/Radar). **Please do not point them at the file itself as it may move or the site may be updated.**

It should be noted that most of the pages are identifiable as having been processed by me.

I put a lot of time into producing these files which is why you are met with this page when you open the file.

In order to generate this file, I need to scan the pages, split the double pages and remove any edge marks such as punch holes, clean up the pages, set the relevant pages to be all the same size and alignment. I then run Omnipage (OCR) to generate the searchable text and then generate the pdf file.

Hopefully after all that, I end up with a presentable file. If you find missing pages, pages in the wrong order, anything else wrong with the file or simply want to make a comment, please drop me a line (see above).

It is my hope that you find the file of use to you personally – I know that I would have liked to have found some of these files years ago – they would have saved me a lot of time !

Colin Hinson
In the village of Blunham, Bedfordshire.

TEXAS INSTRUMENTS
HOME COMPUTER

PARSEC

ARCADE ENTERTAINMENT

SOLID STATE CARTRIDGE

This cartridge is designed to be used with the Texas Instruments TI-99/4A Home Computer only. Optional Solid State Speech™ Synthesizer must be attached to the computer to activate the speech capabilities of the cartridge.

You are commander of the starship PARSEC under attack by the most hostile, deadly aliens in the galaxy. Your mission: destroy as many alien fighters and cruisers as possible.

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."

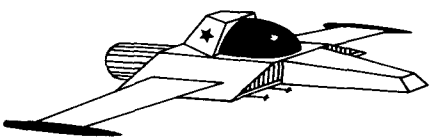
TI-99/4A

← (S), → (D)	Moves your starship to the left or right across the screen.
↑ (E), ↓ (X)	Moves the starship up or down.
Y, Q, or .	Fires the laser in your starship.
FCTN 8 (REDO)	Starts a new game when the game ends.
FCTN 9 (BACK)	Returns to the Parsec title screen when the game ends.
FCTN = (QUIT)	Returns to the master title screen when the game ends, or if the program is on the Parsec title screen.

Note: If the optional Wired Remote Controllers are used, move the lever to manuever the starship and press the FIRE button to fire the laser.

TEXAS INSTRUMENTS **HOME COMPUTER**

PARSEC



Fly into combat with the starship PARSEC. Destroy rebel alien fighters and cruisers by outmaneuvering them and laying down withering fire from your laser. Then try to survive the deadly asteroid belt!

This Solid State Cartridge is designed to be used with the Texas Instruments TI-99/4A Home Computer only. The optional *Solid State Speech*™ Synthesizer (sold separately) must be attached to the computer to activate the speech capabilities of the cartridge.

Programmed by: Jim Dramis
Paul Urbanus
Voice by: Aubrée Anderson
Book developed and written by: Staff members of Texas Instruments Creative Communications.

Copyright © 1982 by Texas Instruments Incorporated.
Solid State Cartridge program and data base contents copyright © 1982 by Texas Instruments Incorporated.
See important warranty information at back of book.

INTRODUCTION

You are the commander of the starship PARSEC patrolling an alien planet. Suddenly, the onboard computer announces that you are about to come under attack by small alien fighters and large, heavily armed, hostile alien cruisers!

The fighters are highly mobile, and unless they are eliminated by your laser, they fill the screen, restrict maneuvering of your craft, and may cause a deadly collision. The cruisers are highly aggressive and their armament devastating. Armed with photon missiles, they track your ship and fire on it. You must outmaneuver and destroy them with accurate fire from your ship's laser. If you survive the waves of alien craft, do not let down your guard, for you also have to blast through an asteroid belt or refuel your ship, demanding the utmost in skillful flying.

The Parsec Solid State Cartridge is a challenging, exciting game packed with thrills. Danger and excitement are brought on with each new attack. Some of Parsec's features include:

- Waves of attack from seven different alien craft.
- Challenging flights through refueling tunnels.
- Asteroid belts through which you must blast a path for your starship.
- Synthesized speech to warn of approaching alien craft or when it's time to refuel.
- Three different lifts to vary the speed at which the ship moves vertically.
- Increased difficulty levels to challenge you.

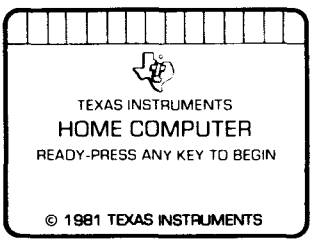
Parsec is a one-player game which tests your skills and strategy. Movement of the ship on the screen may be controlled by the arrow keys on the keyboard or by the Wired Remote Controllers.

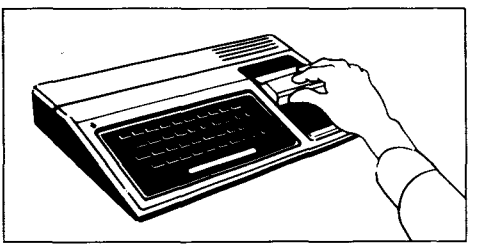
Parsec is designed to work with or without the Texas Instruments Solid State Speech™ Synthesizer (sold separately). However, the Speech Synthesizer must be attached to activate the voice of the computer. The voice enhances the game by simulating an onboard computer in your starships. It warns you of oncoming alien craft and refueling tunnels, and it congratulates you for good performance.

