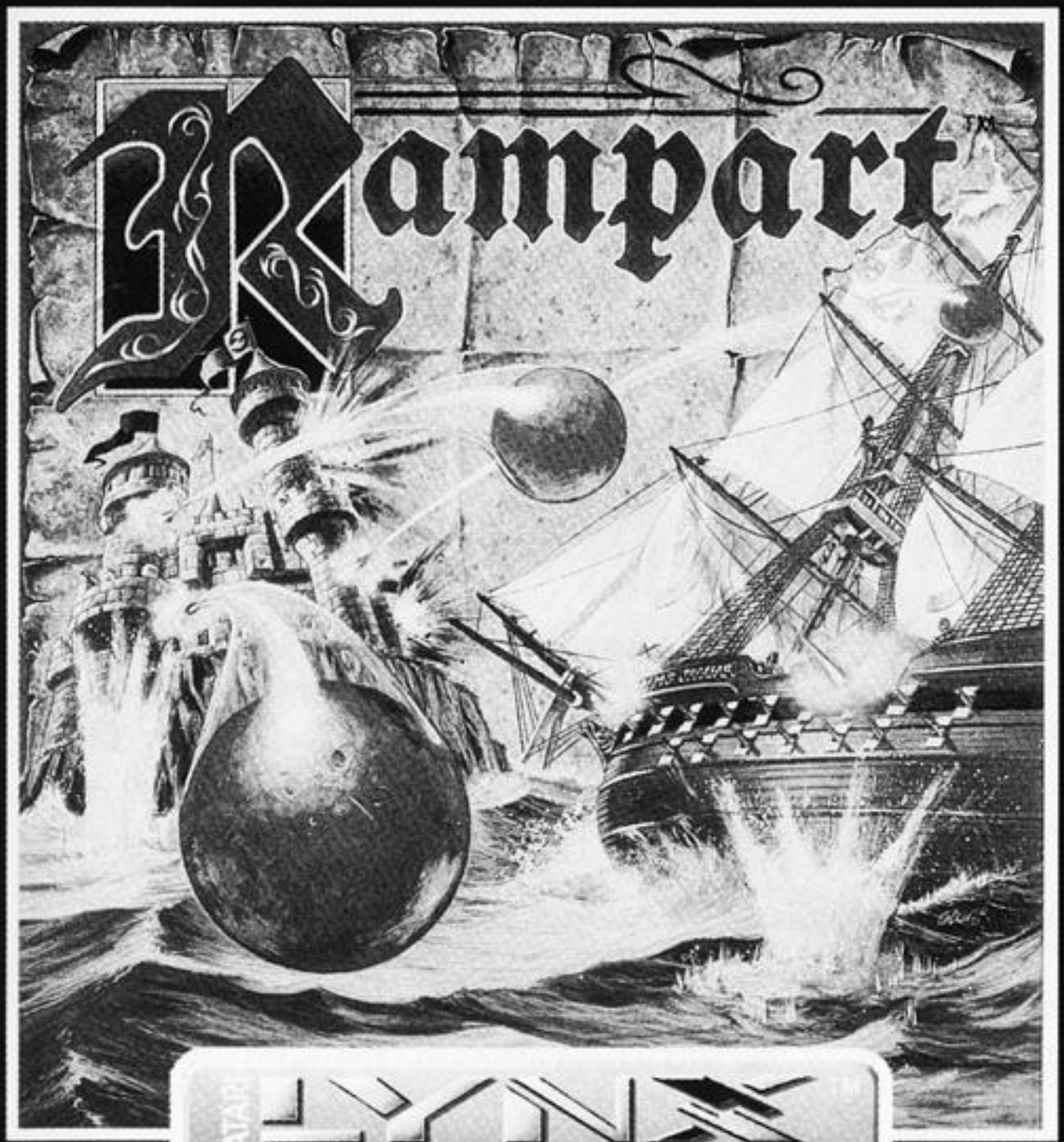
GAME MANUAL
MANUEL DE JEU
SPIELHANDBUCH

MANUALE GIOCO
MANUAL DEL JUEGO



ATARI LYNX
VIDEO GAME CARD • CARTE DE JEU

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RAMPART

Besieged!

The peace of the realm is over. Battles rage throughout the land. Enemy lords in nearby castles are shooting their mighty cannons at your walls. To make matters worse, powerful armadas from distant lands have joined the fray, blasting your ramparts and sending their best warriors ashore to destroy your realm. You must defend your lands at all costs. If you succeed, you can capture neighboring castles. If you are very lucky, you can claim the entire land for yourself.

