

MILTON BRADLEY COMPANY
ARCADE PLUS™ SERIES

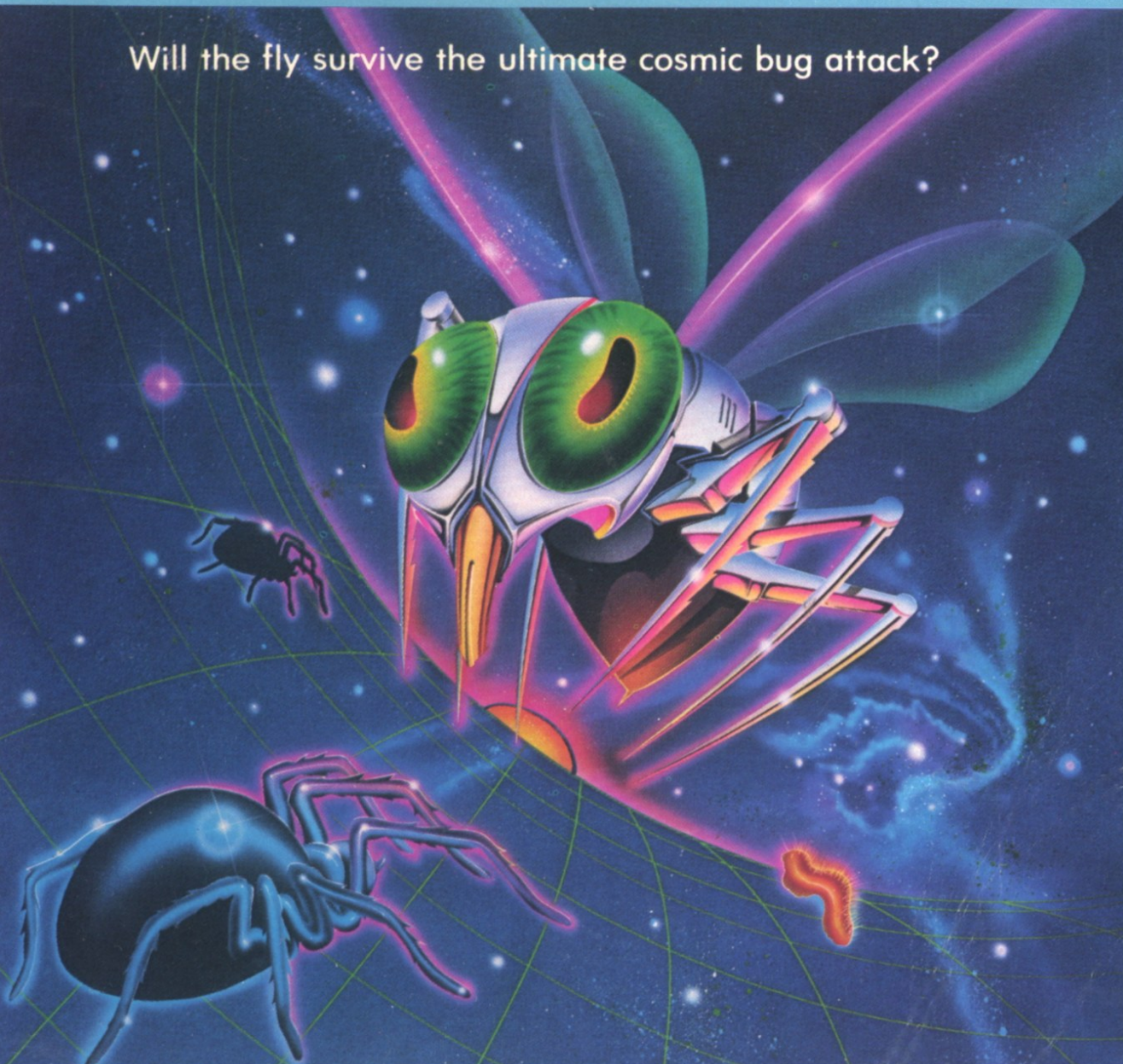
SUPERFLY™

SOLID STATE SPEECH* CARTRIDGE
FOR THE TEXAS INSTRUMENTS HOME COMPUTERS

The Texas Instruments Solid State Speech* Synthesizer (sold separately)
must be attached to the computer to activate speech capabilities.

