RAMPART

™

SEGA GENESIS 16-BIT CARTRIDGE

TENGEN

CONGRATULATIONS!

You have just purchased **RAMPART**,™ a premium quality **TENGEN** game, to play on your Sega™ Genesis.™
The incredible excitement of the original arcade hit is now at your fingertips, ready to provide countless hours of exceptional home entertainment!

To order other great Tengen video game hits with VISA or MasterCard, call toll-free:

1-800-2-TENGEN
(1-800-283-6436)

INTRODUCTION

Get ready to experience the ultimate test of your strategic survival skills in this addictive game of war and pieces! Your mission as a Rampart commander is to defend your beautiful shores against the enemy army. Fortify your fortress with powerful cannons, then let 'em have it! After the battle, repair the damage done to your fort by skillfully manipulating and placing vital wall pieces. Surround your castles and expand your territory to increase your power!

The opposition won't be easy! The invading forces will employ gunships, flagships, troop carriers, and anything else they've got to stop you. Defend your turf successfully and you'll move on to conquer other landscapes.

If playing against the computer isn't enough of a challenge, take on a friend in an exciting two-player war! Place your pieces, aim your cannons, and fire away!

Rampart requires both fast hands and fast thinking. So whatever you do, don't lose your head. Because you will — if you lose!

GETTING STARTED

Insert your game cartridge, label facing you, into the Genesis cartridge slot. Make sure that your Genesis is properly connected, then switch on the power. Rampart is for one or two players. Controller 1 commands the BLUE army, and controller 2 commands the RED army in either a one- or two-player game.

When the game title screen is displayed, press START on either controller. You will then be able to select between GAME START and the OPTIONS mode. Press button "A", "B", or "C" to confirm selection.

GAME CONTROLS

Controls piece cursor, targeting sight or cannon cursor depending on game phase. (See below).

Starts game and pause/unpause.

Used as place (P), rotate (R), and turbo (T) buttons according to the control type selected in the options screen (see following section).

Table of trigger functions in each phase:

CONTROL	BUILD & REPAIR PHASE	BATTLE PHASE	CANNON PLACING PHASE
Directional Pad	Controls piece cursor	Controls targeting sight	Controls cannon cursor
Place (P)	Places piece	Fire	Places cannon
Rotate (R)	Rotates piece	Fire	Abort phase
Turbo (T)	Speeds up piece cursor	Speeds up target sight	Speeds up cannon cursor selection

OPTIONS SCREEN

Press up or down to control the cannon cursor.

Button "A" will decrease the value of a setting, and button "B" will increase a setting value.

Press button "C" to activate the sound number indicated by the sound test.

When you have the options set up the way you want them, press START to exit the options screen.

Game Difficulty: Selects game difficulty between easy, normal, and hard settings.

Two-Player Game Length: Selects the two player game length between 5,7, and 9 round games.

Sound Test: Selects the game sound effects, music, and voice to be sampled in the options mode. Press button "C" to activate sound.

Player 1 Type: Selects the control type for controller 1. Example: T-P-R will assign the "Turbo" function to button "A", the "Place" function to button "B", and the "Rotate" function to button "C".

Player 1 Speed: Adjusts the cursor speed for controller 1.

Player 2 Type: Selects the control type for controller 2.

Player 2 Speed: Adjusts the cursor speed for controller 2.

Two-Player Battlefield: Selects from 6 different battlefields for play in the two-player game.

COMMANDER VS. COMPUTER: ONE PLAYER GAME

If no other player joins in when the game is started, the one player game will commence. Choose between the starting battlefields for beginner (no bonus) and advanced level (5,000 pt. bonus). There is a total of 6 battlefields for you to clear. The object of the one-player game is to defend your land and conquer the invading armada.

Destroy their ships, carriers, troops, etc. and successfully rebuild to survive and win. Game play takes place in distinct phases involving cannon placement, battle, and fortress modification.

Home Castle Select:
Move directional pad to select your home-castle. The home-castle is worth more cannons and points upon its re-capture, so choose wisely!

Cannon Placement Phase:
Now arm your castle with powerful cannons! Cannons can be placed wherever there is room for them on your territory. The player is awarded two cannons for surrounding the home castle, and one cannon for surrounding each of the other castles.

The more cannons you place inside your fort, the more firepower you'll have in battle. Press rotate a few times if you want to abort this phase.

Battle Phase:
In this phase, the player will engage the enemy fleet in battle. Aim your cannons with the pinpoint targeting sight and fire away at the invading enemy ships!

The fleet is not defenseless; they will avoid your shots, return fire, and land on shore to release deadly troop units. If you fail to destroy a troop unit that reaches your castle, the castle will be set ablaze and rendered unusable, so be on guard! The player can also strategically shoot his/her own walls to make the rebuilding phase easier.

Types of Enemies

NAME	COLORATION	#OF SHOTS TO DESTROY

Gunships — Tan — 2
> They head for your shoreline, firing aggressively.
> These ships retreat after one cycle.

Troop Carrier — Dark Brown — 4
> These strong ships are smart and will try to evade your
> shots. These are the only ships that can off-load troops,
> so stop them from reaching the shore at all costs!

Flagship — Red — 3
> These high-ranking ships are fast, and will fire powerful
> flaming cannonballs that will attempt to land next to a
> castle and destroy them early.

