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SUPERIOR
SOFTWARE
Limited

REPTON 3



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COMPETITION**
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FOR DETAILS

REPTON 3

Commodore
64/128
Cassette

SUPERIOR
SOFTWARE
Limited

**Commodore
64/128
Cassette
£9.95**

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: Richard Kay.

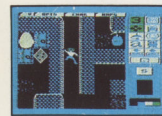
Assistant Programmer: Mark Robinson.

Game Screens: Tim Tyler & Matthew Atkinson.

Music: Paul Hughes & Peter Clarke.

Loading Screen Design: Graham Owen.

Loading Screen Speech Synthesis: David Hoskins.



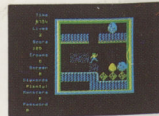
Commodore
64/128



Amstrad
CPC 464/664/6128



BBC Micro and
Master Compact



Acorn
Electron

SUP 00-112

5 013848 001127

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
- X — Move Right
- * — Move Up
- ? — Move Down
- M — View Map (screens A-E only)
- RETURN — View Status
- COMMODORE/IE — Kill Yourself (useful if you become trapped)

- COMMODORE/IE — Restart Game
- P — Enter Password
- E — Select the Editor
- L — Load Data File
- S — Toggle between music and sound effects
- JOYSTICK BUTTON — Select Joystick Control
- RUN/STOP — Select Keyboard Control

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 89529	89529
1B	CITADEL	86102
1C	MORNING	81761
1D	AWHWARD	00384
1E	FRITTER	40467
1F	LAWLESS	13567
1G	RATION	
1H		
2A	TOCCATA	40126
2B	OPSTART	
2C		
2D		
2E		
2F		
2G		
2H		
3A	FINALE	30108
3B	ENLIVEN	
3C		
3D		
3E		
3F		
3G		
3H		

Competition Entry Code-Numbers

PRELUDE Screens _____

TOCCATA Screens _____

FINALE Screens _____

LOADING INSTRUCTIONS

COMMODORE 128 OWNERS: Switch off your computer, and switch it back on again whilst holding down the COMMODORE key. Now follow the instructions below.

COMMODORE 64 OWNERS: Press the SHIFT and RUN/STOP keys simultaneously. Press PLAY on your cassette recorder and wait for the program to load.

In the unlikely event of the cassette failing to load, return the cassette to us and we will immediately send a replacement.

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USING THE EDITOR

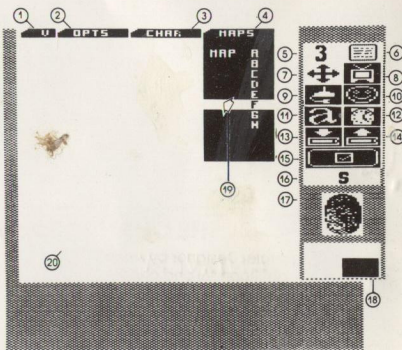
The Screen Designer and Character Designer

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 — see Loading and Saving Files section.
3. Pull-Down Menu: CHAR — see Character Designer section.
4. Pull-Down Menu: MAPS — see Screen Designer section.
5. Select Game — see User Files section.
6. Select Editor.
7. Select keyboard control (default setting).
The keys used are:
* — move pointer up
? — move pointer down.
Z — move pointer left
X — move pointer right
RETURN — execute.
8. Select Screen Designer.
9. Select Joystick Control.
10. Select Character Designer.
11. Define Passwords — see Screen Designer section.
12. Define Time-Limits — see Screen Designer section.
13. Save Data File — see Loading and Saving Files section.
14. Load Data File — see Loading and Saving Files section.
15. End Zone — terminates currently selected mode.
16. Display Miniature Character Icons.
17. Currently-Selected Character Window.
18. Colour Selection Palette.
19. Pointer — moved by using the keyboard or joystick.
20. Main Display Area.

Screen Layout



Using Pull-Down Menus

1. Move pointer over menu required.
2. Press RETURN and the 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, press the joystick button 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.

User Files

When you have completed designing and editing the screens, you may either save the screen files immediately or play through the screens first. If you wish to save the screen files please refer to the next section. To play the screens, select the Game icon (icon 5) and you will receive the prompt "PLAY USER FILE ? (Y/N)". Press the "Y" key to play the screens you have just edited or press the "N" key to play the screens that were previously selected.

Should you then wish to make further alterations to a user file, select the Editor and you will receive the prompt "EDIT USER FILE ? (Y/N)". Press "Y" to edit the user file. If you press "N" you will be presented with a set of blank screens for editing.

Loading and Saving Files

- Loading:**
1. Select the Load Data File icon (icon 14).
 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.

Pull-Down Menu 2 (OPTS) may be selected enabling you to choose tape or disc for saving and loading of the game screen files.

THE CHARACTER DESIGNER

1. Select the Character Designer by selecting icon 10.
2. Select the "S icon" (icon 16) and choose a character for editing from the full set of miniature character icons displayed on the bottom of the screen.
3. Select the End Zone icon (icon 15).
4. Choose a colour from the palette (icon 18) by moving the pointer to the colour and pressing RETURN.
5. Move the pointer to the main display area.
6. Fill in pixels as desired with the chosen colour by moving the pointer and pressing RETURN.
7. Repeat steps 4-6 until you are satisfied with the redefined character.
8. Repeat steps 2-7 if you want to redefine other characters.
9. Select the End Zone icon (icon 15) when you have finished redesigning the characters.
10. 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) Flip y-axis. (c) Flip x-axis.
- (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 8.
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 the "S icon" (icon 16) and choose a character for placing on the screen map from the set of miniature character icons displayed on the screen.
4. Select the End Zone icon (icon 15).
5. Move the pointer to the main display area.
6. 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).
7. Repeat steps 3-6 until you are satisfied with the redefined screen.
8. Repeat steps 2-7 if you want to redefine other screens.
9. To redefine the screen colours, move the pointer to the palette (icon 18) and press RETURN over a colour. Press RETURN repeatedly to alter this colour to one of the other available colours.
10. Select the Passwords icon (icon 11) if you want to define the screen passwords. By default, the passwords are "A" to "H" for screens A to H.
11. Select the Time-Limits icon (icon 12) to set the time-limit for each screen.
12. Select the End Zone icon (icon 15) when you have finished redesigning the screens.
13. You can now save the new screens by selecting the Save Data File icon (icon 13).

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.

GLOSSARY

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.

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REPTON 3

(Commodore Cassette)
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