

MILTON BRADLEY COMPANY  
ARCADE PLUS™ SERIES

# Space Bandits™

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**.

Come treasure hunting in a 3-D maze...if you dare!





**Space Bandits™**  
**Solid State Speech\* Cartridge**

A maze adventure for one or two players

Your **Space Bandits™** package contains:

- 1 Solid State Speech\* Cartridge
- 1 instruction booklet

Programmed by: Milton Bradley Company

Book developed and written by: Milton Bradley Company

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See important warranty information at back of book.

Space Bandits is a trademark of Milton Bradley Company.

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



## Two Ways to Play Space Bandits

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**This Space Bandits 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 method are separated by a bar format. The first bar, which is color coded in blue, tells you how to play the game with your MBX Expansion System. The second bar tells you how to play the game with your Texas Instruments Home Computer alone.**

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### **TI Home Computer with the MBX 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.

#### **Here's What the MBX System Includes**

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

#### **Playing Space Bandits with the MBX System**

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

#### **Playing without the MBX Expansion System**

- You can also play Space Bandits with the TI Home Computer 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 the speech capabilities of the Home Computer.



## Introduction

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**Androids, space plunderers from a distant planet, have stolen precious energy crystals and have hidden them in a 3-dimensional tunnel. You are the captain of a ship sent to retrieve the crystals.**

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Your crew is a team of five Hunter Robots, each trained to react to your commands alone! Beam down one Robot at a time into the space tunnel. The Robot must race through corridors and alleys looking for the crystals, dodging killer Android guards, and avoiding the guards' anti-gravity spray. One shot of the anti-gravity spray can send your Robot spiralling deep into a black void to be lost forever!

Your Robot must collect the crystals before they turn white and become radioactive and untouchable. Score points by collecting "safe" crystals and battling Android guards successfully.

## Using the MBX Expansion System and the Solid State Speech Cartridge

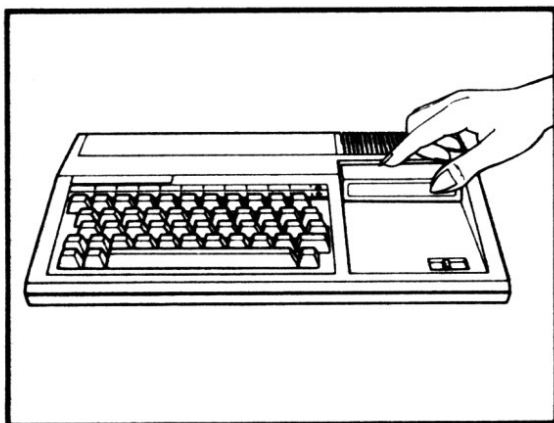
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**Follow these steps to use your TI Home Computer with the MBX Expansion System. Setting up the MBX System and inserting the Solid State Speech Cartridge is easy. If you have any questions on using the MBX console, see the MBX Expansion System booklet. 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.**

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### Inserting the Cartridge into the TI Home Computer

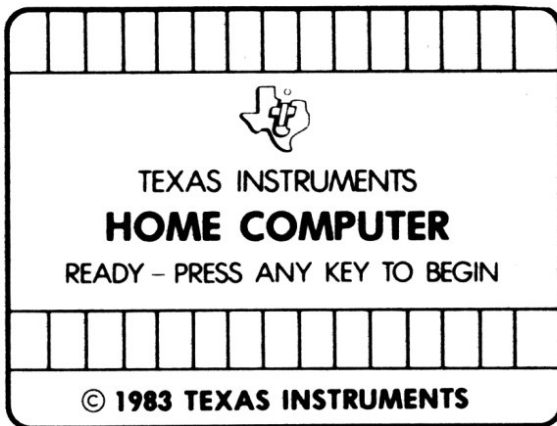
1. If you have been programming in BASIC, save your data before inserting a cartridge. When you insert a cartridge into the console, the computer automatically erases all data or program material you have entered and returns to the master title screen to begin the new program.
2. Be sure the cartridge 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.



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### 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.



