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Colin Hinson

In the village of Blunham, Bedfordshire, UK.

7-008-99

TIGERVISION[®]

For use with TI 99/4A



THE STORY OF BOUNTY BOB

The cleaning woman was diligently dusting the Hall of Fame wall in the office of Headmaster Mounty Monty. Monty was quietly doing the boring paperwork that all mounties must attend to. "Excuse me Sir, but why is there a big black wreath around this one picture?" inquired the cleaning woman. Slowly removing his glasses, he looked up and studied the picture she was referring to. "That is the famous mounty 'Bounty Bob'" answered Monty. "Bounty Bob was considered by all to be the most loyal, heroic, and charismatic mounty that our province has ever known."

The cleaning woman was entranced. "Well, if he was so wonderful, then what is that bloomin' black wreath doin' up there?"

Monty reclined back in his chair and he said, "We sent ol' Bounty out one wintery day to find Yukon Yohan, a ruthless and conniving fur trapper from Sweden."

The cleaning woman gulped. Nervously, she asked "What was this evil slime of a man wanted for?"

A blank stare appeared on Monty Monty's face. In a whisper he muttered, "Murder."

The cleaning woman was horrified. "Did Bounty Bob ever find this Yohan fellow?" she wondered.

"Apparently he did" replied the headmaster. "We found his dogsled stopped outside an abandoned uranium mine once owned by Nuclear Ned. Two sets of tracks led into the mine. We followed them into the dark passages of the mine when suddenly there was a massive explosion. A huge cavein occurred. We were barely able to escape with our lives."

"Whatever happened to Mr. Bob? Was he ever found?" asked the mystified cleaning woman.

"No" answered Monty. "He's still in there looking for Yukon Yohan. Old Nuclear Ned was a survivalist and stocked up on supplies so Bounty Bob won't have to worry about food . . . if he survives the radiation."

You control Bounty Bob in his travels throughout the mine as he attempts to capture Yukon Yohan. You must "claim" all of the various mine stations. Cute but deadly mutant organisms prance casually throughout the mine. Any contact with them is fatal. To avoid contact simply stay away from them, or hop over them if you're fast. Scattered throughout the mine are various articles that have been lost by previous miners. Capture them by touching them and you will be awarded points. Additionally, the mutants

will change shape and become happy creatures that are now edible. Quickly run into them before they return to their deadly forms and you will eliminate them and score points.

Whenever you walk along sections of framework in the mine the sections immediately under your feet will turn solid. To advance to the next station you must "claim" all sections of the framework. Missing even one section will prevent you from advancing to the next station.

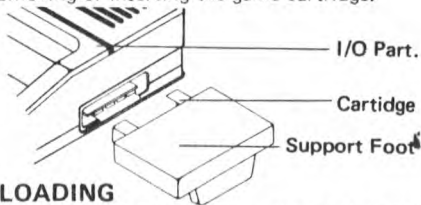
At the top right of your display is the "Miner Timer". This timer indicates how much time you have remaining to finish the station. If it reaches zero, your Bounty Bob dies instantly. If you finish the station before it reaches zero you then receive the number of points that it shows.

OPERATING INSTRUCTIONS

Joystick Controller

Use your joystick controllers with this Tigervision® game cartridge. Plug your joysticks into the joystick connector located on the left side of the TI-99/4A console. Release the "ALPHA-LOCK" key on the TI-99/4A's keyboard. Failure to release the "ALPHA-LOCK" key will not permit the "UP" direction of the joystick to work properly. Miner 2049'er uses only one joystick. Since the joysticks are not marked, you will have to experiment to determine which is the correct joystick.

NOTE: Make sure the Texas Instruments TI-99/4A console is turned off when removing or inserting the game cartridge.



CARTRIDGE LOADING

Turn the TI-99/4A console off. Plug the Tigervision Miner 2049'er game cartridge into the I/O port located on the right side of the TI-99/4A console, by sliding up the door and inserting the cartridge. This is the same connector that the speech synthesizer and peripheral expansion box plugs into. It is not the same connector that TI cartridges plug into. **NOTE:** The cartridge must be inserted into the I/O connector so that the support foot on the cartridge is positioned downward toward the table. Turn the TI-99/4A console on. The TI console will display its standard color pallet, press any key as requested. The TI console will then display a menu. Press the number beside the MINER 2049 title to run the Miner 2049'er program. The Miner 2049'er cartridge will display a title screen. After Bounty Bob clears the mine, the screen format for all eight levels will be displayed in sequence. Start the game by pressing the "SPACE BAR" on the TI-99/4A keyboard at anytime.

TITLE SCREEN DISPLAY:

This screen is initially displayed when the game is started. It shows "Bounty Bob" in a typical mine shaft. Bounty Bob then proceeds to walk the mine uncovering various titles along the way. The game then performs for you by playing the theme song.

ALERT MODE:

This screen informs you of which station in the mine you are about to enter, the difficulty factor of this mine, and the number of miners you have remaining in the game. There are a total of eight stations. When all eight stations have been finished the zone (difficulty) will be increased by one and the station sequence will be repeated. Each game starts with a player having three miners.

GAME PLAY MODE:

This is where you are in control of Bounty Bob in his attempt to "claim" the mine. At the top left of the display you will find your score. At the top right of the display you will find the "miner Timer" which reminds you of how much time you have left to complete this station.

GAME OVER MODE:

When the game is over, a "GAME OVER" message will appear on the screen. The game will then display your score for the game just completed and the highest score recorded since the game was turned on. Turning the console off and on will cause the high score to be reset to zero.

