REPTON 3

SUPERIOR SOFTWARE Limited

ACORNSOFT

REPTON 3

PRIZE COMPETITION
£200 + Repton 3 T-shirts to be won

BBC Micro Cassette £9.95

SUPERIOR SOFTWARE Limited

ACORNSOFT

BBC Micro Cassette

Compatible with the BBC B, B+ and Master Series computers

GAME CHARACTERS

Repton	Rock	Diamond	Earth	Barrier	Sections	Skull	Fungus	Crown
Egg	Monster	Safe	Key	Spirit	Cage	Time-Capsule	Time-Bomb	Transporter

ARE YOU READY FOR THE ULTIMATE CHALLENGE?

Our original Repton game was immediately acclaimed as a refreshingly new concept: a game requiring dexterity to complete its arcade-style elements, and clear logical thinking to solve its strategic puzzles. Repton involves retrieving treasure whilst avoiding falling rocks, fearsome monsters and haunting spirits. "This is an astounding game reaching new heights in BBC arcade adventures," enthused The Micro User magazine.

Repton 2, released last Christmas was larger and much more challenging than before. Acorn User wrote: "Repton 2 is better than anything I've played on the BBC Micro or Electron. Brilliant!"

Now, available for the Commodore, Amstrad, BBC Micro and Electron, we proudly present Repton 3. A screen-designer is included for devising your own game screens. There is also a character-designer which enables you to redesign any or all of the game's characters.

Repton 3 is much larger than its predecessors — it has 24 fascinating screens. All the favourite Repton characters have been retained, together with several new ones: a creeping poisonous fungus, time bombs, time capsules and golden crowns.

Can you complete Repton 3?

Game Author: Matthew Atkinson.
Game Screens: Tim Tyler & Matthew Atkinson.
Music: Paul Hughes & Peter Clarke.
Loading Screen Design: Graham Owen.

Commodore 64/128

Amstrad CPC 464/664/6128

BBC Micro and Master Compact

Acorn Electron

LOADING INSTRUCTIONS

If you have an Econet or Disc Filing System fitted, type the following:
    ✳ TAPE
and press the RETURN key.

If you have Econet, type the following:
    ?&224=&A6
and pres the RETURN key.

Now type CHAIN"" and press the RETURN key.

Press PLAY on your cassette recorder and wait for the program to load.

If you have loading problems:
Try adjusting the volume level on your cassette recorder. If it has tone controls, they should be set to output the maximum treble. In the unlikely event of the cassette failing to load, return the cassette to us and we will immediately send a replacement.

USING THE EDITOR

The Editor is loaded from side 1 of the cassette by selecting option 2 on the loading screen menu.

The Screen Designer and Character Designer
We recommend that you carefully read all the instructions in advance and experiment with the controls before attempting serious design work.

Key

1. Pull-Down Notice: This details the version of the game in use.
2. Pull-Down Menu: OPTS — options.
3. Pull-Down Menu: CHAR — see Character Designer section.
4. Pull-Down Menu: MAPS — see Screen Designer section.
5. Select keyboard control (default setting). The keys used are:
   Z — move pointer left
   X — move pointer right
   ✳ — move pointer up
   ? — move pointer down.
   RETURN — execute.
6. Select Screen Designer.
7. Select Joystick Control.
8. Select Character Designer.
9. Select Mouse Control.
10. Define Passwords — see Screen Designer section.
11. Select Trackball Control.

Screen Layout
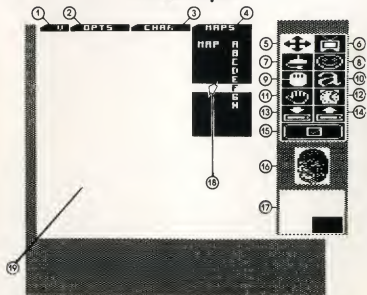
12. Define Time-Limits — see Screen Designer
13. Save Data File — see Saving And Loading Files section.
14. Load Data File — see Saving And Loading Files section.
15. End Zone — terminates currently selected mode.
16. Currently-Selected Character Window.
17. Colour Selection Pallette.
18. Pointer — moved by using the keyboard, joystick, mouse (an AMX ROM must be fitted) or trackball.
19. Main Display Area.

Using Pull-Down Menus
1. Move pointer over menu required.
2. Press RETURN and menu will appear.
3. Continue to press RETURN and move the pointer over the option required.
4. Release RETURN to select.

NOTE: When using the joystick or mouse, press the joystick or mouse buttons instead of pressing RETURN.

Using Icons
1. Move pointer over icon required.
2. Press RETURN to select.

NOTE: Before selecting a new icon, it is necessary to confirm completion of the previous mode by moving the pointer to the End Zone (icon 15) and pressing RETURN.

Saving and Loading Files
Loading: 1. Select the Load Data File icon (icon14).
           2. Enter the name of the file you wish to load.
           3. Press RETURN and wait until the pointer re-appears.

