

Revelation challenges your skills and reflexes as you attempt to rob a bank. Turn the dials to open the safe before the police arrive. But be careful! Some locks have booby traps to catch you in the act. After opening the safe, you have a limited amount of time to open each deposit box and get jewels, cash, extra lives, bonus levels, and tumbler locks to help you in future levels. The faster you open the safe, the more time you have to gather the loot.

Good Luck!

INSTALLATION INSTRUCTIONS

Revelation can be played from disk or installed to a hard drive. To play from disk, insert disk in DRIVE A (or DRIVE B) and type REV <RETURN> from the A:> (or B:>) prompt. To copy to hardrive, from the C:> prompt, type:

```
md /REV <RETURN>,  
cd/REV <RETURN>,  
xcopy a:.**/s (or xcopy b:.* /s).
```

Type REV <RETURN> to start game.

CONTROLS

KEYBOARD

<Z>	Left (grab + left = counterclockwise dial turn)
<X>	Right (grab + right = clockwise dial turn)
<P>	up
<L>	Down
<SPACE>	Grab Dial / Lock Tumbler
<ESC>	Quit Level

OBJECT OF THE GAME

The object of the game is simple, to gain the most amount of wealth in the least amount of time. Each screen represents the locking mechanism of a safe. The safe door must be opened to get the goods inside. The wheels must be correctly arranged to match the arrows, so that every colored arrow points to a wheel segment of a matching color. Each level has a time limit, which ticks down in the status panel at the left of the safe screen. If you run out of time before opening the safe, the police will catch you and you will lose a life.

The wheels are either dials or tumblers, and are rotated by moving the cursor over the desired dial, "grabbing" it, and turning clockwise or counterclockwise. Only wheels with dials may be directly turned, 90 degrees at a time, to set the tumblers in motion.

RULES

The only rule in Revelation is that no two adjacent wheels can have identical colors touching. If a wheel turns so that a colored section matches one of its neighbors, then the neighboring wheel will rotate clockwise until it has managed to eliminate this clash. Note that this may involve more than one turn before this clash is eliminated. Also, this may cause other clashes and set off chain reactions. To become a skilled Revelation player, you must be able to predict and control these chain reactions several steps ahead of your next move.

SPECIAL SEGMENTS

There are two colors that have special characteristics different than the others: the *WHITE* and *BLINKING RED* wheel sections. A *WHITE* section will not clash with any other color, including another white. The *BLINKING RED* sections are booby trapped - if two blinking reds touch each other, the alarm is instantly triggered. You will lose a life, so watch out! (in *CGA, Blinking* Red is Black)

STATUS PANEL

The panel on the left of the screen displays the current level number at the top, and the scores, lives, and locks remaining for the two players. The inactive player's area will be shaded gray.

LOCKS

Each player begins Revelation with 3 lives (hearts) and 3 locks. These locks can be placed on tumblers to prevent them from turning. This allows you to control chain reactions - a locked wheel will not turn. Lock a tumbler by grabbing it. Unlock it by grabbing it again. It is possible to solve all the levels in the game without using locks, but they may make the solutions easier and quicker.

POWERUPS

Powerups (bonuses) will appear randomly on the screen around the lock mechanism. Simply position the cursor and grab to activate that powerup. There are three types of powempis: *TIME ADDERS*, *REWINDS*, and *PAUSES*. The *TIME ADDERS* are triangles with a number inside them. When grabbed, the specified number of seconds *till* be added to the clock. The clock can have at most 99 seconds. *REWINDS* are the left turn arrows. A rewind will take the wheels back to their original positions - useful if you get in a mess. Note that the clock will not *be* reset. *PAUSES* are represented by the sign with a hand on it Until grab is pressed again, the game will halt, giving you an opportunity to contemplate your next move.

COMPLETING A LEVEL

Once a level has been solved, i.e. all the arrows are pointing to the matching color segments, the safe door will open. Inside the vault is nine safety deposit boxes. Within each may be a valuable, a powerup, a bonus level, lock, life, or nothing. Move the cursor over the box and grab to reveal the contents. Opening each box will cost 5 seconds of remaining clock time.

BONUS LEVEL

If a bonus level is grabbed from the safety deposit boxes, you will be presented with a special one-move safe. You have only ten seconds to select and turn the wheel that you think will complete the level. If you open the safe, all box contents will be yours.

PASSWORDS

Every ten levels completed will be rewarded with a password, which can be used upon restarting the game to gain a higher starting point.

TOEXITGAME-PRESSRESTARTBUTTONONYOURCOMPUTER.

License and Insurance

This software is licensed for your own personal use for recreational, non-commercial purposes. No authorization is given to distribute, exchange, or sell copies of the original, licensed disks which accompany this manual.

This manual, and the software described herein, are copyrighted with all rights reserved. No parts of this manual or the software itself may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of MicroLeague Interactive Software

MicroLeague provides a limited ninety day warranty on the disk(s) for any defects regarding recording media, storage, and access. No other warranties, express or implied, are made with respect to this manual and software regarding its quality, features of play, or fitness for any particular purpose. The manual and software are provided "as-is".

A replacement disk, if the original disk is user damaged, may be obtained for a fee of \$10.00 (U.S.) per disk upon submission of the damaged disk to MicroLeague Interactive Software if the owner's warranty card has been returned.

MicroLeague Interactive Software reserves the right to make modifications to the product described in this manual at any time without notice.

Within 30 days of documented purchase, you may exchange the disks for your preferred 5.25" or 3.5" format. This is free of charge upon receipt of the original purchase disks in good condition.

Within 30 days of documented purchase, you may obtain one backup of any particular disk. This must be the same format as referenced on your proof of purchase and/or warranty card you submit. Backup disk(s) are authorized only for your personal usage and not for distribution to others. Backup disk(s) are \$10.00 (U.S.) per disk, and check or money order should accompany your request.

By returning the warranty card, you will be registering your disk(s) for warranty protection. Moreover, you will receive information about updates to this product and the release of other products.



2201 Drummond Plaza - Newark, DE 1971 1-571 1 - (302)368-9990

Distributed in the USA by MicroLeague Interactive Software.
Designed and developed by Teque London Ltd. Produced by Krisalis Software Ltd.