



Desktop Repton

Includes Repton, Repton 2 and Repton 3
(Repton 3 includes Around the World in 40 Levels,
The Life of Repton and Repton Thru Time)

iSV
Products

3QD
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APDL

Desktop Repton

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Desktop Repton front end

All of the games in Desktop Repton can be played either in the classic 'full screen' format or in a desktop window. To launch any of the games just double click on the !DeskRep icon and the front end will open:



Just click on any of the Repton, Repton 2 or Repton 3 buttons to launch the games. You can also see each games 'ReadMe' file by clicking on the little 'i' information icons next to the name of the game.

Once loaded each game will load onto the RISC OS iconbar. Click SELECT on the icon to start the game. To change the game's settings, for example to toggle between full screen or window display, click MENU over the iconbar icon and chose 'Options' from the iconbar menu.

Each game has the same controls, perhaps the most important being **F10**, which will close the game and switch back to the desktop if the game accidentally starts up full screen.

The following pages provide details on each of the games, show you how to control Repton and give you some information about the way the games work and on the items you will find playing Repton.

Repton

The Objectives

The objective in Repton is very simple, get the highest score possible. That sounds simple but there is a great deal of strategy involved.



For example you need to dig away as much of the earth as possible to score more as each 'square' of earth that's cleared slightly increases your score. However the more earth you dig away the easier it is for a monster to catch you.

You can turn the tables on the monsters and kill them by dropping boulders on top of them but a falling boulder can also kill Repton in some circumstances. Fallen boulders can be pushed left and right, for example to push a boulder down a shaft that you've dug. Boulders also fall to the left or the right depending on the shape of the object that's below them. Repton can walk under a boulder and it won't fall on him, it will only fall when Repton moves out from under it.

Boulders can also block your way if they are near walls. Walls cannot be dug or moved. Some boulders are actually eggs, they can drop a short distance without cracking, but if they get hit by a boulder from above, or gets dropped down a shaft they will crack open and another monster will emerge. You can sometimes walk under a cracked egg if the monster has not yet emerged.

The main objective is to collect all the diamonds on a level (Repton 2 and 3 have other objectives such as finding an exit). Not all diamonds are immediately visible. Some are hidden in safes and Repton will have to dig to find the keys. As mentioned above digging away the earth might also provide a tunnel for a monster to start pursuing Repton.

A level ends when all the diamonds have been collected. In the first game you don't have to kill any of the monsters (if you want to set yourself an extra challenge). In later games killing all the monsters can be one of the objectives.

So, to sum it up, the Repton game consists of:

Earth	Can be dug through to create passages.
Diamond	Collect this to add 50 points to your total.
Boulder	Can be pushed left or right if the space next to them is empty. Fall if the area under them is cleared. Can be pushed down a shaft to kill a monster.
Monster	Can only move through the tunnels dug by Repton. If it touches Repton he dies.
Egg	Behaves like a boulder unless it's dropped too far in which case it hatches a new monster.
Safe	Contain diamonds but are locked.
Key	Needed to open a safe, only one key is needed for each safe.
Wall	Immovable object.

Requirements

Minimum	RISC OS 3.10, 1MB, universal !Boot.
Recommended	StrongARM RiscPC

The Game

To play the game, click SELECT on the iconbar icon or select 'Play game' from the menu: the game will either open a window or switch to single-tasking mode; either way, the status screen will be displayed.

If the game is running slowly then you should try a faster mode. In order, slowest first:

Desktop, large window -	slow on all but StrongARM and possibly machines with accelerated video hardware, e.g. Viewfinder
Desktop, small window -	slightly slow on ARM710, RISC OS 4
Single-tasking, VGA	possibly slow on ARM2
Single-tasking, CGA	OK on all; fallback if VGA mode isn't available.

Controls

Key	When	Description
<i>Space</i>	<i>S</i>	<i>Start or resume the game</i>
<i>M</i>	<i>S G</i>	<i>Display the map of the current level</i>
<i>R</i>	<i>S G</i>	<i>Abandon the current game</i>
<i>F10</i>	<i>S G</i>	<i>Suspend the game (back to the desktop, or close the window)</i>
<i>Z or cursor left</i>	<i>G</i>	<i>Move Repton left</i>
<i>X or cursor right</i>	<i>G</i>	<i>Move Repton right</i>
<i>/ or cursor down</i>	<i>G</i>	<i>Move Repton down</i>
<i>' or cursor up</i>	<i>G</i>	<i>Move Repton up</i>
<i>Return</i>	<i>G</i>	<i>Suspend the game and return to the status screen</i>

[S = status screen; G = game]

If the game is running in a window, then it will be paused if it loses the input focus.