USING THE SOLID STATE 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 will be erased.

Note: Be sure the cartridge is free of static electricity before inserting it into the computer (see page 11).





1. Turn the computer ON, and wait for the master title screen to appear. Then slide the cartridge into the slot on the console.
2. Press any key to make the master selection list appear. To select PARSEC, press the **2** key.

Note: To remove the cartridge, *first* return the computer to the master title screen by pressing **QUIT**. *Then* remove the cartridge from the slot. 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 11.

GETTING STARTED

After you select Parsec, the title screen appears. Press any key to leave the screen and go to the game, or wait a few seconds and the title screen ends automatically and is replaced by a space scene.

On the screen the patrolling starship, Parsec, is cruising above the surface of the planet. Directly beneath the surface of the planet is the command PRESS FIRE TO BEGIN. Below this command the word FUEL and an orange band indicate how much fuel your patrol ship has. An arrow at lower right indicates your score.

Under the current score is the word TOP, which indicates the highest score in the series of games currently underway.

To control the speed of the vertical movement of your ship, choose from three LIFTS. Lift 1 is the slowest and is generally used when refueling. Lifts 2 and 3 are used for combat. The game always starts in Lift 3. Change Lifts simply by pressing the 1, 2, or 3 key. The Lift your ship is using is displayed at the bottom center of the screen.

Directly to the left of the Lift indicator is the remainder of your fleet. You begin patrol with five ships. If your current ship is destroyed during the course of the game, one of the reserve ships automatically takes its place to continue fighting. The total number of ships in your fleet is the sum of the ships in reserve at the lower left of the screen plus the ship involved in combat.

Controlling Your Ship

Your ship can be vertically or horizontally maneuvered for fighting by pressing the arrow keys. Pressing the ← (S) key cuts the rockets in your ship back to an idle, and your ship drifts back to the left. Pressing the → (D) key increases the rockets' thrust and accelerates the ship to the right. Pressing ↑ (E) or ↓ (X) moves your ship up or down to maneuver you into firing position or out of danger of being hit by an alien ship, a photon missile, or an asteroid. To fire the starship's laser, press the Period (.) key. You may also press Q or Y to fire; however, the ship will not move while you are firing with these two keys.

If you are using the Wired Remote Controllers, move the lever right or left to maneuver the ship horizontally on the screen, and move the lever forward (toward the FIRE button) or backward (away from the FIRE button) to maneuver vertically on the screen. Press the FIRE button to activate the laser.

Stopping the Game

If at any time in the game you wish to stop the action, press the **P** key (for pause) and hold it down momentarily. The screen action stops and the words TIME WARP ACTIVATED appear directly below the planet surface. Press any key to resume the game.

PLAYING THE GAME

After going to the game screen from the title sequence as described in the previous section, press the FIRE button on the Wired Remote Controller or the Period (.) key to start the game. A series of six different craft appears, one type at a time, which must be destroyed with your laser. Carefully position your ship and fire at the alien craft.

Note: If the laser is continuously fired, the ship begins to flash red and green. If it is fired too long, your ship will explode from an overheated laser.

Alien Craft Advancing!

First to appear are the SWOOPERS, which attack from the upper right of the screen and drop down to varied altitudes above the surface of the planet. They pose the danger of collision, and the longer they are allowed to fly, the faster they become. If you lose a ship through collision with an enemy craft or with the ground, you must start over until all have been successfully eliminated.

Now comes the first of the armed cruisers. The URBITES, larger then the SWOOPERS, are heavily armed with twin photon cannon. They appear on the right side of the screen and track the vertical movement of your ship. Each time your starship crosses their sights, they fire.

Next comes another group of small fighters. The LIGHT TRIANGULAR FIGHTERS or LTF's are similar to the SWOOPERS, except that their streamlined, triangular shape makes them a more challenging target. LTF's also bring about the danger of collision, and their acceleration makes them difficult to hit if left on the screen too long. Losing a ship to them requires that you face them again until all are eliminated.

If you are successful with the LTF's, prepare to meet what many commanders consider to be the most vicious, deadly group of aliens within light years of the galaxy. The DRAMITE cruisers are armed with a single photon cannon, but the maneuverability of each cruiser and the rapid-fire capability of its cannon make them utterly wicked. They are vertically faster than the URBITES, and they attack your ship with ferocity, drawing nearer to you as they track your up-and-down movement.

The next set of fighters, the SAUCERS, have the sinister habit of sneaking up from behind, trying to crash into you from the rear. If they miss, they pass you, reverse their course, and try to ram you from the front. The number of ships you have determines their attack pattern. If you have four or more ships in reserve, the SAUCERS attack in random patterns. If you have three or less ships left, they attack in a pattern starting at the top of the screen and moving down. Aim well and fly carefully, for the SAUCERS are dangerous. Losing a ship means that you must fight another wave of them until you get them all.