DEMO MODE:

If no new game is started after the title mode has completed, the program will rotate through all eight stations displaying the different mine layouts that will be encountered at each station.

SKILL SELECTION

There is no skill level selection available to the player. The skill level required to play the game automatically increases as each level is completed.

STARTING THE GAME

When you are ready to play, press the "SPACE BAR" on the keyboard. Wait for the Alert Mode to finish. Move Bounty Bob quickly through the mine. Gather as many rewards as you can. Watch out for the mutant organisms. Try to claim all the sections of all eight stations.

If you think you have claimed all of the sections of the framework, yet you did not advance to the next station, then check the framework under the slides because this is the most commonly missed area.

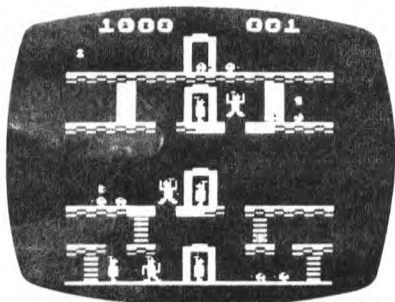
Bounty Bob can only survive short falls. The distance he can survive is always the same. Memorize which falls will kill him and do not do them again!

When using the Transporters, time your transporting to avoid materializing on top of one of the mutants!

Some stations have areas that you can get into, but you can't get out of. Go everywhere else first and then finish the station.

JOYSTICK CONTROLLER ACTION

The joystick controller is used to move Bounty Bob throughout the mines. Moving the joystick right or left makes him walk right or left. Pushing up or down makes him climb and descend ladders. Pressing the button makes him jump in the direction that the joystick is being pushed. Remember: release the "ALPHA LOCK" key or the up direction on the joystick will not work.



SCORING

Each framework piece: 5 points

Aliens when edible: 80 points

Possessions (rewards): 100-900 points

Bonus: remaining "Miner Timer" value is added to score at end of each station

CONTROLLING THE SPECIAL EQUIPMENT

THE TRANSPORTERS (stations 2 & 6)

These unique devices allow you to "beam up" to whatever level of framework you choose. First you must enter one of the transporter doors and stop moving. Make sure that Bounty Bob is all the way in or they will not function. Now use the keyboard and press 1, 2, 3, or 4 to begin transporting. Note: you may not transport to the same level you are at! Caution: the mutants can kill you during transportation.

THE CANNON (station 8)

In this station the only way to get to the top is by blasting Bounty Bob out of a cannon (Geeez! Is this safe?) Firing the cannon is a simple matter. First you must load the cannon with enough TNT to get you to the level you want. Do this by going into the TNT, hit and touching the TNT cannisters that you want loaded into the cannon. Each cannister is equal to ten tons of TNT. You need ten tons for each level you wish to be shot to. (Example: to reach level 3, load the cannon with 30 tons or 3 cannisters). Once the cannon is loaded, climb the ladder and walk off the left of the framework to fall into the cannon. Now push the joystick right or left to aim the cannon. Press the button and POW! Bounty Bob is on his way up! WARNING: Don't overload the cannon or the explosion could be fatal!

STATION DESCRIPTIONS

STATION 1: THE SLIDES

Sharpen your Miner's skill in this easy beginner's station with slides. Walking along the framework where a slide starts doing down starts up the fun as Bounty Bob starts sliding. Five mutant organisms will challenge you in this station. There are seven possessions left by previous explorers in this station with the possibility of adding 1500 points to your score.

STATION 2: THE TRANSPORTERS

You can almost hear Bounty Bob say "Beam me up!" as the futuristic transporters start to function. Use the number keys to select the level you wish to "beam" to. Seven deadly mutants organisms guard this station. Six possessions in this station will add 1200 point to your score!

STATION 3: THE LILLIPADS

There's plenty of jumping in this station! Precise hopping is required to keep Bounty Bob from falling. Eight mutant organisms guard this station, so watch you step! A total if seven possessions in this station can add 1300 points to your score!

STATION 4: ADVANCED LILLIPADS

Another round of fun with loads of jumping for Bounty Bob! Watch out for the slides at the top, they can be a nuisance! A new challenge has been added to this station! the moving pieces! jump onto one and give Bounty Bob a rest! Five mutant organisms have made this station their home. A total of five possessions will and 1100 points if you get them all.

STATION 5: THE RADIOACTIVE WASTE

Looks deadly, and it is! Should Bounty Bob slip into the tank of Waste, death is certain! Only four mutant organisms have inhabited this station! Six possessions will help you finish this station, and will give you 1100 point too!

STATION 6: ADVANCED TRANSPORTERS

This round has got it all! Transporters, slides, and moving pieces make this station one to remember! Six possession worth 2300 points will help you munch up the five deadly mutants.

STATION 7: THE PULVERIZERS

Another touch station for Bounty Bob to finish! Step onto one of the parked moving pieces and start it moving to the other side. But watch out for the slide that stands between you and the platforms that you have to make it to! Go down the slide to the bottom and prepare to walk through the deadly pulverizers! A total of six aliens loom around this station, but there are six possessions adding up to 1200 points for you to use against them!

STATION 8: THE CANNON

Go into the TNT hut and load the cannon with as much TNT as you need to shoot Bounty Bob to any level of the station you want! Six aliens await Bounty Bob on this station. With no possessions but the TNT to get, munching the aliens is impossible! One last warning: do not overload the cannon!!

For infinite number of men:

>B370 = NOP (>1000)

>B372 = NOP

>B374 = 1004

TIGERVISION[®]

909 Orchard Mundelein, IL. 60060

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