

---

# ELECTRICIAN

By David Bunch



5221 Central Ave.  
Richmond, CA 94804  
415/527-7751

# synapse

---

Electrician © 1984 by Synapse Software Corporation  
Atari is a registered trademark of Atari, Inc.  
Commodore 64 is a registered trademark of  
Commodore Business Machines, Inc.

## **LOADING INSTRUCTIONS**

### **Cassette**

Make sure you have enough memory (48K required), and remove any cartridges. ELECTRICIAN does NOT need the BASIC cartridge to run.

Insert the cassette into the cassette recorder with the label side up, making sure it is rewound. Press the [PLAY] button until it locks in the Down position. Hold down [START] on the computer and press [RETURN]. The program will load in a few minutes.

### **Disk**

Turn on your disk drive and wait for the "busy" light to go out. Insert the game disk with the label side up and the open end facing the rear of the drive. Close the drive door and turn on the computer. The program will load in about one minute.

Notice: Game loading and/or play may be affected by multiple peripherals or non-standard modifications made to original equipment. If the game won't boot or play, try disconnecting all non-essential peripherals (printer, modem, etc.).

### **Joystick**

The joystick should be plugged into Port 1.

## **STARTING THE GAME**

Press the [START] key or the button on the joystick to start the game. If you're having a bad game, pressing [START] will start you over.

## **PAUSING THE GAME**

Press the [SPACE BAR] to pause the game. Any movement of the joystick will cause the game to start again.

## **OBJECT OF THE GAME**

The object of the game is to complete the wiring on all of the floors in eight buildings, and gain as many kilowatt hours as you can.

## GENERAL MOVEMENT

Pushing the stick left or right will cause the electrician to walk in that direction.

Pushing the stick diagonally up, and to the right or left, will cause the electrician to jump in that direction.

Pushing the stick up will cause the electrician to climb up, if he is at a ladder; otherwise he will reach up.

Pushing the stick down will cause the electrician to climb down, if he is at a ladder; otherwise he will duck and reach down. If he ducks for too long, he will get tired and stand up.

Pressing the button will cause him to leave wire for wiring on the floors. On the ladder and in the basement, it does nothing.

## HOW TO WIRE A BUILDING

You must wire each floor of every building. To wire a floor you must run a wire from the main red wire on one side of the building, to the main red wire on the other side, as well as to all of the appliances and lights on the floor above and below you. You can tell where the lights and appliances are by the connectors in the floors and ceilings. You will know that a floor is complete when the wires turn red, and the lights in the room below you come on. When all of the rooms in a building are done, the very top floor will light up, and a key will appear at the bottom of the building.

## TVs

When you complete the wiring on a floor that has a TV on it, there will be a flash, and a ghost TV will drop down through the floor and head off to the left. If you can catch it before it gets away, you will be awarded an extra electrician.

## HOW TO GET FROM ONE BUILDING TO THE NEXT

When you have completed one building, and are ready to go to the next, just pick up the key on the bottom floor, and you will enter the basement. You will know which key you have by looking at the number next to the key on the score panel. You must find your way through the maze in the basement, until you see the building that matches your key. You can identify the building you are at by looking next to the building on the score panel.

Sometimes you need to take the boat through the water at the bottom of the sewer. To catch a boat, simply climb down to the very bottom of a ladder that leads to the water, and wait there for a boat heading in the direction that you want to go. To get off a boat, push up on the stick when you are at the ladder you want to climb out on. If you find that you are going the wrong way, or there is a wall approaching that will knock you off the boat, just reach up and grab one of the handholds on the ceiling. When the boat reverses and floats back, pull down on the stick and drop into the boat.

When you finally get to the building that you want, just climb up the ladder to it, and you will enter it.

## THE BAD BUYS

### Worms

Some of the buildings will have worms in them. The worms, having nothing better to do, slither around. If they get to a green wire, they will eat through it and continue on their way. If they encounter a red (live) wire, they will be zapped. You will be able to walk right by worms, and they won't get in your way. There is no way for you to stop a worm, but you can stun it by jumping on its head.

## Mice

Some of the buildings will have mice. The mice just walk around. They, like the worms, will eat green wires and be zapped by red wires. However, mice will get in your way. If a mouse bumps into you, it will push you along. You can jump over mice. If you get tired of being pushed around by mice, take heart! You can sneak up behind a mouse and give it a swift boot. It will commence to fly through the air until it hits something (a red wire if you're lucky).

## Spiders

Some of the buildings will have spiders. The spiders hop around. The spiders also eat green wires and are zapped by red wires. Be very careful around the spiders, for they are poisonous. If you touch a spider, it will kill you. If you are careful and agile, you can learn to jump over spiders.

## Spark

The spark is a power surge that comes along the wires every so often. If it reaches a gap, it dies out. You will perish if it hits you. You can duck and let it go over your head.

## Bats

The bats fly around in the buildings and get in the way. If a bat grabs you, it will pick you up and drop you somewhere else in the building.

## Alligators

The alligators roam the basements. Their bite is deadly. You can stun an alligator by jumping on its back. However, every time you stun an alligator, it starts to move faster than before. Alligators will lay eggs once in a while. You can hatch an egg by shining your light on it from the left. When you shine your light on it, one of three things will happen: it might hatch into a creature that will chase after you, it might hatch into an "L" which will float in the air for a short time before disappearing, and which, if you grab it before it disappears, will give you an extra electrician, or it might hatch into a purple bonus egg. If you walk over this egg, you will get bonus kilowatt hours.

## WARRANTY

*SYNAPSE* warrants to the original consumer/purchaser that this *SYNAPSE* cassette/disk (not including the computer programs) shall be free from any defects in materials or workmanship for a period of 90 days from date of purchase. If a defect is discovered during this warranty period, **and you have timely validated this warranty**, *SYNAPSE* will repair or replace the cassette/disk at *SYNAPSE*'s option, provided the cassette/disk and proof of purchase is delivered or mailed, postage prepaid, to *SYNAPSE*.

This warranty shall not apply if the cassette/disk (1) has been misused or shows signs of excessive wear, (2) has been damaged by playback equipment, or (3) if the purchaser permits the cassette/disk to be serviced by anyone other than *SYNAPSE*. Any applicable implied warranties, including merchantability and fitness, are hereby limited to 90 days from date of purchase. Consequential or incidental damages resulting from a breach of any applicable expressed or implied warranties are hereby excluded.

## NOTICE

All *SYNAPSE* programs are distributed on an "as is" basis without warranty of any kind. The entire risk as to the quality and performance of such programs is with the purchaser. Should the program prove defective following its purchase, the purchaser, not the manufacturer, distributor, or retailer, assumes the entire cost of necessary servicing or repair.

*SYNAPSE* shall have no liability or responsibility to a purchaser or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by programs sold through *SYNAPSE*.

The provisions of the foregoing warranty are subject to the laws of the state in which the cassette/disk is purchased. Such laws may broaden the warranty protection available to the purchaser.