Or for an added dimension in game play, we recommend using this cartridge with the **MBX Expansion System**.
The system includes **Voice Recognition, Speech Synthesis, Analog Joystick and Action-Input Keypad**.

Will the fly survive the ultimate cosmic bug attack?



Superfly™
Solid State Speech* Cartridge

A creepy, crawly bug attack game for one player.

The Superfly™ package contains:

- 1 Solid State Speech* Cartridge
- 1 instruction booklet

Programmed by: Milton Bradley Company

Book developed and written by: Milton Bradley Company

Copyright © 1983 by Texas Instruments Incorporated.

Solid State Speech Cartridge program and data base contents copyright © 1983 by Milton Bradley Company.

See important warranty information at back of book.

Superfly is a trademark of Milton Bradley Company.

**Solid State Speech* is a trademark of Texas Instruments Incorporated.

Two Ways to Play Superfly

This Superfly cartridge can be played with the Texas Instruments Home Computer or with the Texas Instruments Home Computer and the MBX Expansion System. The MBX Expansion System adds new dimensions to your Texas Instruments Home Computer. This booklet contains instructions for using both systems. Instructions for each of the methods are separated by a bar format. The first bar, which is color coded in blue, tells you how to play the game with the MBX Expansion System. The second bar tells you how to play the game with the Texas Instruments Home Computer alone.

TI Home Computer with the MBX Expansion System

The MBX console plugs into your Texas Instruments Home Computer. Refer to the set-up instructions in your MBX Expansion System booklet to properly connect the systems.

The MBX Expansion System Includes

- MBX console with built-in action keypad
- Triple-axis analog joystick
- Headset microphone
- Power supply
- Fully-illustrated instruction booklet

Playing Superfly with the MBX Expansion System

- Voice Recognition allows you to control the movement on the screen by the sound of your voice.
- Triple-axis analog joystick allows total maneuverability of screen objects.
- Action-input keypad allows quick response and flexible play.
- Speech Synthesis allows you to hear phrases, prompts, and sound effects that are true-to-life, well-modulated, and full of inflection.

TI Home Computer without the MBX Expansion System

- You can also play Superfly and control all the screen action by using the keyboard alone or in combination with the Joystick Controllers (sold separately).
- Speech makes the game more exciting. You need the Texas Instruments *Solid State Speech** Synthesizer (sold separately) to activate its speech capabilities.

Introduction

Look! It's a bird, it's a plane, it's Superfly! Superfly is a mutant insect that can leap tall alien spiders (and other enemy bugs) in a single bound.

Cleverly disguised as an ordinary housefly, Superfly has:

- Swift and agile speed
- Four-direction firing power
- Lethal exterminating spray

Superfly must use all of these powers to battle a swarm of adult space spiders and their wiggly larvae, too!

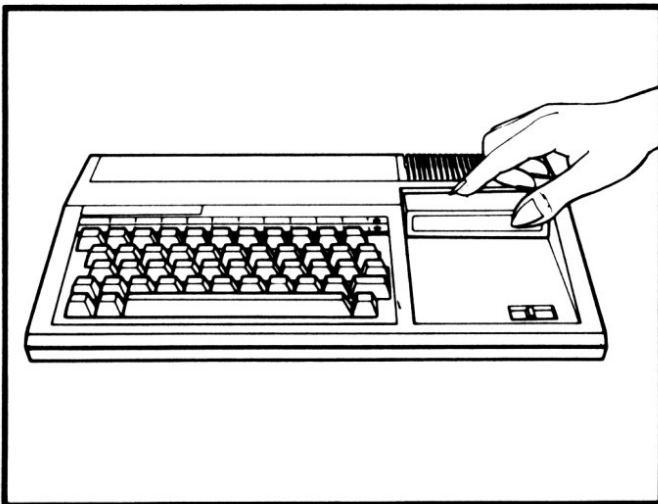
The Superfly cartridge challenges you to save Superfly, who is trapped in deep space and is being attacked by angry alien insects. Each time Superfly fires at an insect and exterminates it, you gain points. The object is to score the most points. Each game begins with only five flies, so Superfly must move cleverly and fire accurately to score high and stay alive!