Iconbar menu

Click the Menu button on the mouse over the Repton icon on the iconbar to open the following menu:

Info	A standard info box.
Play game	Start a new game, or continue the current game.
Pause game	Pauses the game if it's being played in desktop mode.
Restart	Restart the game.
Options	Opens the options dialogue box.
Quit	Quits Repton 2 immediately.

Options

The Options dialogue is opened by clicking on the appropriate choice from the iconbar menu

Mode

Desktop Repton

Desktop	in a desktop window (1280x1024 OS units)
Small window	use a smaller window (640x512 OS units) instead.
CGA	mode 9, 320x256. Desktop mode overrides this.
VGA	mode 48, 320x480. Desktop mode overrides this.
Music	if ticked, the in-game tune will be played.
Sound effects	if ticked, the in-game sound effects will be played.

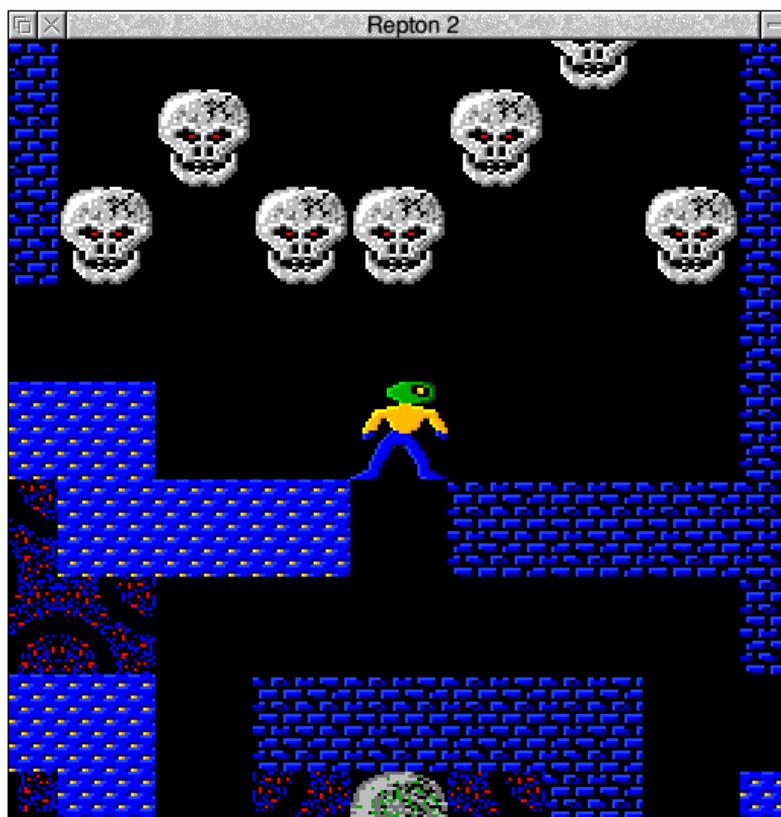
Repton 2

Requirements

Minimum RISC OS 3.10, 1MB, universal !Boot.
 Recommended StrongARM RiscPC

The Game

To play the game, click SELECT on the iconbar icon or select 'Play game' from the menu: the game will either open a window or switch to single-tasking mode; either way, the status screen will be displayed.



Repton 2 plays very similarly to the first game but adds some extra details and greatly increases the difficulty. The new play elements are:

Skulls	Kill Repton if he touches them.
Transporters	Move Repton around and between the various maps.
Spirits	Need to be captured.
Cages	If a spirit enters a cage it is transformed into a diamond.
Puzzle Pieces	Collect all 42 of them.
Dazed Spirits	If you drop a boulder on a spirit you will daze it and it won't keep moving towards its cage.

These extra game components along with much larger levels increase the complexity of Repton 2 and it's often regarded as the most difficult Repton game.

If the game is running slowly then you should try a faster mode. In order, slowest first:

Desktop, large window -	slow on all but StrongARM and possibly machines with accelerated video hardware, e.g. Viewfinder
Desktop, small window -	slightly slow on ARM710, RISC OS 4
Single-tasking, VGA	possibly slow on ARM2
Single-tasking, CGA	OK on all; fallback if VGA mode isn't available.

Controls

Key	When	Description
Space	S	Start or resume the game
R	S G	Abandon the current game
Copy/End	S G	Store the current position
Tab	S G	Restore the saved position
F10	S G	Suspend the game (back to the desktop, or close the window)
Z or cursor left	G	Move Repton left
X or cursor right	G	Move Repton right
/ or cursor down	G	Move Repton down
' or cursor up	G	Move Repton up
Return	G	Suspend the game and return to the status screen

[S = status screen; G = game]

If the game is running in a window, then it will be paused if it loses the input focus.