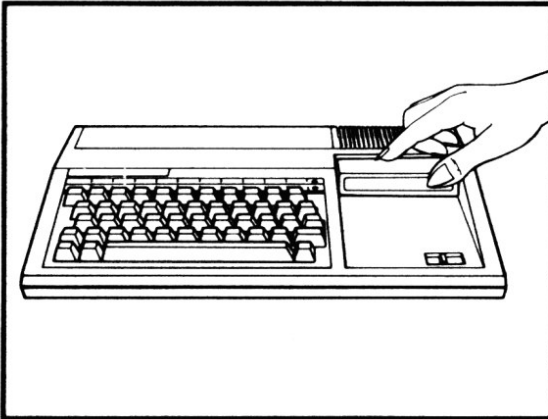
## Using the Solid State Speech Cartridge without the MBX System

**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.**

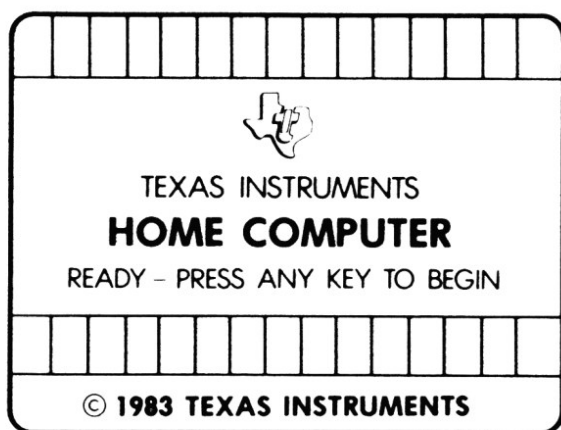
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### **Inserting the Cartridge**

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.



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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.

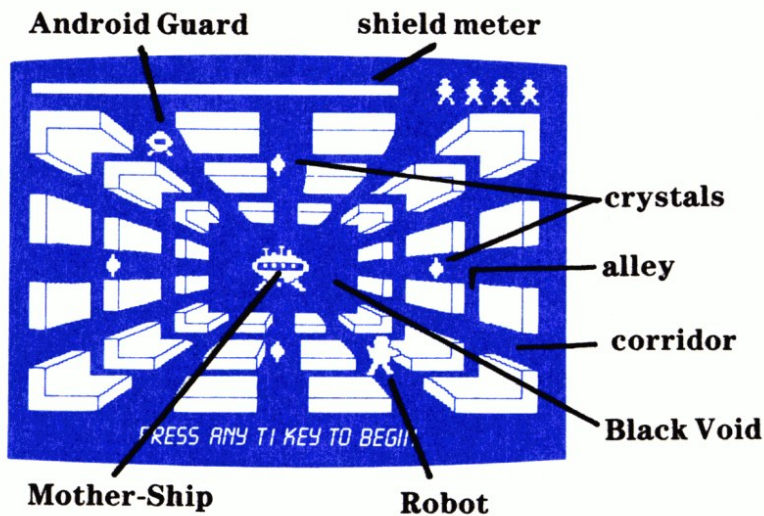
## Getting Started

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After the cartridge title screen appears, you see a short demonstration of game play. This is the DEMO MODE. Watch all the action in the 3-D tunnel playing field. Then, read the start-up instructions for the system you are using.

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### Actions in the DEMO MODE



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### TI Home Computer with the MBX System

1. After viewing the DEMO MODE, press any key on your TI computer keyboard to start the game. The computer automatically replays the title screen and the DEMO MODE until a TI computer key is pressed.
  2. Press either the 1 or 2 key on your TI computer keyboard depending on whether one or two people are playing.
  3. Next, player 1 types his or her name by pressing the appropriate letter keys on the TI computer keyboard and then presses **ENTER**.
  4. If a two-player option is chosen, player 2 types his or her name by pressing the appropriate letter keys on the TI computer keyboard and then presses **ENTER**.
  5. The voice training option screen appears.
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### **TI Home Computer without the MBX System**

1. After viewing the DEMO MODE, press any key on your TI computer keyboard to start the game. The computer automatically replays the title screen and the DEMO MODE until a TI computer key is pressed.
  2. Press either the **1** or **2** key on your TI computer keyboard depending on whether one or two people are playing. If you wish to bypass these options, press **REDO** on the TI computer keyboard to begin a one-player game.
  3. Next, player 1 types his or her name by pressing the appropriate letter keys on the TI computer keyboard and then presses **ENTER**.
  4. If a two-player option is chosen, player 2 types his or her name by pressing the appropriate letter keys on the TI computer keyboard and then presses **ENTER**.
  5. The game begins!
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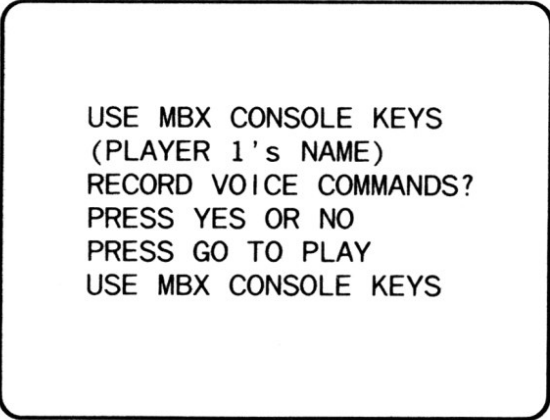
## Voice Training Option Screen