Using the MBX Expansion System and the Solid State Speech Cartridge

Follow these steps to use your TI Home Computer with the MBX Expansion System. Setting up the MBX System and inserting the Solid State Speech Cartridge is easy. If you have any questions on using the MBX console, see the MBX Expansion System booklet. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the "Maintenance and Service" section in this booklet.

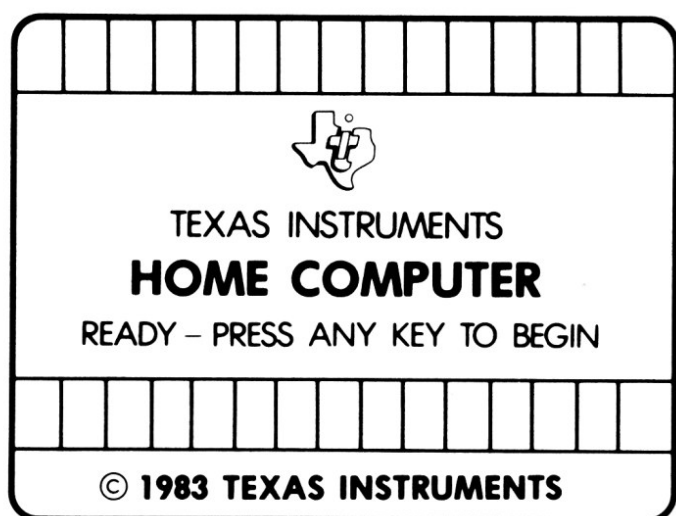
Inserting the Cartridge into the TI Home Computer

1. If you have been programming in BASIC, save your data before inserting a cartridge. When you insert a cartridge into the console, the computer automatically erases all data or program material you have entered and returns to the master title screen to begin the new program.
2. Be sure the cartridge is free of static electricity before inserting it into the computer (see the "Maintenance and Service" section in this booklet).
3. Slide the cartridge into the slot on the console.



Turning on the Equipment

1. Turn on the MBX keypad console and wait until you hear the MBX console say “ready.”
2. Turn on the TI Home Computer, and wait for the master title screen to appear.



3. Press any key on the TI computer keyboard to make the cartridge title screen appear.

Ending the Game and Removing the Cartridge

1. Turn off the MBX keypad console and the TI Home Computer.
2. Remove the cartridge from the slot.

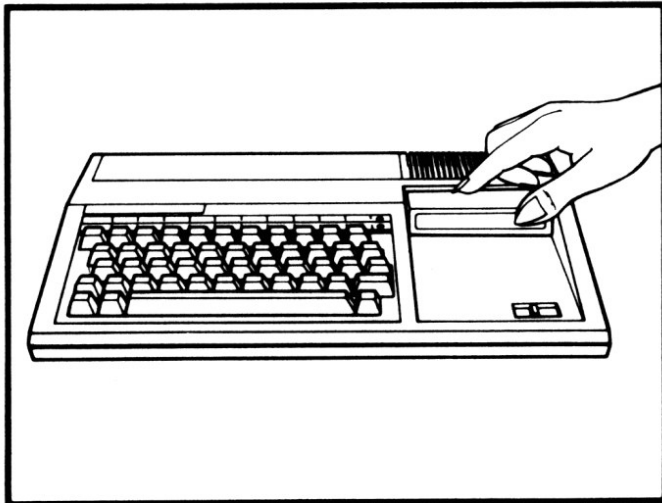
Note: The **QUIT** function on your TI computer keyboard is inoperable when the MBX console is attached and activated.