NOTE: The program will not allow you to edit any of the supplied Repton 3 game screens unless you are able to give the appropriate edit code numbers (displayed after each screen has been completed).

Saving: 1. Select the Save Data File icon (icon 13).
         2. Give your file a name.
         3. Press RETURN and wait until the pointer re-appears.

THE CHARACTER DESIGNER

1. Select the Character Designer by selecting icon 8.
2. Select a character for editing from the full set of miniature character icons displayed at the bottom of the screen.
3. Choose a colour from the pallette (icon 17) by moving the pointer to the colour and pressing RETURN.
4. Move the pointer to the main display area.
5. Fill in pixels as desired with the chosen colour by moving the pointer and pressing RETURN.
6. Repeat steps 3-5 until you are satisfied with the redefined character.
7. Repeat steps 2-6 if you want to redefine other characters.
8. Select the End Zone icon (icon 15) when you have finished redesigning the characters.
9. You can now save the screen data file (including the new character definitions) by selecting the Save Data File icon (icon 13).

Pull-Down Menu 3 (CHAR) may be selected enabling you to use the following options:
    (a) Animate — Animates any character where more than 1 frame is used,
        i.e. Repton, Monster and Spirit.
    (b) Unset pixels.
    (c) Invert pixels.
    (d) Wipe — Clears the character window to the current colour.

THE SCREEN DESIGNER

NOTE: The program will not allow you to edit any of the supplied Repton 3 game screens unless you are able to give the appropriate edit code numbers (displayed after each screen has been completed).

1. Select the Screen Designer by selecting icon 6.
2. Screen A is now selected. To redesign another screen select Pull-Down Menu 4 (MAPS) and move down the menu to the required screen (A-H).
3. Select a character for placing on the screen map from the set of miniature character icons displayed at the bottom of the screen.
4. Move the pointer to the main display area.

5. Place the chosen character onto the map in the desired locations by moving the pointer and pressing RETURN. (See the glossary below for further information).
6. Repeat steps 3-5 until you are satisfied with the redefined screen.
7. Repeat steps 2-6 if you want to redefine other screens.
8. To redefine the screen colours, move the pointer to the pallette (icon 17) and press RETURN over a colour. Press RETURN repeatedly to alter this colour to one of the other available colours.
9. Select the Passwords icon (icon 10) if you want to define the screen passwords. By default, the passwords are "A" to "H" for screens A to H.
10. Select the Time-Limits icon (icon 12) to set the time-limit for each screen.
11. Select the End Zone icon (icon 15) when you have finished redesigning the screens.
12. You can now save the new screens by selecting the Save Data File icon (icon 13).

GLOSSARY

Character	Limit per Screen	
Repton	1	Placing Repton on the screen determines his starting position. Otherwise, he always starts from the top left-hand corner.
Rock	—	Rocks will fall if unsupported.
Diamond	—	All the diamonds on a screen must be collected.
Blank Space	—	Use blank spaces to erase other characters on the map.
Earth Sections	—	Repton can dig his way through earth.
Barrier Sections	—	The flat-topped variety supports rocks and eggs but they will fall off the curved-top barrier sections.
Skull	—	Skulls are deadly if touched. They are good objects to use when constructing mazes.
Fungus	—	A dangerous creeper. It grows rapidly and is deadly on contact.
Crown	1	There should be one crown on each screen.
Egg	4	Eggs hatch into fearsome monsters.
Safe	—	Each safe contains a diamond.
Key	—	When Repton obtains a key all the safes on the screen open to reveal their diamonds.
Spirit	8	Spirits must be carefully placed on the screen so that they will follow the walls to their left-hand side.
Cage	8	When a spirit enters a cage it changes into a diamond. Ensure that you place as many cages on screen as you have spirits.
Time-Capsule	—	Consuming a time-capsule resets the time-bomb's clock.
Time-Bomb	1	Repton must defuse the time-bomb once he has collected all the treasure and killed all the monsters.
Transporter	4	Position the transporter on the screen by moving the pointer and pressing RETURN at the desired location. Now, keep the RETURN key pressed and move the pointer to your chosen destination point for the transporter. Releasing RETURN will now store that location as the transporter's destination point.

PRIZE COMPETITION

THE PRIZES
On 30th April 1987, a draw will be made from all of the correct entries received. The winner of the draw will be awarded the first prize of £200, a Repton 3 T-shirt and a Repton 3 Fun Pack. 100 runners-up will also be drawn. Each will receive an "I'VE COMPLETED REPTON 3" T-shirt together with a Repton 3 Fun Pack.

HOW TO ENTER
If you can complete each set of 8 screens without using passwords, a congratulatory message will be displayed on the screen followed by a competition entry code-number. To enter our competition, you must write to Superior Software giving all 3 competition entry code-numbers; that is, one code-number for each set of 8 screens.

