



Repton 3 - 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 adventure," 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 capsules and golden crowns.

Can you complete **Repton 3**?

Game Controls

Z - Left, X - Right, * - Up, ? - Down, M - View Map (Screens A-E only)

ESCAPE - Kill Yourself (Useful if you become trapped), SHIFT-R - Restart Game

P - Enter Password, L - Load Data File, S/Q - Sound On/Off

K - Select Keyboard Control, J - Select Joystick Control (Plus 1 Interface)

F - Select Joystick Control (First Byte Interface)