Using the Solid State Speech Cartridge without the MBX System

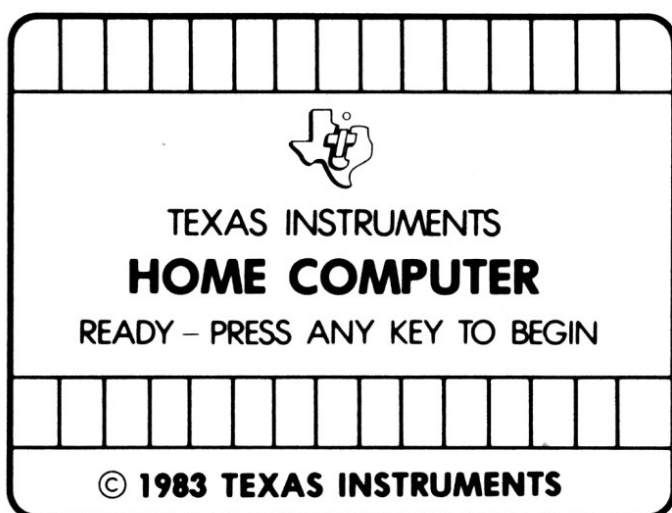
If you are playing the game without the MBX System, follow these simple instructions for inserting the Solid State Speech Cartridge. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the “Maintenance and Service” section in this booklet.

Inserting the Cartridge

1. If you have been programming in BASIC, save your data before inserting a cartridge. When you insert a cartridge into the console, the computer automatically erases all data or program material you have entered and returns to the master title screen to begin the new program.
2. Be sure the cartridge is free of static electricity before inserting it into the computer (see the “Maintenance and Service” section in this booklet).
3. Slide the cartridge into the slot on the console.



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



5. Press any key to make the cartridge title screen appear.

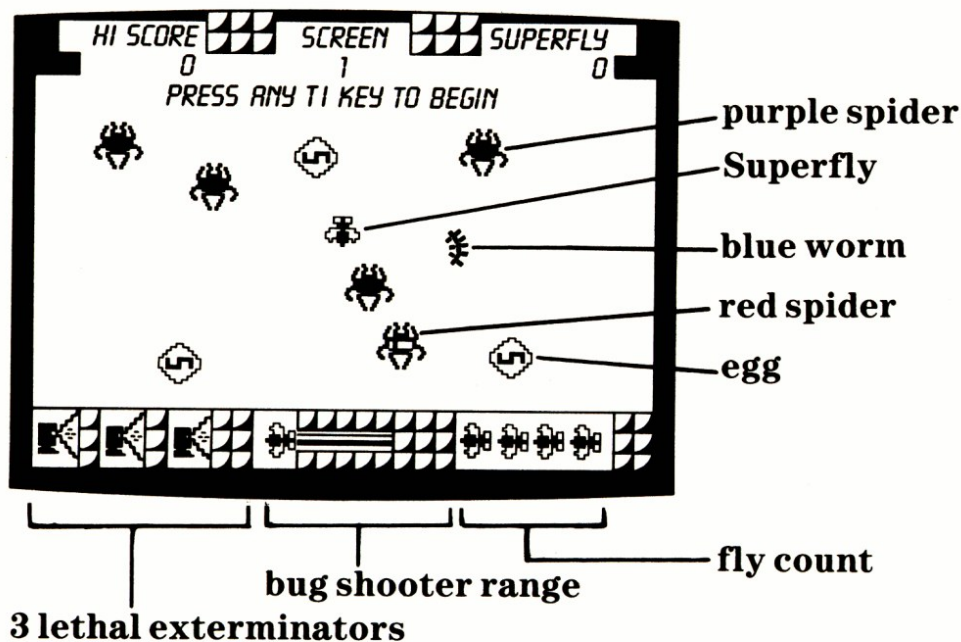
Removing the Cartridge

1. To remove the cartridge at the end of play, press **QUIT** to return to the master title screen.
2. Remove the cartridge from the slot.

Getting Started

After the Superfly title screen appears, you see a short demonstration of game play. This is the DEMO MODE. Watch all the action on the playing field. Then, read the start-up instructions for the system you are using.

Actions in the DEMO MODE



TI Home Computer with the MBX System

1. After viewing the DEMO MODE, press any key on the TI Home Computer keyboard to start the game. The computer automatically replays the title screen and DEMO MODE until a TI computer key is pressed.
 2. Type your name using the letter keys on the TI Home Computer and then press **ENTER**.
 3. The voice training option screen appears.
-

