TECHNICIAN TED
for the Amstrad CPC 464

Technician Ted is an enthusiastic young computer hacker who bounces to work at the local Microprocessor Factory every day at 8.30 a.m. Anxious to please, he knows he must complete his 27 daily tasks by clocking off time at 5.30 p.m. or incur the wrath of the Big Boss. But his fiendish boss hasn't told him what the tasks are or where they are located.

Undaunted, Ted gets his mate (who also works at the factory) to give him a rough sketch of the rooms close to the Canteen after promising to buy him a cuppa at break:-

We Call Him Sir	Ted's Desk	Canteen
Reception	Cloakroom	Silicon Slice Store
Boardroom	Photocopier	Main Corridor

His mate says the first thing he's got to do is go to his desk, then visit the Silicon Slice Store. In each room he has to hit two flashing boxes in the room in the correct sequence.

The only other words of wisdom his mate can come up with is the next task is in the Diffusion Furnace, but unfortunately his mate doesn't know where it is. He does know that for some tasks time is of the essence and the two parts of the task must be completed Megaquickly!

Loading Instructions

Technician Ted has a unique loading system and it is essential that you switch off your Amstrad, switch it on again and then press CTRL ENTER. After a few seconds a dynamic loading screen will appear with a countdown in the bottom right hand corner of the remaining time to completion of the loading sequence.

Controls

Joystick compatible using the Amstrad joystick port.

Action	Result
Q, O, left arrow or joystick left	Ted moves to the left
W, P, right arrow or joystick right	Ted moves to the right
Any key on the bottom row, up arrow, or joystick fire	Ted jumps
A, S, D, F, G, down arrow or joystick down	The action freezes (hit a movement key to recommence).
H, J, K, L, ENTER	Music off (press again to switch on again).

Technical Specification

★ A full event processor - solving a problem in one room changes the nature of another problem elsewhere.

★ Very high cycle time - ultra smooth, pixel-by-pixel movement occurs at all times.

★ Exact collision detection - collisions occur if and only if objects overlap.

★ Synchronisation of interrupts for constant speed animation.

★ Intelligent sound routine - the music plays constantly no matter what the progress of the game.

★ Complex music routine with a cycle time of over one minute complete with vibrato and slide.

★ Over forty high resolution screens.

★ Myriads of eight-positions sprites of varying sizes.

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