Iconbar menu

Click the Menu button on the mouse over the Repton icon on the iconbar to open the following menu:

Info	A standard info box.
Play.New Game	Star a new game
Play.Saved Game	Start from the last saved game location
Pause game	Pauses the game if it's being played in desktop mode.
Save Position	Saves the current game.
Options	Opens the options dialogue box.
Quit	Quits Repton 2immediately.

Options

The Options dialogue is opened by clicking on the appropriate choice from the iconbar menu

Mode	
Desktop	in a desktop window (1280x1024 OS units)
Small window	use a smaller window (640x512 OS units) instead.
CGA	mode 9, 320x256. Desktop mode overrides this.
VGA	mode 48, 320x480. Desktop mode overrides this.
Music	if ticked, the in-game tune will be played.
Sound effects	if ticked, the in-game sound effects will be played.

Repton 3

Requirements

Minimum RISC OS 3.10, 1MB, universal !Boot.
 Recommended StrongARM RiscPC

The Objective

In order to fully complete Repton 3, you must complete the four individual games without using the passwords, i.e. the 24 levels of Repton 3, the 40 levels of Around the World in 40 levels, the 40 levels of The Life of Repton and the 40 levels of Repton Thru Time.



Each set of characters is based upon the original Repton 3 characters. For the America levels the rock and the diamond have been replaced with a wagon wheel and a hamburger respectively. Therefore on the America level, Repton pushes the wagon wheels (as if they were rocks) and collects the hamburgers (as if they were diamonds).

To complete a game, you must carefully determine your routes through each level 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:

- collect all of the diamonds (including those concealed in safes or cages),
- collect the golden crown,
- kill all of the monsters.

Each level has a time limit and, if you do not complete it 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.

The games in detail

Repton 3 actually consist of four complete games: Repton 3, Around the World in 40 Screens, The Life of Repton and Repton Thru Time.

Repton3 has a total of 24 levels in three files of eight levels each, whereas the other three games each have 40 levels in five files, making a grand total of 144 levels.

Playing instructions

There are eight game levels immediately available to be played, the first of which can be accessed immediately; the other seven in each file can only be entered when the preceding level has been completed and passwords have been given. Once you have the password for a level, you can enter that level simply by pressing P on the status screen and entering the password. Provided, of course, that the appropriate game file has already been loaded.

Each level contains 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 to be impossible - but we assure you that all four games can be completed.

Rocks will fall in 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 eight spirits on each level. They always follow the walls to their left until they reach a cage. When a spirit enters a cage, it is changed into a diamond. A spirit may become dazed if you drop a rock onto it or collect all of 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 by surrounding it with rocks if you can, or you may never live to collect the golden crown. (It's poisonous to monsters too.)

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

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

Scoring

The following points are awarded when playing the game:

- 5 points for collecting a diamond,
- 20 points for killing a monster,
- 50 points for collecting a crown.

The game

To play the game, click SELECT on the iconbar icon or select 'Play game' from the menu: the game will either open a window or switch to single-tasking mode; either way, the status screen will be displayed.

The map screen shows, in addition to Repton's position, where the monsters and spirits are. You'll notice that Repton, the monsters and the spirits are highlighted by means of showing and hiding them.

If the game is running slowly then you should try a faster mode. In order, slowest first:

Desktop, large window -	slow on all but StrongARM and possibly machines with accelerated video hardware, e.g. Viewfinder
Desktop, small window -	slightly slow on ARM710, RISC OS 4
Single-tasking, VGA	possibly slow on ARM2
Single-tasking, CGA	OK on all; fallback if VGA mode isn't available.

This version of Repton 3 supports the high-resolution graphics from the 1998 release. Use of a game file which contains these graphics will cause the game to use either a large window or VGA mode (without the CGA fallback).

Controls

Key	When	Description
Space	S	Start or resume the game
M	S G	Display the map of the current level
Copy/End	S G	Store the current position
Tab	S G	Restore the saved position
R	S G	Abandon the current game
F10	S G	Suspend the game (back to the desktop, or close the window)
Z or cursor left	G	Move Repton left
X or cursor right	G	Move Repton right
/ or cursor down	G	Move Repton down
' or cursor up	G	Move Repton up
Return	G	Suspend the game and return to the status screen

[S = status screen; G = game]

The cursor keys may also be used to move Repton. You can also use a joystick, but this isn't recommended.

If the game is running in a window, then it will be paused if it loses the input focus.

Loading a game file

To load a file, drag it to the Repton 3 icon or any of its windows.

