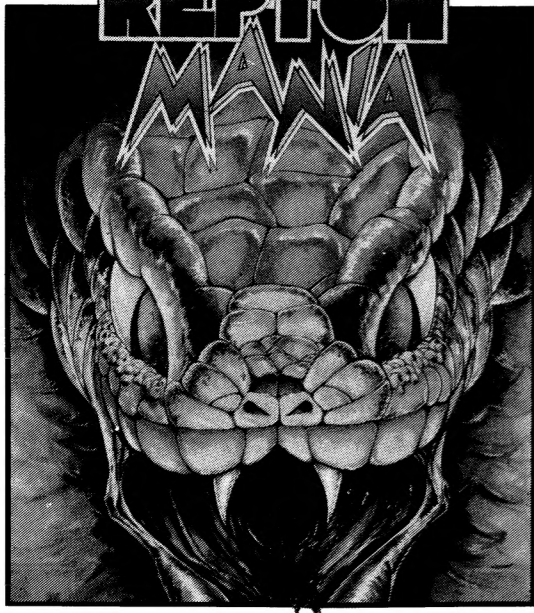


# SPECTRUM

## REPTON



### LOADING INSTRUCTIONS

#### Cassette

Select either side 1 of the cassette (the labelled side) for REPTON 1 or side 2 of the cassette for REPTON 2.

Type **LOAD** and press the ENTER key.

Press play on your cassette-player and wait for the game to load.

#### Disc

Turn on the computer.

Insert disc, with side 1 uppermost. Press ENTER.

When the REPTON MANIA loading screen appears, press key **1** to play REPTON 1 or key **2** to play REPTON 2.

In the unlikely event of the cassette or disc failing to load, return it to us and we will immediately send a replacement. Your statutory rights are not affected.

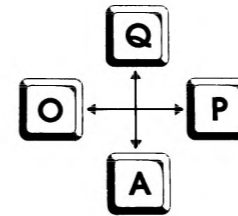
Game Authors: Gil Johnson-Smith and Tim Tyler  
Loading Screen Design: Michael Hutchison

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### GAME CONTROLS FOR REPTON 1 AND REPTON 2

Both games can be played using either keyboard control or joystick control (Sinclair or Cursor joystick interfaces). Press key **J** to select keyboard/joystick options.

#### Repton Movements



- SPACE** - Play Game
- CAPS and I** - Kill Yourself
- CAPS and R** - Restart Game
- D** - Sound On/Off
- E** - Music On/Off

#### ADDITIONAL GAME CONTROLS FOR REPTON 1

- ENTER** - Return to Introductory Screen
- P** - Enter Password
- M** - Map/Game Toggle - Keyboard Control
- Fire** - Map/Game Toggle - Joystick Control

The map is scrolled using the keyboard movement keys or the joystick.

### REPTON 1 - GAME PLAY

#### GAME CHARACTERS

Repton	Key	Monster	Safe
Egg	Diamond	Rock	Earth

The objective in Repton 1 is to collect all the diamonds on each screen avoiding the falling rocks and lurking monsters. You have a limited amount of time in which to complete each screen: the TIME indicator starts at 6000 and decreases down to 0: you then lose a life. You start with 3 lives.

There are 12 screens (denoted A to H). Basically, each screen requires you to solve a series of puzzles by determining your route to collect the diamonds. A rock or an egg will fall if it is unsupported, and if a falling rock lands on you it will kill you.

On screens A to H, a map is available for viewing. Only a small part of the full area covered by the map is shown on the main screen at any time. On screens I to L, there is no map available.

Screen A is relatively easy to complete. After the screen has been completed, a password is given. Entering this password at the start of the game will then take you straight onto screen B. Likewise, passwords are given at the completion of all further screens.

From screen B onwards, eggs, safes and keys are present. When an egg falls, it cracks upon landing and a monster emerges. Contact with the monster is fatal. The monsters are killed by falling rocks. In order to open the safes, the key must be located. When you pass over the key, all the safes open to reveal a diamond.

It is possible to complete each screen without losing a life.