Getting Started

1. Insert your Lynx Rampart game card in your Lynx. For a two-player game, insert a game card in each Lynx and connect the Lynx machines with a Comlynx cable.

2. Turn on the Lynx(es). The Title screen appears.

3. Press A or B. The opening animation sequence displays. (The music can be switched on or off at any time by pressing OPTION 2.)

ONE-PLAYER GAME:

4. Press A or B again. The Game Choice screen appears. (Screen 1)

5. Select either Recruit Beginner level or Veteran Advanced by pressing the joypad until the desired level is highlighted.

6. Press A or B to begin the game.

TWO-PLAYER GAME:

4. Press A or B again. The Level Select Screen appears. (Screen 2)

5. Select the level on which both players wish to compete. (Pressing OPTION 1 changes the maximum number of battles.)

6. Press A or B to begin the game.

(Screen numbers in these instructions refer to the Gallery of Game Screens at the end of this manual.)

Playing the Game

Rampart is an action/strategy game for one or two players. The object of the game is to defend your home castle against invaders, while trying to capture neighboring castles. If you succeed, you may ultimately conquer the entire country and become King.

Rampart is divided into three phases:
I. Building Phase
II. Cannon Phase
III. Battle Phase

Building Phase

When the game begins, you are asked to select a home castle on the map of one part of the realm. (Screen 3)

To select a castle, press the joypad until the desired castle is surrounded by the selector. Press A or B. A wall is quickly built around your castle. That's the easy part.

After the first battle, you must rebuild your damaged ramparts with the pieces supplied by your builders, within the 26-second time limit. While rebuilding, you can attempt to build walls around other nearby castles. Any castle you surround becomes your own.

Cannon Phase

After your walls are built, you are given a number of cannons. The number of cannons you receive depends on the number of castles you have surrounded. Use the joypad to position each cannon within the walls, then press A or B to place that cannon (Screens 4 Nd 5). Continue until you've placed all available cannons, or until you have no space left to place a new cannon.

Battle Phase

Once you have built your walls and placed your cannons, you must defend your holdings from enemy attack. In a one-player game, the attacks come from ships which are trying to land on your shores. Once a ship lands, powerful castle-breaking soldiers are put ashore. These forces then move quickly toward the nearest castle and destroy it.

In a two-player game, attacks come either from neighboring castles or from ships, or from both.

You fire on your enemy by using the joypad to aim your cannons at enemy ships or castles. Once your cannons are aimed, press A to shoot. You can fire once for each cannon before pausing to reload.

A two-player game ends when you (or your human opponent) fails to rebuild your damaged castle within the time limit. In a two-player game, each player is allowed 1 chance to continue. In a one-player game, you get 1 continue if you start on the Veteran level, and 2 continues if you start on the Beginner level.

A Sample Game

A messenger on horseback arrives at court (Screen 6). He brings word from your mortal enemy that you will be attacked and your lands taken away. You have very little time, so you abandon work on most of the castles you've been building and concentrate on strengthening your home fortress.

Use the joypad to select your home fortress, then press A or B. The walls are quickly built.

Place your cannons within your castle walls. Each cannon requires four spaces. Cannons cannot overlap, nor can they be placed on the castle's central Keep. If you run out of space, you will not be able to place any more cannons.

You fortified your castle just in time. The enemy has gathered and is prepared to attack. Your Commander gives the command "Ready, Aim, Fire!"

Use the joypad to move the crosshairs until they are aimed at your attackers, then press A to fire. (Press the B button with the joypad to accelerate the cursor movement.) You have one shot for each cannon in your castle. If you have two cannons, you can fire twice. If you have six cannons, you may fire six times. Shots may be fired at a single target or at different targets. When those shots have been used up, you must pause briefly to reload.

If you are attacking a castle, you must directly hit walls and cannons to destroy them. When attacking ships, you must make direct hits (Screens 7 and 8). There are four types of ships.

Brown:	requires two hits to sink.
Green:	requires three hits to sink.
Gray:	requires five hits.
Red:	also requires five hits, but fires deadly fire cannonballs which make rebuilding more difficult.

If a ship reaches land, powerful ground cannons may be put ashore (Screen 9).

Ground cannons move quickly toward the nearest castle during the Building Phase. If they reach the castle, they will try to destroy it completely during the Battle phase. Ground cannons can be destroyed by a direct hit or by surrounding them within your castle walls.