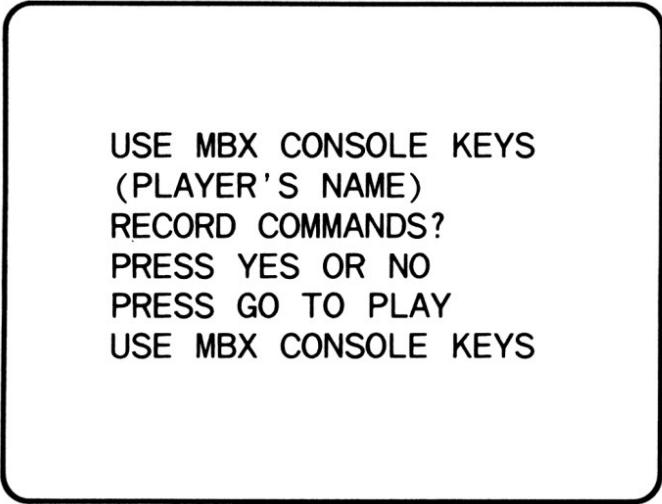
TI Home Computer without the MBX System

1. After viewing the DEMO MODE, press any key on the TI Home Computer keyboard to start the game. The computer automatically replays the title screen and DEMO MODE until a TI computer key is pressed.
 2. Type your name using the letter keys on the TI Home Computer and then press **ENTER**. If you wish to bypass this option, press **REDO** on the TI computer keyboard.
 3. The game begins.
-

Voice Training Option Screen

The MBX Expansion System allows you to control the firing direction and range of Superfly's firing power by the sound of your voice. To do so, you must train your voice. There are seven words that the MBX system must be trained to recognize. When training, say all seven words as prompted by the screen, and repeat the sequence again to be sure the words are properly recognized by the computer.

Here's What the Voice Training Screen Looks Like:



USE MBX CONSOLE KEYS
(PLAYER'S NAME)
RECORD COMMANDS?
PRESS YES OR NO
PRESS GO TO PLAY
USE MBX CONSOLE KEYS

If you press **NO** or **GO** on the MBX console, you can bypass voice training and play with the MBX joystick.

If you press **YES**, you can voice train and use Voice Recognition and the headset microphone.

Preparing for Voice Training

When training the computer to recognize your voice, try to pronounce the "programmed word" as you would say it during frantic play. The tone you use as you "train" the computer should be the same tone you would use during play—firm, but somewhat faster and more excited than a normal tone. See the MBX Expansion System booklet for important details on voice training.

Put on the headset microphone, adjusting the earpads, and locating the microphone boom so it is just to the side of your mouth and no more than two inches from your mouth.

Four Steps for Voice Training

Voice training is a simple procedure. Follow the four steps listed below to learn how to voice train.

When you voice train successfully and your headset microphone is ready to take commands (the MIC is on), this symbol appears on the screen.



There is also a symbol to show you that your headset microphone is inoperable. This symbol appears on the screen.



See the “MIC Key” section in the MBX Expansion System booklet for details on voice training.

Voice Training Sequence

1. When the microphone is correctly positioned, press **YES** on the MBX console.
2. Repeat each word into the headset microphone as each word appears on the screen.

The following words are programmed:

- RIGHT • SHORT
- LEFT • LONG
- DOWN • JOYSTICK
- UP

3. Repeat the sequence again as the words reappear on the screen.
4. This completes your voice training session.

Playing the Game

Once voice training is complete or the option to bypass voice training is selected, you are ready to begin the game. Superfly is a one-player game. The object of the game is to accumulate the most points by zapping alien spiders and wiggly larvae. Follow the instructions below for whatever system you are using.

Moving Superfly

Your Superfly is now in a world of creepy, crawly space spiders and worms. Superfly must escape from the enemy insects or be destroyed. Superfly moves up, down, left, right and diagonally by either keyboard or joystick control.

TI Home Computer with the MBX System

- To move Superfly up, down, left, right, or diagonally, move the MBX joystick in the desired direction.
 - You can also rotate Superfly by turning the control knob clockwise or counterclockwise.
-

TI Home Computer without the MBX System

- To move Superfly using the Joystick Controller, move the joystick lever in the desired direction—up, down, left, right, or diagonally.
- To move Superfly using the keyboard, use the following keys:

Key	Action
(↑) E	up
(↓) X	down
(←) S	left
(→) D	right
(↖) W	diagonally (upper left)
(↘) C	diagonally (lower right)
(↗) R	diagonally (upper right)
(↙) Z	diagonally (lower left)

Note: The **ALPHA LOCK** must be in the **OFF** (up) position if you wish to move the lever on the Joystick Controller forward (away from you).

