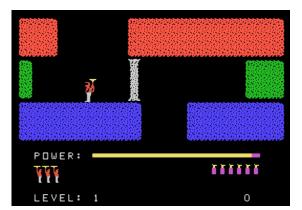# T.E.R.O – Texas Emergency Rescue Operations

DOWN AND DIRTY!
Reach miners trapped miles under the surface of Texas! Use the Prop-pack to maneuver through a maze of mine-shafts! Blast vile vermin with the Microlaser Beam! Dynamite walls! Negotiate across the lethal lava flow! Rescue all the miners you can before running out of lives or power!

Instructions for the
Texas Instruments Home Computers.

GETTING STARTED
- Insert cartridge. Turn power on. Press key and select T.E.R.O. from the menu.
- T.E.R.O. comes with 10 built-in levels. Press B to play them.
- Insert a disk with additional levels and press D to load from disk. Select disk-drive to load a list of available levels and by pressing the letter in front of the title. DSK5 is the default drive (only on Classic99)
- Begin with one life in use and three in reserve. Acquire an additional life for every 20,000 points earned.
- Watch the power gauge. You may find white medi-pacs with a red cross to refill some of your energy.
- Don't touch animals or red blinking walls … they kill you.
- Game ends when you run out of lives.

EQUIPMENT CHECK

Prop-pack.
- To fly up or run or fly left or right: Move Joystick in that direction.
- To hover: Tap Joystick forward.
- To fly down a shaft: Step off the ledge.

Microlaser Beam.
- Your helmet's Microlaser Beam can blast creatures.
- To fire: Press Joystick button. Hold for continuous fire.

Dynamite.
- Each of the six sticks you begin with can blow up all or part of a small wall.
- Land and move near a wall.
- To place and ignite: Pull Joystick toward you. Then move fast or be blown up!
- Pick up additional sticks on your way.

Keys and doors.
- Collect keys on your way
- Keys open same-colored doors

Raft.
- Ride the raft across the river whenever it appears.

Lanterns.
- Careful! Touch a lantern and that section of the mine goes dark. But don't worry. Your helmet is equipped with a night-vision function with the typical green imagery.

SCORING:

- Shoot a critter: 50 points
- Shoot a moth: 75 points
- Dynamite a wall: 50 points
- Earn points 250 for every unit of power left when a miner is rescued.
- Each dynamite stick remaining when miner is rescued: 150 points

Good Luck!