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The MBX Expansion System allows you to control the Robot's movement in its maze 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. Each player says all seven words, as prompted by the screen, and repeats the sequence again to be sure the words are properly recognized. Voice training is optional.

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Here's what the voice training option screen looks like.



USE MBX CONSOLE KEYS  
(PLAYER 1's NAME)  
RECORD VOICE COMMANDS?  
PRESS YES OR NO  
PRESS GO TO PLAY  
USE MBX CONSOLE KEYS

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

If you press **YES**, you can voice train and use Voice Recognition and the headset microphone to control your Robot's movement.

### 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 normal tone. See the MBX Expansion System booklet for important details on voice training.

Player 1 now puts on the headset microphone, adjusts the earpads, and locates the microphone boom so it is just to the side of his or her mouth and not more than two inches away.

## Five Easy Steps for Voice Training

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Voice training is a simple procedure. Follow these five steps to learn how to voice train.

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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 your MBX Expansion System booklet for more details.

### Voice Training Sequence

Player 1 begins voice training first; player 2 voice trains second.

1. When the microphone is correctly positioned, press **YES** on the MBX console.
2. Repeat each word into your headset microphone as it appears on the screen. The following words are programmed:
  - RIGHT
  - LEFT
  - UP
  - DOWN
  - SHIELDS
  - BEAM UP
  - STOP
3. Repeat the sequence again as the words reappear on the screen.
4. This completes player 1's voice training session.
5. Repeat steps 1 through 4 for player 2's voice training.



## Playing the Game

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Once Voice Training is complete or the option to bypass Voice Training is selected, you are ready to begin the game. Space Bandits is a one or two player game. The object of the game is to accumulate the most points by collecting crystals and successfully battling Android Guards. Follow the instructions below for the system you are using.

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You're the captain of your Robot force. Read your challenge mission on the screen. Then, press any key on the TI computer keyboard and play begins.

### Moving Your Robots

Your Robot always appears in the bottom part of the tunnel, each time it is beamed down from your ship. The tunnel is split apart by corridors and alleys. Corridors are main thoroughfares that lead into the center Black Void. Alleys crisscross over corridors.

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### TI Home Computer with the MBX System

- To control the Robot with voice commands, say the words "left," "right," "up," "down," or "stop" into the microphone.
- To control the Robot with the MBX joystick, move the stick left, right, up, or down.

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### TI Home Computer without the MBX System

- To move the Robot using the Joystick Controllers, move the lever in the desired direction—up, down, left, or right.

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

- To control the Robot using the TI computer keyboard, press (↑) **E** to move the Robot up, (↓) **X** to move the Robot down, (→) **D** to move the Robot right, and (←) **S** to move the Robot left.
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## Collecting Crystals

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**The Androids have stolen precious energy crystals and have hidden them in a tunnel. Your Robot must collect the crystals before they turn white and become radioactive. Watch as the purple Mother-Ship appears in the Black Void and beams the enemy Android Guards into the tunnel. Beware! They seek your Robot and try to destroy it, before you can collect the precious crystals!**

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When crystals first appear on the screen, they are red. Within seconds they change from red, to purple, and to white. It takes approximately 40 seconds for a crystal to change from red to white and become radioactive. Time is important when treasure hunting!

A Robot can pick up red or purple crystals and gain points. A Robot collects a crystal by passing over it. You do not need to press a button or key. If a Robot picks up a white crystal, the Robot is destroyed.

### **Androids—the Enemy**

Androids seek out your Robot. If an Android makes contact with your Robot, the Robot is destroyed.

Depending on game play level, Androids may also be able to shoot anti-gravity spray at your Robot. Androids cannot shoot your Robot in Level 1. However, Androids can shoot your Robot from Level 2 to Level 16.