After the battle rages for 10 seconds, a cease fire is called. This signals the beginning of the Building Phase (Screen 10). The Building Phase is the key to a successful battle. You have only 26 seconds to rebuild your damaged ramparts and surround as many castles as possible. You must surround at least one castle or you lose the battle. It's not easy, though.

Your builders are working under extreme pressure and sometimes build pieces that don't meet your immediate needs. You don't have any time to waste, so you must make do with what you have. Place the pieces so that your castle walls are solid. At the same time, you must try to allow enough space for additional cannons. If you are real fast, you can build around another castle and really strengthen your realm.

To place a wall piece, use the joypad to move the piece into position. Press the B button to rotate the piece until it fits tightly into the structure. Press A to set the wall piece into place.

To successfully build your castle, you cannot leave any open spaces. This includes diagonal openings. (Screen 11 shows a completed castle).

If you surround at least one castle, the Cannon and Battle Phases begin again. This time, the attacker (in a one-player game) has more ships than in the last battle.

After completing a series of battles, you conquer that level. A map appears which allows you to choose the location of the next battlefield (Screen 12).

Use the joypad and the A or B button to select the next level. Once all the levels on this map are completed, you may select from the two Isthmus levels. If you conquer these difficult levels, you must play the final level--the deadly Island level. If you conquer the Island level, you win the game.

If you fail to rebuild the walls around your castle, you lose the battle. The first time you lose, you can start over on that level. Fail twice and you lose the war, ending the game. (Except that in a 1-player Recruit-level game, you get three chances.)

In a two-player game, two factors are weighed when determining the winner. First, the game checks for surrounded castles. If one player fails to surround a castle, that player loses, even if he or she scored more points. If the castle check fails to determine a clear winner, then the winner is the player with the highest score.

Strategy

Always try to rebuild your home fortress first. But abandon the effort if too much debris slows your progress.

Position odd-shaped pieces to expand the total size of your castle. Work quickly, but try to create space for new cannons.

Try to surround additional castles. If you can't build a large wall, build a small one and collect the castle bonus.

If you don't have time to surround another castle, at least try to

build a wall between the castle and the sea to deter ground cannons.

Other hints: Hold down A or B to bypass the screens between the 3 game phases. Hold down A or B to speed up scoring.

Scoring

Points are awarded as follows:

ONE-PLAYER GAME:

Destruction Bonus:
Hit ship - 10
Sink ship - 50

Territory Bonus:
Each castle square - 1

Castle Bonus:
Surround castle - 300
Surround home castle - 500

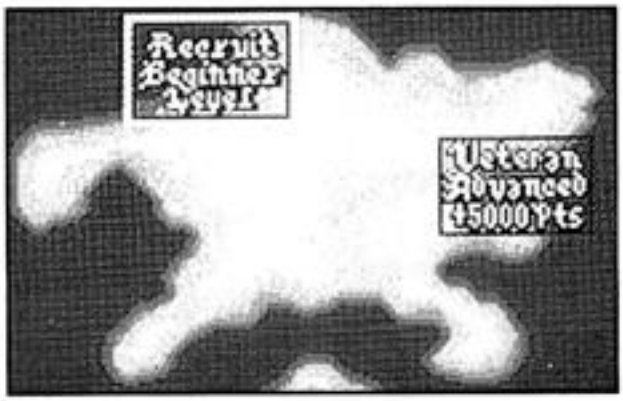
Start at Veteran Level - 5 000
Complete Final Level - 10 000

TWO-PLAYER GAME:

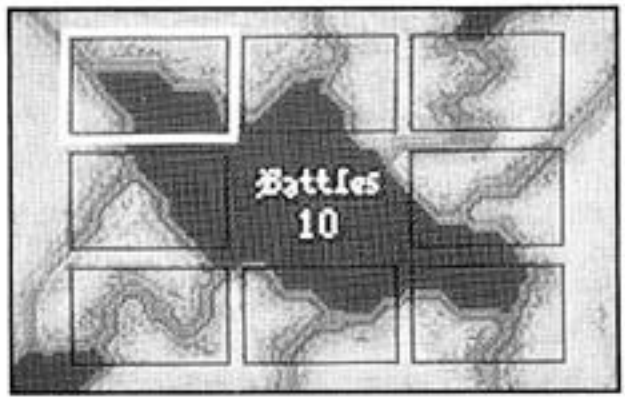
Destruction Bonus:
Damage enemy cannon - 6
Destroy enemy cannon - 125
Destroy enemy wall - 4
Hit ship - 10
Sink ship - 50