Superfly battles against the Enemy Attack Force—red spiders, purple spiders, and blue worms.

Red Spiders

Red spiders are combat insects that aggressively attack Superfly to protect the purple spiders and the blue worms (larvae). When a red spider eats Superfly, all red spiders on the screen turn into purple spiders. Superfly can attack red spiders. Each time Superfly eliminates a red spider, you receive 200 points.

Purple Spiders

Purple spiders are egg-laying insects. The eggs they lay hatch into blue worms which grow into adult red spiders. Purple spiders are non-aggressive—they avoid Superfly. Their objective is to look for a safe place to lay eggs. When one purple spider lays an egg, all purple spiders on the screen turn into “attacking” red spiders. Purple spiders lay indestructible eggs. The eggs hatch into blue worms. Each time Superfly destroys a purple spider, you gain 500 points.

Blue Worms

Blue worms are the larvae that hatch from the eggs laid by the purple spiders. Blue worms grow into red “attacking” spiders. Blue worms cannot aggressively attack your Superfly. In fact, worms try to avoid any object on the screen. Superfly can attack blue worms. Each time Superfly destroys a blue worm, you earn 100 points.

Eggs

Eggs hatch into blue worms which grow into adult red spiders. Superfly cannot destroy eggs, but if Superfly flies into one—Superfly can be destroyed.

Defending Superfly

Superfly has three defensive weapons to use against the alien attackers: flying around the screen at high speeds to avoid attackers, firing the bug shooter, or spraying the lethal exterminator. You must discover how to fire the bug shooter and how to spray the lethal exterminator.

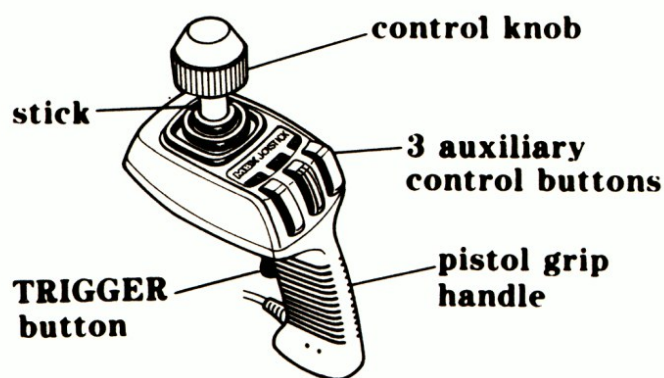
Range of the Bug Shooter

Superfly has its own fire power—a bug shooter. The bug shooter shoots either long or short spurts of the bug dissolver. A long spurt reaches insects that are over halfway across the screen from Superfly. A short spurt can reach insects that are halfway across the screen or less from Superfly.

You can control the length of your shot by using voice commands, the MBX joystick, or the TI Home Computer keyboard. Read the following instructions for the system you are using.

TI Home Computer with the MBX System

- To control the shots by voice command, say the word “long” or “short” into the headset microphone as desired.
- To control the shots with the MBX joystick, press **button 3** for a long spurt or **button 1** for a short spurt.



TI Home Computer without the MBX System

- To control the shooting range on the TI computer keyboard, press the **1** key for a short spurt or the **3** key for a long spurt.
-

Superfly must be facing its target to shoot at it. Superfly always shoots in the direction its eyes are facing. You can control the shooting direction of Superfly by using voice commands, the MBX joystick, the TI Home Computer, or the TI Joystick Controllers. You can fire the bug shooter using the MBX Expansion System joystick, the TI Home Computer keyboard, or the TI Joystick Controllers. Read the instructions below for the system you are using.

TI Home Computer with the MBX System

Controlling Shooting Direction

- To utilize voice commands, say the words “right,” “left,” “down,” or “up,” into your headset microphone. Superfly faces in the direction you indicate.
- You can rotate Superfly to face either left, right, up, or down by turning the control knob on the joystick clockwise or counterclockwise.

Note: If you use voice commands to rotate Superfly, Superfly cannot respond to rotation of the control knob unless you say “joystick” aloud into your headset microphone to return to joystick control.

