



Games
for Windows®

PC **DVD**



LANGFORD
PRODUCTIONS

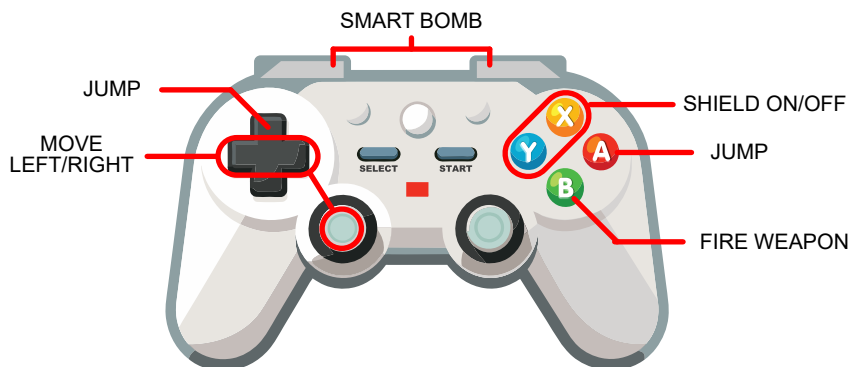


Rex, the iron-skinned mercenary, has arrived on Zenith with one mission: wipe out the humans who built their empire around The Great Tower.

Armed with an unstoppable arsenal of cannons, lasers, spray guns, and smart bombs, Rex blasts through cavern after cavern, leaving explosions of colour and precious energy bubbles in his wake.

But the real challenge awaits inside The Great Tower itself — a towering gauntlet of multi-level arcade action on an epic scale.

GAMEPAD CONTROLS



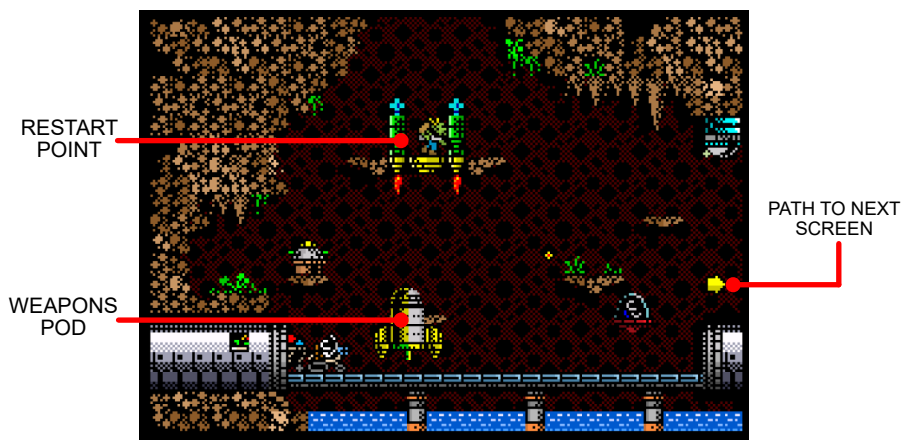
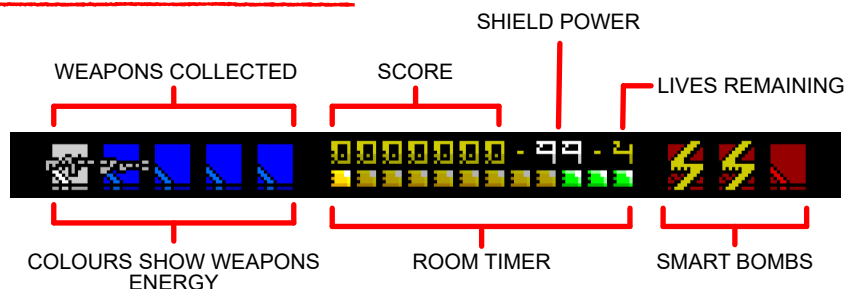
KEYBOARD CONTROLS



IN-GAME KEYS



THE SCREEN



RESTART POINTS Rex can activate a restart point by walking across it. If he is then defeated by the enemies he will teleport out and re-materialise at the last activated restart point.

SCREEN TIMER Do not linger too long in one area. If Rex's time runs out he will be forced to teleport out. A siren will sound when time for a particular screen is nearly up.

SHIELD ENERGY When Rex activates the shield he will become invulnerable to all enemy attacks. The shield only has a finite amount of energy and will deactivate once this energy is depleted. The shield energy can be replenished by standing on an energy pad. Be sure to use the shield sparingly as energy pads become rarer the further Rex progresses through the Zenith Tower.

ARROWS indicate safe exits to the following screen. If Rex falls out of the bottom of a screen with no possible exit he will be forced to teleport out. Not all exits are indicated... could there be a hidden path?

WEAPONS

Rex starts with the single shot weapon. The remaining four weapons must be found by collecting weapon pods scattered across the map.



THE BASIC GUN. Higher weapon energy allows more shots to be fired in quick succession.



MULTIPLE. A number of pods circle around Rex each firing a single shot. More energy gives more pods.



DUAL SHOT. Extension of the basic gun that fires two shots at once.



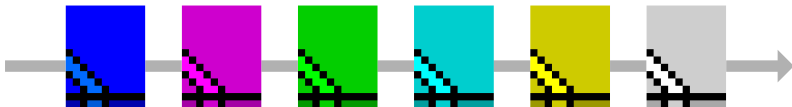
SPRAY. Fires three, five, or seven bullets depending on weapons energy. Increased energy allows shots in four, and then 8 directions.



LASER. Cuts through targets allowing a line of enemies to be taken out with one shot. Increased weapon energy improves range

WEAPONS ENERGY

Each weapon can only be fired if its energy level is high enough. Collecting Energy Bubbles increases the current weapon's energy through the following stages:



BLUE (WEAPON NOT FUNCTIONAL)

WHITE (FULL POWER)

If you continue collecting Energy Bubbles and you've already obtained the next weapon, that new weapon becomes available — starting again at low energy (PINK). Weapon energy decreases as you fire.



SMART BOMB Using a smart bomb will destroy all enemies on the current screen. Rex starts the game with two smart bombs. He can collect smart bombs occasionally dropped by enemies throughout the game.

A full demonstration of the weapons system is available from the main game menu.

When you complete part one of the game you will be given the option to save the weapons you have collected. These will be the weapons you start the game with when starting the game from part two, which will now be available from the main game menu.

CREDITS

PC REMAKE

Richard Langford

TITLE MUSIC

Kamil Patecki

IN-GAME MUSIC

Leebee

GRAPHICS ADAPTED BY

Richard Langford

A big thank you to **Jas Austin** for his help with the original game's workings and for not telling me to bugger off when I contacted him out of the blue!

Another big shout-out to **Tez Rowlands** for helping spread the word of this and my other games on his YouTube channel. Subscribe here -
<https://www.youtube.com/@TeZXSpectrum>

ZX SPECTRUM ORIGINAL

"THE LIGHT"

Jas Austin

David Dew

PUBLISHED BY



LANGFORD

PRODUCTIONS

2025 / 2026

www.langfordproductions.com
[lvideo4867.itch.io](https://video4867.itch.io)

Admittedly, Rex is a very difficult game. Your best hope of survival is to make clever use of the shield. If all that fails and you're about to give up, on the title screen type "REXTRAIN"