For example, in Level 2, the anti-gravity spray bullets travel a quarter of a revolution around the tunnel. If your Robot is within shooting range and in the same alley or corridor as the firing Android, your Robot is destroyed. The higher the level of play, the faster and farther the enemy bullets travel!

See the “Levels of Play” section in this booklet for more information.

**Robots can defend themselves by attacking Androids with electronic vapor guns, by activating an energy shield, by beaming up to the ship, and by using swift and strategic movements to avoid the enemy. Read the following instructions for the system you are using.**

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### **Electronic Vapor Guns**

By skillfully firing an electronic vapor gun, your Robot can turn Androids into swirling energy masses.

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### **TI Home Computer with the MBX System**

1. To fire the vapor gun, make sure that your Android target is in the same corridor or alley as your Robot.
2. Then, press the **TRIGGER** button on your MBX joystick to fire the vapor gun.

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### **TI Home Computer without the MBX System**

1. To fire the vapor gun, make sure that your Android target is in the same corridor or alley as your Robot.
2. Then, press the **FIRE** button on your Joystick Controllers or the **Q** key on the TI computer keyboard to fire the vapor gun.

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### **Wrap-Around Shooting**

Wrap-Around shooting is a unique feature of Space Bandits in which the bullets fired by your Robot make almost a full revolution around the tunnel. The range of the shot depends upon the skill level in which you are playing. In Levels 1 to 3, the range is almost a full revolution. In Levels 4 to 16, the range is more than a full revolution.

### **Boomerang Shooting**

If a Robot fires at an Android target in Levels 4 to 16, and the target moves out of the alley or corridor, the bullet circles around the tunnel and may destroy your Robot!

### **Energy Masses**

Even after you shoot and hit Androids, they are still a danger! Androids that are successfully destroyed by your Robot turn into swirling energy masses. These energy masses remain on the screen to act as obstacles. Your Robot cannot pass over one or the Robot is destroyed.



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With its shield activated, a Robot cannot be destroyed. Passing over a white crystal, running into or being caught by an Android, being shot by an Android, passing over an energy mass, or receiving a shot from its own gun does not harm your Robot when the energy shield is on. Your shield is a powerful defensive weapon, so use it wisely! To activate the shield, read the following instructions for whatever system you are using.

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### **TI Home Computer with the MBX System**

1. To activate the protective shield, say the word "shield" into your headset microphone or press **button 1** on the MBX joystick.
2. Your Robot turns bright green to indicate that the shield is active.
3. When the shield deactivates automatically, your Robot turns yellow again.
4. Each time you activate the protective shield, you deplete your supply of shield energy. A shield meter appears at the top of the screen to indicate how much energy is left.
5. Each time you lose a Robot, your shields are regenerated.

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### **TI Home Computer without the MBX System**

1. To activate the shield, press **3** on the TI computer keyboard. (The shield feature cannot be activated with the Joystick Controllers.)
  2. Your Robot turns bright green to indicate that the shield is active.
  3. When the shield deactivates automatically, your robot turns yellow again.
  4. Each time you activate the protective shield, you deplete your supply of shield energy. A shield meter appears at the top of the screen to indicate how much energy is left.
  5. Each time you lose a Robot, the shields are regenerated.
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## Defending your Robot

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**Beaming your Robot to the control ship lets you remove your Robot from a dangerous situation. “Beaming up” is a strategic move that can be used as an escape or a way to accumulate more points. To beam up, read the following instructions for the system you are using.**

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Beaming up can be helpful when:

- All four red crystals have changed into white radioactive crystals
- Your Robot is besieged by an aggressive band of Androids

### **Beaming Up**

After you “beam up” a Robot, a new screen appears. Your Robot is “beamed down” to a new tunnel and appears in the bottom part of the screen. The purple Mother-Ship drops off new enemy Android guards. Four new red crystals appear on the screen, ready for you to collect them.

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### **TI Home Computer with the MBX System**

- To beam your Robot up to the ship, say the words “beam up” into your headset microphone or press **button 3** on the MBX joystick.

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### **TI Home Computer without the MBX System**

- To beam your Robot to the ship, press **4** on the TI computer keyboard.
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### **Losing a Robot**

You start the game with a team of five Hunter Robots. When you lose a Robot, it disappears as it spirals deep into the center of the Black Void. Once you lose a Robot, your turn is over.