Firing

- Press the **TRIGGER** button on the MBX joystick to shoot the bug dissolver.

TI Home Computer without the MBX System

Controlling Shooting Direction

- To utilize the TI computer keyboard, press the (↑) **E** key to move Superfly face up, the (↓) **X** key to face down, the (←) **S** key to face left, or the (→) **D** key to face right.
- To utilize the TI Joystick Controllers, move the joystick lever in the desired direction.

Firing

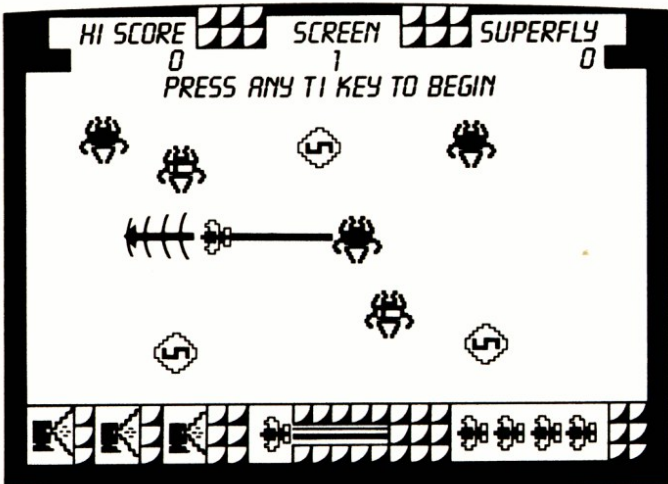
- Press the **FIRE** button on the TI Joystick Controller or press **Q** on the TI computer keyboard to shoot the bug dissolver.
-

Moving and Shooting Simultaneously

Superfly can move and shoot at the same time. However, Superfly does not necessarily shoot in the direction that it is flying. Follow the instructions below for the system you are using.

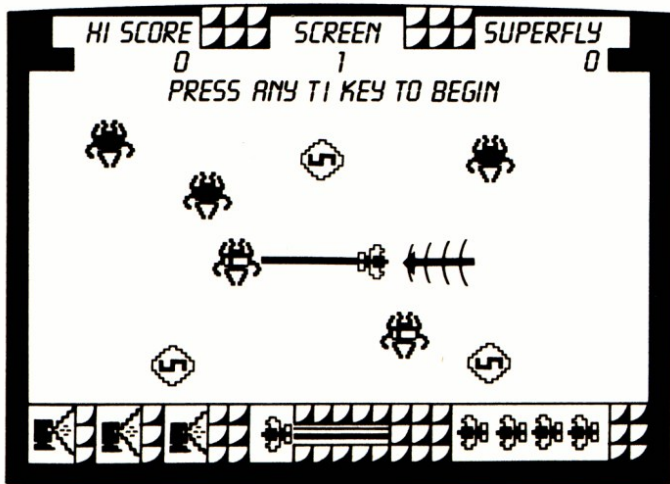
TI Home Computer with the MBX System

When using the MBX joysticks, the shooting direction is not necessarily the same as the flying direction. For example, if Superfly moves to the left but its eyes face to the right, then Superfly shoots to the right. The direction Superfly faces is the direction it shoots.



TI Home Computer without the MBX System

When using the TI Joystick Controller, the shooting direction is always the same as the flying direction. For example, if you move Superfly to the left, its eyes face left and Superfly shoots to the left if you press the **FIRE** button.



Spraying the Lethal Exterminator

A spray destroys all the purple spiders and red spiders on the screen. Eggs and blue worms are not destroyed. However, no points are gained when spraying enemy bugs. Spraying is an emergency defense when Superfly cannot escape the attackers. You begin the game with three sprays which are indicated in the left hand corner of the screen. Once you have activated the exterminator, the screen turns bright red, and all spiders disappear in front of your eyes. You only have three sprays so use them wisely!

TI Home Computer with the MBX System

- To activate the exterminator, press **button 2** (the middle button) on the MBX joystick.

TI Home Computer without the MBX System

- To activate the exterminator, press **2** on the TI computer keyboard.

Ending the Game

The game is over when you lose all five Superflies. The final score is shown in the scoring box. Try to beat your previous score each time you play.

