

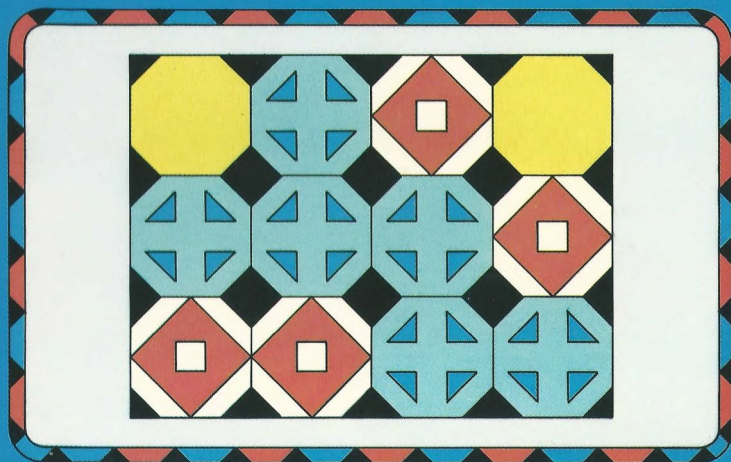


Connect Four[®]

SOLID STATE
SOFTWARE™

COMMAND MODULE

Try to connect four checkers in a row — horizontally, vertically, or diagonally — as you develop your own winning strategy with this mind-teasing game.



[®] registered trademark of Milton Bradley Company

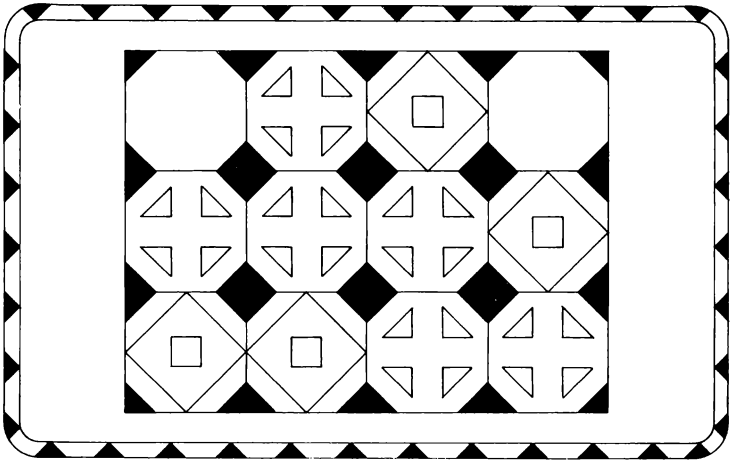
Quick Reference Guide

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."

<u>TI-99/4</u>	<u>TI-99/4A</u>	
← S, → D	← S, → D	Moves the indicator arrow to the slot in which you want to drop your checker.
↓ X	↓ X	Activates the use of the Drop Out option.
↑ E	↑ E	Moves the indicator arrow back to the top in the Drop Out option.
Y	Y	Starts a new game with the same options as in the previous game.
ENTER	ENTER	■ Drops the checker into the slot. ■ Proceeds from the instruction display to the playing board.
SHIFT Z (BACK) or SHIFT W (BEGIN) or SHIFT R (REDO)	FCTN 9 (BACK) or FCTN 5 (BEGIN) or FCTN 8 (REDO)	Returns, at the end of a game, to the options display.
SHIFT 2 (@)	SHIFT 2 (@)	Returns to the demonstration game.
SHIFT Q (QUIT)	FCTN = (QUIT)	Returns the computer to the master title screen.



Connect Four[®]



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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TEXAS INSTRUMENTS HOME COMPUTER

INTRODUCTION

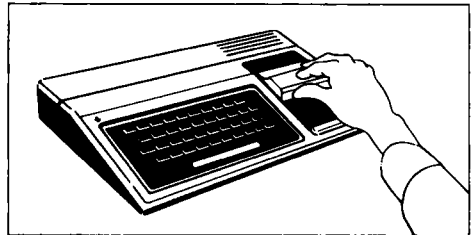
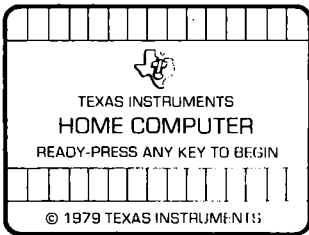
Do you try to place your four checkers in a row horizontally, vertically, or diagonally? What will be your opponent's next move? Wrestle with these and other mind-teasing questions as you play with the Connect Four® *Solid State Software*™ Command Module. Developed for Texas Instruments by the Milton Bradley Company, Connect Four is a thought-provoking game that allows you to develop your own winning strategy.

The Connect Four module gives you options for one or two players, as well as three different versions for a two-player game. The object of the game is to place four checkers in a row — be it across, up and down, or diagonally. While you're thinking through your next move, the computer keeps track of whose turn it is to play. The first player with four checkers in a row wins.

USING THE *SOLID STATE SOFTWARE*™ COMMAND MODULE

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).



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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 CONNECT FOUR.

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.

GETTING STARTED

After you choose the Connect Four module from the selection list, a demonstration game automatically appears on the display. The computer alternates turns between two players and drops the checkers into the slots. When four checkers are placed in a row, the game is over. The demonstration continues from one game to another until you press any key to start your own game.

After you press a key, the Connect Four options display appears. You can choose a one-player game and compete with the computer or select one of three two-player games and play against a friend.