RULES
1. The closing date for receiving entries to the competition is 30th April 1987.
2. All entries must be accompanied by the "Repton 3 Competition Coupon".
3. All entries must clearly show the sender's name and address, age, and T-shirt size (small, medium or large) and should be addressed to:
   Repton 3 Competition, Superior Software Ltd,
   Regent House, Skinner Lane, Leeds, LS7 1AX.
4. The company's decision is final and no correspondence can be entered into.
5. The competition is not open to employees of Superior Software Ltd, the authors of Repton 3, their agents or their families.
6. Please enclose an S.A.E. if you require a list of winners.

SPECIAL OFFERS

Our original Repton and Repton 2 games are now available at special offer prices to purchasers of Repton 3:

Repton (BBC Micro cassette)	**£3.95**
Repton 2 (BBC Micro cassette)	**£4.95**
Repton (BBC Micro disc)	**£4.95**
Repton 2 (BBC Micro disc)	**£5.95**

To order, simply send the "Repton & Repton 2 Special Offer Coupon" together with a cheque, postal-order, Access or Visa details to Superior Software at the address given below.

Repton 3 Fun Pack

A specially-produced Repton 3 Fun Pack comprising:
- an impressive Repton 3 mug
- a colourful Repton 3 badge
- 2 quality Repton 3 pens

is available for just £1.95. Please send the "Repton 3 Fun Pack Coupon" with your payment to the address given below.

Superior Software Ltd, Regent House, Skinner Lane, Leeds LS7 1AX.

PLAYING INSTRUCTIONS

Repton 3 has a total of 24 game screens. These are provided as 3 cassette files with 8 game screens in each:

File 1: PRELUDE
File 2: TOCCATA
File 3: FINALE

The PRELUDE file is loaded automatically when the Repton 3 game is first loaded.
The PRELUDE, TOCCATA and FINALE files are on side 2 of the cassette. To load either of these files, simply select the "L" option on the main Repton 3 screen, and enter the appropriate filename.

OBJECTIVE OF THE GAME

In order to complete Repton 3 you must carefully determine your routes through each screen in turn, with the aim of defusing the time-bomb by passing over it. However, before the time-bomb can be defused, you must first:—

(a) collect all the diamonds (including those concealed in safes or cages),
(b) collect the golden crown, (c) kill all the monsters.

Each screen has a time-limit and, if you do not complete the screen within this time-limit, the time-bomb will explode and you will lose a life. Repton can, however, travel backwards in time because whenever a time-capsule is collected the time-bomb's clock is reset.

Each screen comprises a series of puzzles. Many of these are interlinked and you may have to solve a number of small puzzles to enable you to tackle a large one. The puzzles may, in some cases, seem impossible — but we assure you that Repton 3 can be completed.

Rocks will fall if unsupported and should one land on you it will kill you. You must also avoid the monsters, spirits, skulls and fungus — contact with these is fatal.

When an egg falls, it cracks upon landing and a monster hatches out. The monsters are killed by pushing or dropping rocks onto them.

There may be up to 8 spirits on each screen. They always follow the walls to their left until they reach a cage. When a spirit enters a cage, it changes into a diamond. A spirit may become dazed if you drop a rock onto it or collect all the diamonds immediately surrounding it. This is to be avoided as the spirit will then move endlessly in a small circle.

Watch out for the poisonous fungus which grows incessantly sealing your fate. Trap it in by surrounding it with rocks if you can, or you may never live to collect the golden crown.

Your route may be blocked by a safe. If so, you must locate a key which will open all of the safes on the screen revealing a diamond within.

Each screen may have a maximum of 4 transporters. They cause you to be rematerialised at some other location on the screen, but each transporter can be used once only.

Scoring: 5 points — for collecting a diamond,   20 points — for killing a monster,
50 points — for collecting a crown.

GAME CONTROLS

Z	— Move Left	P	— Enter Password
X	— Move Right	L	— Load Data File
*	— Move Up	S/Q	— Sound On/Off
?	— Move Down	D/W	— Music On/Off
M	— View Map (Screens A-E only)	J	— Select Joystick Control
RETURN	— View Status	K	— Select Keyboard Control
ESCAPE	— Kill Yourself (useful if you become trapped)		
SHIFT-R	— Restart Game		

PASSWORDS

This space is intended for you to write down the passwords and edit code numbers after they have been given at the completion of each screen. Space is also provided for the competition entry code numbers — these are given after each set of 8 screens has been completed.

Screen	Password	Edit Code Number
1A	PRELUDE	56882
1B	CITADEL	44544
1C	MORNING	i3330
1D	AWKWARD	33023
1E	FRITTER	24656
1F	LAWLESS	8515
1G	RATION	3447
1H	TOBACCO	
2A	TOCCATA	48047
2B	DESPERT	6527
2C	OCTAGON	27492
2D	CHAOTIC	
2E		
2F		
2G		
2H		
3A	FINALE	
3A	ENLIVEN	
3B		
3C		
3D		
3E		
3F		
3G		
3H		

Competition Entry Code-Numbers

PRELUDE Screens _____

TOCCATA Screens _____

FINALE Screens _____