REVELATION

ENGLISH INSTRUCTIONS

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REVELATION!
from KRISALIS SOFTWARE

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Graphics – Mark Potente

LOADING

ST and AMIGA: Insert disk and switch on computer.
PC: Place disk in drive A: and at the MS-DOS prompt type "A:REV.EXE"

CONTROLS

Select number of players and control types from the menu.

KEYBOARD

Left (+Grab = anticlockwise)	= "Z"
Right (+Grab = clockwise)	= "X"
Up	= "P"
Down	= "L"
Grab	= "SPACE"
Sacrifice	= "ESCAPE"

JOYSTICK

Use the FIRST joystick port. Use UP DOWN LEFT and RIGHT, with FIRE to Grab. ESCAPE to sacrifice.

•NOTE THAT PLAYER 2 ALWAYS USES THE SECOND JOYSTICK PORT •

Press Grab to start, or type in a Password if you know how to access the higher levels.

Press Grab to skip the animation sequence.

OBJECT OF THE GAME

Each screen represents the locking mechanism of a safe. The safe door must be opened to gain access to the safety deposit boxes within. The wheels must be correctly arranged to match the arrows, so that every coloured arrow points at a wheel segment of a matching colour. There are strict time limits on each level. If you run out of time then you will be caught red-handed by the police and lose a life.

Wheels are turned by moving the cursor over the required wheel, Grabbing it (and holding it), and then turning it clockwise or anticlockwise. Only wheels WITH DIALS on them can be directly turned, and they can only be turned in single 90 degree steps in either direction.

THE RULE OF REVELATION

The only rule in Revelation is that no two adjacent wheels can have identical colours touching – if a wheel turns such that it clashes in this way with one of its neighbours, then the neighbouring wheel will rotate clockwise until it has managed to eliminate this colour clash. Note that this may involve more than one turn before this clash is eliminated. However, this in turn may cause other clashes and so chain reactions may be set-up. It is the ability to predict such chain reactions and work several steps ahead that is the key to becoming a skilful Revelation player.

SPECIAL SEGMENTS

There are two colour types in Revelation which have slightly different functions from normal segments. WHITE segments never clash, not with any colour including itself. These can be useful to control chain reactions. PULSING RED segments are booby trapped – if these clash with one another then the alarm is instantly triggered and you will lose a life, so keep these apart at all times.

LOCKS

To help you, you begin the game with three locks. These allow you to freeze the wheel types WITHOUT TUMBLE DIALS, allowing you to short-cut tricky levels by stopping chain reactions – a locked wheel cannot turn. Lock a wheel by simply Grabbing it. Unlock it by Grabbing it again. Note that it is possible to solve all the levels in the game without use of locks, although these may make the solutions easier and quicker to achieve.

POWERUPS

Appearing randomly on a level are an assortment of powerups. Disks with numbers in them will award that many seconds of extra time if Grabbed. Left turn arrows will rewind a level back to its start configuration – useful if you get in a mess – note however, that the clock is not reset. Halt signs will pause the clock until Grab is next used.

COMPLETING A LEVEL

If a level has been completed, i.e. all the arrows are pointing at their matching colour segments, then the safe door will open. Revealed are nine safety deposit boxes. Within each may be a valuable, a powerup, a bonus level, or nothing. Use the cursor to Grab the boxes and their contents. Opening each box will cost 5 seconds of remaining clock time – you may open as many as you have time for.

Jewellery, cash and other valuables award their value to your dollar score. Hearts award an extra life, padlocks an extra lock and the bonus level icon warps you to a single move bonus level.

BONUS LEVEL

When obtaining this icon from within a safety deposit box, you will be faced with a special one-move safe. You have only ten seconds to select and turn the one wheel which you think will complete the level. If you are correct then you win the contents of all the boxes.

STATUS PANEL

The panel on the left of the screen displays the current level number at the top, player 1's score, lives and locks any remaining clock time. The same for player 2 below.

PASSWORDS

Every ten levels you will be rewarded with a Password, allowing you to restart the game at that point at a later time by typing this in at the start. There are seven Passwords – so what lies beyond Level 80?

SACRIFICE

You may find that you have got certain levels into impossible positions – rather than having to wait for the clock to run out, you may elect to sacrifice that life and restart that level again. Remember however that there are Rewind icons appearing from time to time, which have the same effect without the need for sacrifice. If you sacrifice your last life then this is Game Over.

2-PLAYER GAME

It is possible to play Revelation with two players. Select the control methods at the start of the game. Each player takes it in turn to play through the levels. Turns are swapped when one player loses a life. When both players have used up all their remaining lives, they will be presented with the opportunity to enter their names in the high score table if their scores are high enough to merit this.

HIGH-SCORE TABLE

Players achieving noteworthy scores are given the opportunity to enter their names into the table. This stores the scores in ranking order, and also displays the levels achieved.