One-Player Game

If you press **1** to select a one-player game, a display appears from which you choose one of four skill levels for your opponent — the computer. Starting with Novice, the least challenging, the degree of skill progresses to Master, the most challenging. Press **1**, **2**, **3**, or **4**. Next, the keyboard instructions are displayed. To begin the game, press **ENTER** and the playing board appears.

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Two-Player Games

The Connect Four options display offers you three choices for the type of two-player game you want to play. The choices are Basic, Drop Out, and Wild Spot.

- *Basic* — If you press **2** to select a basic two-player game, you compete against your opponent to be the first to get four checkers in a row on a regular playing board.
- *Drop Out* — If you press **3** to select Drop Out, you play the basic game with the option to drop out one of your bottom checkers instead of adding one at the top when it's your turn.
- *Wild Spot* — If you press **4** to select Wild Spot, you play the basic game with the addition of a wild checker on the playing board.

After you select the type of two-player game, keyboard instructions for that game are displayed. To begin the game, press **ENTER** and the playing board appears.

PLAYING CONNECT FOUR

The playing board is the same for both a one-player game and a two-player game with one exception. In a one-player game, one box with player number 1 appears on the left side of the display. In a two-player game, boxes with player numbers 1 and 2 appear on either side of the display. The red box (Player 1) is on the left side and the blue box (Player 2) is on the right side. These colors correspond to the colors of the players' checkers. The box flashes to indicate which player goes next.

In a one-player game, the computer controls the blue player who alternates turns with you, the red player. In a two-player game, Player 1 uses red checkers and Player 2 uses blue checkers. Players alternate turns in dropping one checker down any of the seven slots. The computer decides whether Player 1 or Player 2 goes first, and then automatically alternates turns from one game to the next.



At the beginning of each turn, the computer positions the indicator arrow at the top of the fourth slot. Press the left- and right-arrow keys, ← and →, to move the arrow to the slot in which you want to drop the checker. Press **ENTER** and the checker drops down the slot, stopping at the last empty space of that slot. Turns alternate until one player's checkers form "four-in-a-row" — horizontally, vertically, or diagonally. When this occurs, the display flashes the winning row of checkers and plays a tune.

If the computer wins in a one-player game, the game also flashes "I WIN." Occasionally, with well-matched players, the entire board is filled without a winner, resulting in a draw. Anytime during a game or selections, you can press **SHIFT 2 (@)** to return to the demonstration game.

Drop Out

In addition to the basic rules previously described, the Drop Out version for two players offers another option. At your turn you may choose to drop out one of your bottom checkers instead of adding one at the top. To drop out a checker, press ↓ to move the indicator arrow to the *bottom* of the playing board. Next, position this arrow by pressing the left- and right- arrow keys, ← and →. Place the arrow beneath the slot from which you want to drop out. You must position the arrow by one of your checkers or you get an error tone. Also, nothing happens until you reposition the arrow. After the arrow is positioned press **ENTER**, and the remaining checkers move down to fill the emptied space. If you change your mind, press ↑ to return the arrow to the top before you press **ENTER**.

A win, four-in-a-row, may result from the repositioning of the checkers in that slot. Or, of course, a win may be formed by dropping in a checker as in the basic game. Sometimes a drop out results in "four-in-a-row" for both players. In this case the player who *did not* make the drop out wins. For example, if Player 1 drops out a checker and lines up four-in-a-row, but a four-in-a-row for Player 2 also results, Player 2 wins. The drop out option adds exciting possibilities to your strategy.

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Wild Spot

You play this game like the basic two-player game except that the computer randomly places a wild checker on the playing board when the game begins. This checker, a blue and red MB, does not move and can be used by either player to make "four-in-a-row." Checkers drop through the wild spot, stopping at the bottom empty space of that slot. For each new game, the wild spot appears in another location, creating a different challenge each time.

END OF THE GAME

The game ends when one of the players wins or when the board is filled. At the end of the game, the computer asks "REPLAY? HIT Y." If you press **Y**, the same game starts over again. To play a different game, press **REDO**, **BACK**, or **BEGIN**, and the option display appears. When you finish playing Connect Four, 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 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 module, just touch any metal object (a doorknob, a desk lamp, 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 master selection list 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 the computer on again.

If you have any difficulty with your computer or the **CONNECT FOUR** 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*.

THREE-MONTH LIMITED WARRANTY HOME COMPUTER SOFTWARE MODULE

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 module. These components include all semiconductor chips and devices, plastics, boards, wiring, and all other hardware contained in this module ("the Hardware"). This limited warranty does not extend to the programs contained in the software module 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, NEGLIGENCE, 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

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
Kristin Square, Suite 110
Beaverton, Oregon 97005
(503)643-6758

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How do you try to place your four checkers in a row — across, up and down, or diagonally? What's your opponent's next move? Grapple with these questions as you play with the Connect Four Command Module. Developed for Texas Instruments by the Milton Bradley Company, Connect Four is an entertaining game of chance, challenge, and strategy.

- Connect Four** module features let you
- Play against a friend or the computer.
 - Choose from three different versions.
 - Plan your moves, while the computer alternates players' turns.

Adds 6K bytes of active memory with stored program to your TI Home Computer.

Command Module program and data base contents
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*Texas Instruments invented the integrated circuit,
the microprocessor, and the microcomputer.
Being first is our tradition.*



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