Troop Unit — Tan — 1
> These pesky enemies can only move during the build &
> repair phase. They will attempt to land next to a castle
> and destroy it in the following battle. Destroy them with
> cannon fire, or surround them.

Build and Repair Phase

In this phase, castles must be surrounded by manipulating
wall segments and placing them on your landscape. Castles,
cannons, and existing walls cannot be built over. To success-
fully surround an area, there can be no gaps or breaks in the
wall. When a surround is successful, the fort territory will fill
in with the color of the corresponding army. For best results,
use larger pieces to build new walls, and use smaller pieces
to fill in the gaps. Rotate the pieces for a better fit, position
them properly with the directional pad, then place the piece.

If a troop carrier has successfully reached shore, it will
glow briefly to indicate that it is off-loading troop units.
Watch out! These pesky troops will block your piece place-
ment and attempt to destroy your castle in the next battle.
If you are skillful enough, these troops can be surrounded
and eliminated. Also beware of craters left by flaming

cannonballs — they can't be built over. Failing to surround a castle within the time limit will result in defeat!

You'll score points for destroying enemy ships, troops, and walls. Bonus points are awarded for surrounded castles and surrounded territory. After enough points are scored on a battlefield, your army will be victorious, and you'll advance to a new landscape to defend. Eventually, your people will occupy the entire continent, at which time you'll find a beautiful tropical isle on which to retire... But beware — the final battle will take place on the shores of this island. Good luck!

COMMANDER VS. COMMANDER: TWO PLAYER GAME

If the other player joins in at the beginning of the game, the two player game will commence. Controller 1 is for the Blue army; controller 2 is for the Red army. The battlefield and war length can be selected on the options screen.

The object of the two-player game is to defeat the other player by strategically firing at the enemy fort and cannons. The game phases work the same way as in the one-player game. Build your fort to be as large and powerful as you can make it. Render your opponent helpless by destroying his/her cannons and by making it difficult for him/her to rebuild.

Unless a player is defeated beforehand, the war will end at the number of battles set at the options screen. The player with the higher score wins.

At the subsequent execution scene, the losing commander may press buttons "B" and "C" to scream while inside the guillotine, or hold down button "A" if you just can't bear to look. The winning commander may press any button to drop the blade.

CONTINUE AND GAME OVER

In either the one- or two-player mode, you lose if you fail to surround a castle in the "build and repair phase". You will then be given the option to continue. If you decide to continue, your landscape will be cleared, and a new castle with improved cannons will be awarded. Continuation is limited to three times per game. If you don't continue, or run out of continues, the game will be over.

If the other player joins in at the beginning of the game, the two-player game will commence. Controller 1 is for the Blue army, and controller 2 is for the Red army. The battlefield and war length can be set at the options screen.

BECOME A MASTER!

If your score is high enough, the high scoreboard will allow you to enter your initials. Use up and down to select the desired letter, then use button "A" to enter it. Button "B" is used as a space bar, and button "C" is used as a backspace.

CREDITS: Original Concept/Design
           ATARI GAMES

           Programming
           BRUCE HAMMOND

           Special Thanks
           CHRIS TANG
           BILL HINDORFF
           MIKE KLUG and
           THE ATARI GAMES COIN-OP TEAM

           Illustration, Package and Graphic Design
           LOUIS SAEKOW DESIGN

HANDLING THE SEGA™ GENESIS™ CARTRIDGE

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Do not leave game paused for a long period of time as the image may "burn" into the TV screen.

TENGEN 90-DAY LIMITED WARRANTY

TENGEN warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. TENGEN agrees to either repair or replace at its option, free of charge, any TENGEN software product. **Before any returns are accepted you must call our warranty department (408/473-9400) for a return authorization number.** You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MER- CHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRAN- TY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL TENGEN BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limi- tations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Address all correspondence to:

TENGEN Inc., Warranty Department, P.O. Box 360782, Milpitas, CA 95036-0782

REPAIRS AFTER EXPIRATION OF WARRANTY: If your game cartridge develops problems after the 90-day warranty period, you may contact Tengen at 1-408-473-9400. If the Tengen customer ser- vice technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective game cartridge to Tengen. Return the defective game cartridge, freight prepaid, to Tengen at the address below. Enclose a check or money order for $12.00, payable to "Tengen." Tengen will, at its option, subject to the conditions above, repair the cartridge or replace it with a new or repaired cartridge. If replace- ment cartridges are not available, the defective cartridge will be returned and the $12.00 payment refunded.

TENGEN Inc., 675 Sycamore Drive, **Attn: Customer Service**, Milpitas, CA 95035-0782

TO ORDER OTHER GREAT GAMES FROM TENGEN
CALL: **1-800-2-TENGEN** (1-800-283-6436)

RAMPART: TM Atari Games; licensed to Tengen, Inc. ©1990 Atari Games. ©1992 Tengen Inc. All rights reserved.

In the interest of product improvement, specifications and design are subject to change without prior notice.

PROBLEMS or QUESTIONS?
We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this game or any of Tengen's games, please call a ***Tengen game counselor*** at ***(408) 433-3999*** Monday through Friday from 8:30AM - 6:00PM Pacific Time.

TENGEN
ARCADE HITS THAT HIT HOME
675 Sycamore Drive • Milpitas, CA 95035