### **Five Ways that your Robot Can be Destroyed**

- Passing over a white crystal
- Bumping into an Android or getting caught by an Android
- Being hit with an Android's anti-gravity spray
- Passing over a swirling energy mass
- Shooting itself with "Boomerang Shooting"

If a Robot has its shield on, the Robot cannot be destroyed until the shield is deactivated.

Once you lose a Robot, turn over the headset microphone and/or joystick to your opponent and continue the game. If you are playing a one-player game, a new tunnel screen appears and the purple Mother-Ship beams down four new enemy Androids. Additionally, four new red crystals appear and your shield energy is replenished.

# Levels of Play

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There are 16 different levels of game play. Each player begins at Level 1. The levels increase every other time the purple Android Mother-Ship appears on the screen. The Mother-Ship appears when all Android guards have been destroyed, when you beam up your robot, or when you lose a robot.

	Shooting Distance of Robots	Shooting Distance of Androids	Shooting Speed of Androids	Moving Speed of Androids
Level 1	Almost a Full Revolution	None	None	Slow
Level 2	Almost a Full Revolution	1/4 of a Revolution	Slow	Slow
Level 3	Almost a Full Revolution	1/4 of a Revolution	Medium	Medium
Level 4	More than a Full Revolution	1/2 of a Revolution	Medium	Medium
Level 5	More than a Full Revolution	1/2 of a Revolution	Fast	Fast
Level 6	More than a Full Revolution	3/4 of a Revolution	Fast	Fast
Level 7	More than a Full Revolution	3/4 of a Revolution	Very Fast	Very Fast
Level 8	More than a Full Revolution	One Full Revolution	Very Fast	Very Fast

On skill levels 9 to 16, the speed at which the Androids move and shoot increases. Also, the distance that the Androids' bullets travel increases 1/8 of a revolution per level. Therefore, at Level 16, the Androids' bullets revolve twice around the tunnel.

## Scoring, Strategy Hints, and Ending the Game

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Scoring and some game play hints are explained below. Space Bandits, with its 3-D maze, is a real challenge to score high and keep your Robots alive!

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### Scoring

You receive 100 points for each Android hit successfully. You receive 500 points for each red or purple crystal you collect.

### Strategy Hints

- Try to collect your crystals as quickly as possible, before they become white and before Android guards start advancing toward your Robot.
- Beaming up is a quick escape route. Use it often to keep your Robot alive!
- Keep a close watch on your shield meter. Your Robot cannot survive in the tunnel without shield protection.

### Ending the Game

The game is over when you or your opponent lose all five of your Robots. Whoever has the highest score at the end of the game wins. Try to beat your previous score each time you play!

### Starting A New Game

To start a new game, follow the instructions for the system you are using.

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#### TI Home Computer with the MBX System

- Press **RESET** to return to option screens.
- Press **GO** to bypass option screens.

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#### TI Home Computer without the MBX System

- Press **BACK** to return to option screens.
  - Press **REDO** to bypass option screens.
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**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*.**

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### 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 desklamp, 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.



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### **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.**

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### **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**

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### **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

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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 MBX System		TI Home Computer without MBX System			
MBX Console	Voice Commands	MBX Joystick	Computer Keyboard	Joystick Controllers	Action
	"up"	lever up	(↑) E	lever up	Moves Robot upwards on the screen.
	"down"	lever down	(↓) X	lever down	Moves Robot downwards on the screen.
	"right"	lever right	(→) D	lever right	Moves Robot to the right on the screen.
	"left"	lever left	(←) S	lever left	Moves Robot to the left on the screen.
	"stop"				Stops movement of Robot.
		<b>TRIGGER button</b>	<b>Q</b>	<b>FIRE button</b>	Shoots the vapor gun.
	"shields"	<b>button 1</b>	<b>3</b>		Activates the shield.
	"beam up"	<b>button 3</b>	<b>4</b>		Beams the Robot to your ship.

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<b>PAUSE</b>	<b>P</b>	Activates/ deactivates pause option.
<b>RESET</b>	<b>FCTN 9 or 9 (BACK)</b>	Starts a new game; returns to option screens.
<b>GO</b>	<b>FCTN 8 or 8 (REDO)</b>	Starts a new game; bypasses option screens.
	<b>FCTN = (QUIT)</b>	Returns to master title screen only if the MBX console is not attached and activated.

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

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

**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.