The last cruiser group is the BYNITES. Similar to the URBITES and DRAMITES, they are armed with a photon cannon that shoots clusters of photon missiles. They are just as deadly as the other cruisers. WARNING—Do not underestimate any of these aliens!

Asteroid Belts

After successfully eliminating all of the aliens, you next encounter the asteroid belt. A wall of asteroids threatens to destroy your ship. You must blast through with your laser. Again, be careful not to fire so long that your laser overheats.

When you are into the asteroid belt, your onboard computer begins a countdown to indicate the distance to the end of the belt. When you reach the end, the entire yellow surface of the planet turns green, indicating that you have reached the second level.

Advancing to Different Levels

Second-level play is similar to first level, except that alien ships must be hit twice to be destroyed. When hit once, they change color. Hit them again and they are destroyed. After the second-level asteroid belt, the planet surface turns red, and you have reached the third level.

Starting in Level Two, the BYNITE ships become invisible when hit once, but continue to fire at you until they are hit the second time. They continue this throughout the higher levels.

During third-level play, you must hit the aliens three times to destroy them. From this point on in the game, no matter what level you may achieve, you must hit the aliens three times to eliminate them.

As you progress to the higher levels, the armed cruisers appear closer and closer to your ship, rather than on the far right side of the screen. Also, the small fighters accelerate more quickly as the levels increase. Good luck!

SPECIAL FEATURES

Scoring

In Level One the first two groups of aliens, the SWOOPER fighters and the URBITE cruisers, are worth 100 points per ship. The next two groups, the LTF's and the DRAMITES, are worth 200 points, and the last two groups, the SAUCERS and the BYNITES, are worth 300 points. Each asteroid which is destroyed counts 100 points. Getting through the asteroid belt successfully adds 1000 points to your score.

In Level Two, the aliens increase in value by 100 points. Thus, the first two groups of aliens count 200 points for each ship you destroy. The second and third groups of two are worth 300 and 400 points respectively. The asteroid belt is worth 2000 points, although individual asteroids still count only 100 points.

In the third level, the aliens' values are increased by another 100 points to 300, 400, and 500 points for the different groups of two, and the asteroid belt is worth 3000 points.

From this point on, the aliens maintain the third level values. However, the asteroid belts keep adding point value. In the fourth level (blue planet surface), the asteroid belt is worth 4000 points. In the fifth level (magenta planet surface), surviving the asteroid belt adds 4500 points to your score, and the belt begins to add point value at 500 per level until it reaches a total of 10,000 points for successful completion. Asteroid belts build up in value because they become progressively longer and more difficult with each level.

SCORING SYSTEM CHART

LEVEL	SCREEN COLOR	SWOOPERS	URBITES	LTFs	DRAMITES	SAUCERS	BYNITES	ASTEROID BELT	KILLER SATELLITES
1	DARK YELLOW	100	100	200	200	300	300	1000	-
2	DARK GREEN	200	200	300	300	400	400	2000	-
3	DARK RED	300	300	400	400	500	500	3000	-
4	DARK BLUE	300	300	400	400	500	500	4000	400
5	MAGENTA	300	300	400	400	500	500	4500	400
6	LIGHT RED	300	300	400	400	500	500	5000	400
7	LIGHT GREEN	300	300	400	400	500	500	5500	400
8	CYAN	300	300	400	400	500	500	6000	400
9	DARK BLUE	300	300	400	400	500	500	6500	400
10	MEDIUM RED	300	300	400	400	500	500	7000	400
11	LIGHT BLUE	300	300	400	400	500	500	7500	400
12	MEDIUM GREEN	300	300	400	400	500	500	8000	400
13	GREY	300	300	400	400	500	500	8500	400
14	WHITE	300	300	400	400	500	500	9000	400
15	DARK YELLOW	300	300	400	400	500	500	9500	400
16	DARK YELLOW	300	300	400	400	500	500	10000	400

Refueling Tunnels

If you keep a ship fighting long enough, it eventually depletes its entire fuel supply. When your ship runs low on fuel, refueling tunnels appear in the planet's surface, and you must fly into and out of them, without crashing, to refuel. The first tunnel is worth 1000 points. The second is more difficult to fly through, and it adds 2000 points to your score. The third tunnel is harder still and much longer and is worth 3000 points.

New Ships

At a score of 5000 points, you are awarded another ship. If you still have a total of five ships, the new ship does not appear on the screen when it is awarded. But the computer holds it in memory and displays it on the screen if you lose a ship. If you have less than five ships when the new ship is awarded, it is displayed immediately. A second ship is awarded at 15,000 points and a third is awarded at 25,000. Thus, ships are awarded at intervals of 10,000 points.

Advanced Play

Following the asteroid belt in Level Four, a type of alien appears that is not seen in the first three levels. KILLER SATELLITES, worth 400 points each, appear for a surprise attack, as they are able to elude the sensing devices of your onboard computer. They need only be hit once to be destroyed. However, they attack a randomly generated number of times. You never know how many you will meet in a single attack.

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 Solid State 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 desklamp, 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.*

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

TEXAS INSTRUMENTS
INCORPORATED
DALLAS, TEXAS

PRINTED IN U.S.A

1053590-1012