

# MEMTRAINER

<https://memtrainer.ga>

A 64KB video game for Amstrad CPC

Code and Graphics by Enrique Buzón

Music by Targhan

- INSTRUCTIONS -



## **GAME MECHANICS**

Mode 1 (option 2) is the normal mode, where the machine provides an increasing sequence of color / sound that the player must remember and enter by keyboard. Each of the 4 buttons on the machine corresponds to a key on the keyboard or joystick.

The [R] (Repeat) key gives the option to Repeat the last sequence provided by the machine, remembering it again. The response of the sequence is only allowed before the player has started.

The [L] (Longest) key gives the option after winning the current level, to get a higher score, thus going to the next automatically.

If these keys have been redefined, they are also recognized according to the game context.



## **LEVELS**

There are 4 levels (1-4) where the player to win must hit an increasingly long sequence as indicated:

Level 1 --- 8 keystrokes

Level 2 --- 14 keystrokes

Level 3 --- 20 keystrokes

Level 4 --- 31 keystrokes

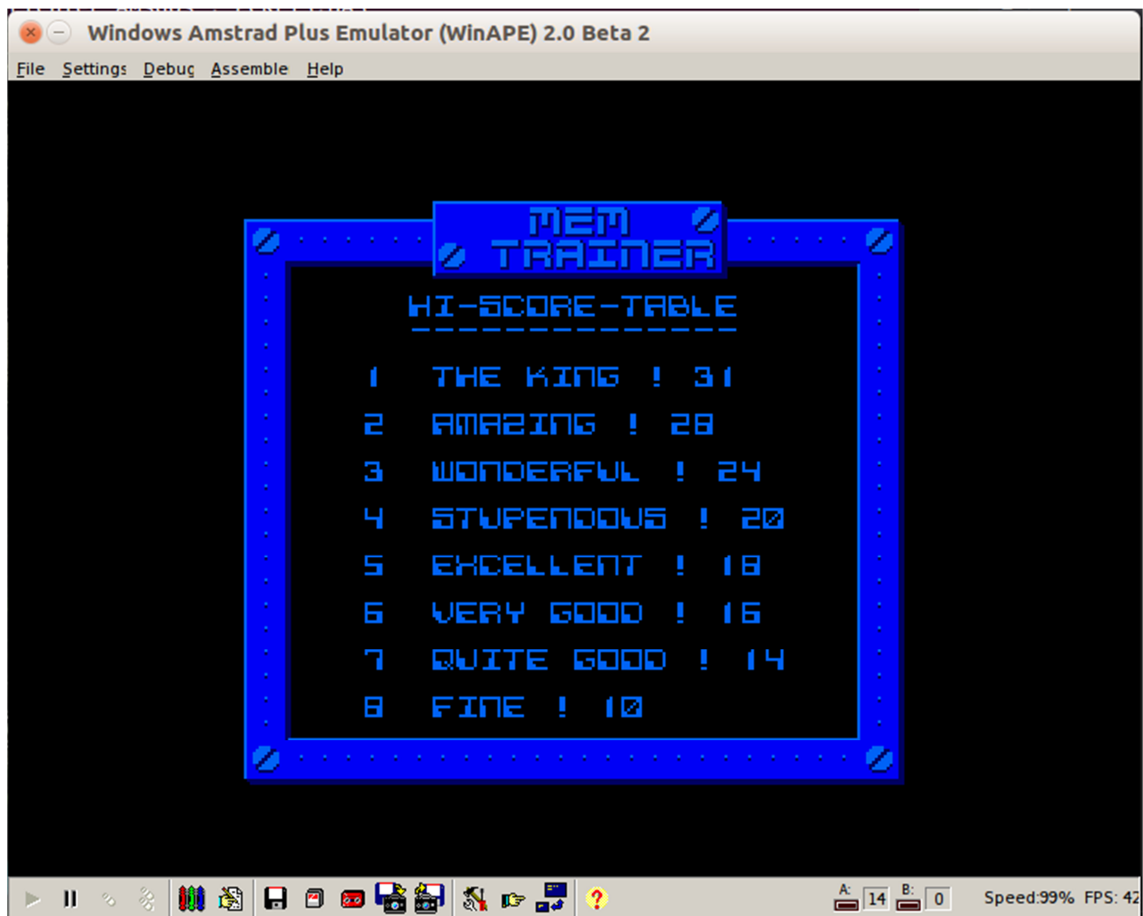
## **REDEFINE KEYBOARD**

It is allowed to play with Joystick or Keyboard, redefining the keys.

By default when choosing Keyboard the Cursor keys are assigned.

Once the keyboard is redefined, the following games retain that redefinition until they are changed or switched to Joystick.

## SCORE TABLE



It is scored according to the round or active sequence that has been reached. Eg. playing a game and failing already assigns at least one point.

"Human" players always enter the table, replacing or removing labels bearing an admiration. For this reason, the character "!" is not allowed in the name.

## GAME MODE

In this version 1.0 for reasons of time it has not been implemented.