### REPTON 2 - GAME PLAY

In order to complete Repton 2, you must:

- (a) collect all the 4744 earth sections;
- (b) collect all the 1634 diamonds;
- (c) kill all the 18 monsters;
- (d) use all the 64 transporters;
- (e) collect all the 42 jigsaw puzzle pieces; and
- (f) collect the "finish character" which is positioned at the top right-hand corner of the first screen.

Each level requires you to solve a series of puzzles by determining your route carefully. The puzzles are often craftily constructed, and some involve a time element. A rock or egg will fall if it is unsupported, and if a falling rock lands on you it will kill you. Contact with the monsters, spirits, meteors or skulls is also fatal - you have 3 lives. There is no time limit to any section of the game.

Scattered throughout the 16 levels are all the jigsaw pieces of a 42 piece puzzle. When each piece is collected it reappears at the bottom of the first screen to give you a secret message.

The surface of the first screen cannot be accessed immediately because the way is blocked by 5 skulls. 5 puzzle pieces are also inaccessible due to another 5 skulls. These skulls do, however, disappear. One pair disappears when each of the following tasks is accomplished: collecting all the earth; collecting all the diamonds; killing all the monsters; using all the transporters; collecting 41 out of 42 puzzle pieces. The surface of the first screen can then be reached and the "finish character" collected.

#### GAME CHARACTERS

Repton	Earth	Diamond	Rock
Transporter	Skull	Key	Safe
Spirit	Cage	Puzzle Piece	Meteor
Egg	Monster	Status Character	Finish Character

#### EGGS & MONSTERS

When an egg falls, it cracks upon landing and a monster emerges. Contact with the monster is fatal. The monsters are killed by falling rocks.

#### SAFES & KEYS

Some diamonds are hidden in safes which can only be opened by locating and moving over a key. When a key is collected, all the safes on that level open to reveal their diamonds.

#### TRANSPORTERS

The 16 levels are linked by transporters. Each transporter may only be used once, and it always transports to the same position on the same screen.

#### SPIRITS

On many levels, there are up to 8 spirits. Spirits always follow the walls to their left until they reach a cage. When a spirit enters a cage, it changes into a diamond. Therefore, to complete the game, you must also cage all the spirits. Spirits are normally immune to any falling object. However, it is sometimes possible to daze a spirit by collecting all the diamonds from directly around it or by dropping boulders onto it. This is to be avoided, as the spirit will then move endlessly in a small circle.

#### METEORS

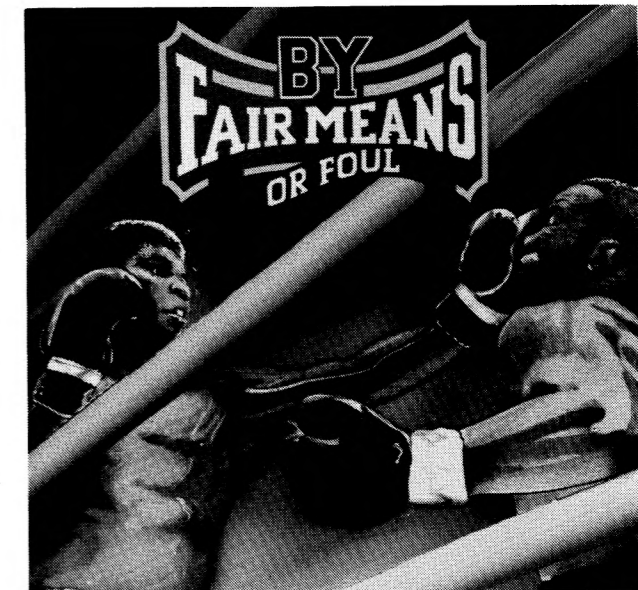
Meteors fall from above on 6 levels of play. Two other levels are also open to space, but no meteors fall from the sky.

#### SCORING

Each earth section scores 3, 4 or 5 points. Each diamond scores 6 points.

#### THE STATUS CHARACTER

On some levels, there is a "Status Character". When this is moved over, the current status screen is displayed.



A superb boxing simulation, but with a difference... you can cheat if the ref's not looking! All the thrills, spills and dirty tricks of championship boxing. One and two-player options.

**Spectrum Cassette.....£7.95    Spectrum +3 Disc.....£12.95**



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