If you load a game file, you will be required to enter the edit codes for that file. Of course you won't be able to edit maps for which you entered blanks or incorrect edit codes. One of three things will then happen, according to the chosen options: no special action, the sprites will be exported to Paint - this also happens via the "Edit sprites" menu option - or a sprites save box will appear.

You cannot load a game file while a game is in progress.

The editor

The editor allows you to alter maps, their palettes, passwords and time limits. To open the map list window (containing the available maps, their passwords, time limits and edit codes), click ADJUST on the Repton 3 icon or select 'Edit maps' from the menu. The editor is unavailable while a game is in progress.

Loading a sprite file

The file's sprites within will be merged with the game file in memory. The sprites should be 32*32 in mode 9 (45 by 45 dpi, 16 colours), and must be numbered from 0 to 47 - see the map icons window (0 = boulder, 1 = diamond, ... 30 = Repton's starting position ... 47 = cracked egg). Sprites are centred if they're too small (the blank area is set to black) or too big (the excess is lost). A game file save box may appear, according to the options. If you load a palette file, it will be used for the level currently being edited. Again, colour 0 is fixed as black.

Saving

Saving files follows the normal RISC OS requirements. The palette is that of the map currently being edited, and can only be saved as a standard palette file if the map editing window is open. Saving sprites requires extra memory so that Repton 3 can build the sprite file. For low-res sprites, you need 28K, and for high-res, you need 100K; add 8K if the sprites have palettes.

Editing

Click SELECT to place a piece or ADJUST to delete it; dragging will place or delete as you move the pointer. The small "T"s are transporter destinations. When you place a transporter, you can either place its destination or press ESCAPE to delete that transporter.

You can click Shift-SELECT over a transporter. The pointer will then move to its destination.

If you're using RISC OS 4, then dragging SELECT or ADJUST will cause the window to be scrolled (if it's not full size) if the pointer is left near any edge. Additionally, Ctrl-dragging won't place or delete anything. Of course, you will not be allowed to close the window or select another map to edit if certain requirements are not met:

Sprite	Min	Max	Notes
Repton	1 only		Start position
Crown	1 only		
Time bomb	1 only		
Transporter	0	4	
Egg	0	4	
Cage	0	8	
Spirit	?	8	Minimum is one per cage
Key	? -		Required if there are safes
Others	- -		No limits

Palette editing

Click on one of the coloured boxes (except for the top one, which cannot be edited) to the right of the map, and a standard colour selection dialogue box will be opened.

Editor menu

Store map	Store the map as the current level. If you select from the submenu, then it'll be stored as that level instead.
Restore map	Restore the level to its stored state (discarding changes).
Fetch level	Fetch a level (discarding changes).
Edit level	Select a level for editing (discarding changes).
Clear map	Clear the map using the currently selected piece type.

The remaining menu entries - "Edit maps", "Edit sprites", "Save" and "Clear" are identical to those in the iconbar menu; they are described there.

Shortcuts

Ctrl-S	Store the map (as the current level)
Ctrl-R	Restore the level to its stored state (discarding changes)
Delete	} Clear the map using the currently selected piece type.
Backspace	
Ctrl-H	

Cursor keys Select a different map element

Escape Cancel the placement of a transporter

Iconbar menu

Info	A standard info box.
Play game	Play the game.
Pause game	Pauses the game if it's being played in desktop mode.
Pause game	Pauses the game if it's being played in desktop mode.
Load game	Load one of the standard Repton 3 game files.
Edit maps	Opens the map list window, from which you select which map to edit.
Edit sprites	Edit the sprites in Paint.
Save	
Game file	Save the current game file.
Sprites	Save the sprites from the current game file.
Palette	Save the palette of the current map.
Make high-res	Convert the game file to use high-resolution graphics.
Options	Opens the options dialogue box.
Clear	Creates a 'blank' gamefile, overwriting any game file already in memory. The edit codes are all set to 71414.
Quit	Quits Repton 3 immediately.

Options window**Mode**

Desktop in a desktop window (1280x1024 OS units)

Small window use a smaller window (640x512 OS units) instead.

CGA mode 9, 320x256. Desktop mode overrides this.

VGA mode 48, 320x480. Desktop mode overrides this.

VIDC1 palette emulation - useful if the colours in a particular game file are a little dark.

Export palette with sprites

if ticked, each sprite has a palette.

Music select which in-game tune (if any) is played.

Sound effects if ticked, the in-game sound effects will be played.

Built-in and new game files use...

the graphics resolution is determined here. If high-resolution graphics are selected or the current game file contains high-resolution graphics, then the "small window", CGA and VGA options are ignored; the game will use either a large window or mode 27 (640x480).

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