Starting a New Game

Follow the instructions below for the system you are using.

TI Home Computer with the MBX System

- Press the **RESET** key on the MBX console to return to the option screens.
- Press the **GO** key on the MBX console to bypass option screens.

TI Home Computer without the MBX System

- Press **BACK** on the TI computer keyboard to return to the option screens.
 - Press **REDO** on the TI computer keyboard to bypass option screens.
-

Levels of Play and Strategy Hints

Superfly allows you to advance to more challenging levels of play and score higher points. Follow the strategy hints below to outsmart the attackers.

Advancing to New Levels

Each time a screen is cleared of all the worms and spiders, Superfly is transported to a more challenging level of play. Eventually, even the most skillful player enters into a level of play where the alien bugs overtake the quickest of flies.

Scoring Points

As Superfly attacks enemy insects successfully, the computer keeps track of the points and displays a running total in your scoring box on the screen. You receive 100 points for dissolving a blue worm with the bug shooter, 500 points for dissolving a purple spider, and 200 points for destroying a red spider.

Strategy Hints

Here are some game play hints to help you achieve a super high score with Superfly.

- Maneuver Superfly to shoot purple “egg-laying” spiders.
- Use the short spurt shooting range as much as possible until you become an advanced player and can do fancy long-distance shooting.
- Use the lethal exterminator spray wisely. Remember, you gain no points for using it, but you can save Superfly.
- Never crash Superfly into an egg.
- Never trust a worm! They turn on you when you least expect it.
- Use eggs as barricades—hide near them and do some fancy shooting at nearby spiders. For example, Superfly can be moved near an egg to ambush attacking spiders from such a vantage point.

Cartridges are durable devices, but they should be handled with the same care you would give any other piece of software media. Information concerning use and service can be found in your *User's Reference Guide*.

Caring for the Cartridge

Keep the cartridge clean and dry.

Caution: The contents of a cartridge can be damaged by static electricity discharges.

Static electricity buildups are more likely to occur when the humidity of the air is low (during winter and in areas with dry climates). To avoid damaging the cartridge, touch any metal object (a doorknob, a desk lamp, etc.) before handling it.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static buildup. These preparations are usually available from hardware and office supply dealers.

In Case of Difficulty

If the cartridge programs do not appear to be operating properly or if the cartridge is removed from the slot while the cartridge contents are being used, the computer may behave erratically. Follow the set of directions that apply to you.

TI Home Computer with the MBX System

Turn off the computer. Withdraw the cartridge, align it with the cartridge opening, and reinsert it. Then turn on the computer and press any key to make the master title screen appear.

TI Home Computer without the MBX System

Return to the master title screen by pressing **QUIT**. Withdraw the cartridge, align it with the cartridge opening, and carefully reinsert it. 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.)

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.

Texas Instruments Consumer Service Facilities

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

TI Home Computer with the MBX System	Voice Commands	TI Home Computer without the MBX System	Action
joystick button 1	“short”	1	Shoots short spurts from the bug shooter.
joystick button 2		2	Releases lethal exterminator spray.
joystick button 3	“long”	3	Shoots long spurts from the bug shooter.
joystick control knob	“up” “down” “left” “right”		Controls the direction Superfly faces.
PAUSE		P	Activates/deactivates pause option.
RESET		FCTN 9 or 9 (BACK)	Starts a new game; returns to option screens.
GO		FCTN 8 or 8 (REDO)	Starts a new game; bypasses option screens.
joystick TRIGGER button		Q or joystick FIRE button	Fires the bug shooter.
	“joystick”		Returns Superfly to joystick control.

FCTN = (QUIT)	Returns to master title screen only if the MBX console is not attached or activated.
--------------------------	--

Please see the MBX Expansion System booklet for more information on keys on the MBX console.

For rapid play, Superfly allows you to press the number key on the TI Home Computer without the **FCTN** key for **REDO** and **BACK**.

Use the MBX joystick, the TI Joystick Controllers (sold separately), or the arrow keys on the TI Home Computer keyboard to move Superfly in the desired direction.

Note: The **ALPHA LOCK** must be in the **OFF** (up) position when using the TI Joystick Controllers.

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