Territory Bonus:
Each castle square - 1

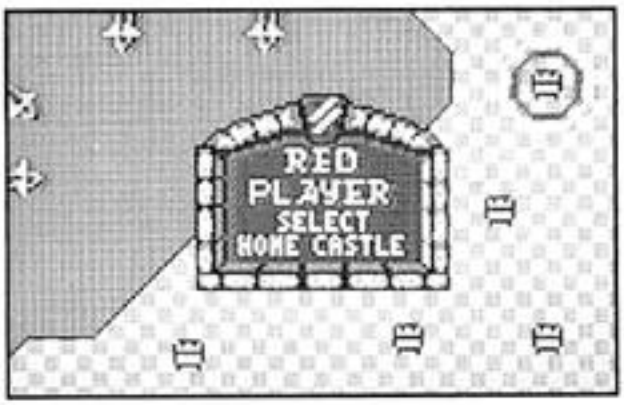
Castle Bonus:
Surround castle - 300
Surround home castle - 500



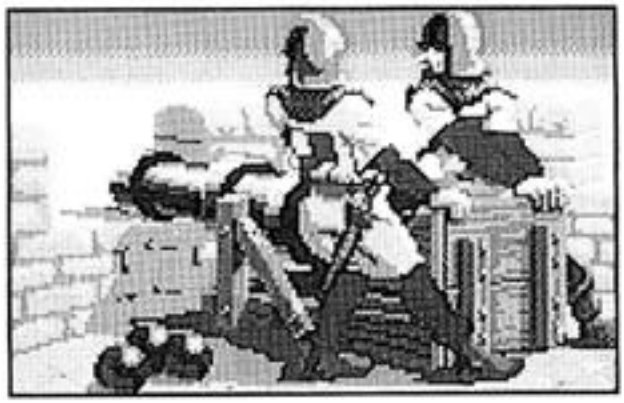
Screen 1



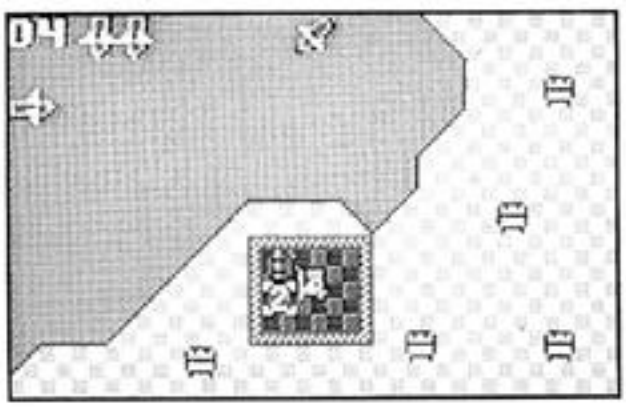
Screen 2



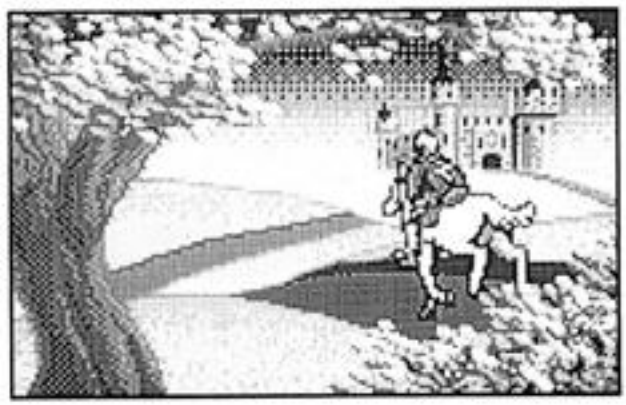
Screen 3



Screen 4

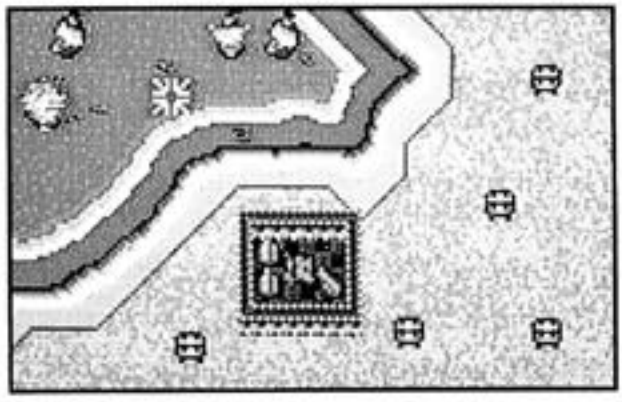


Screen 5

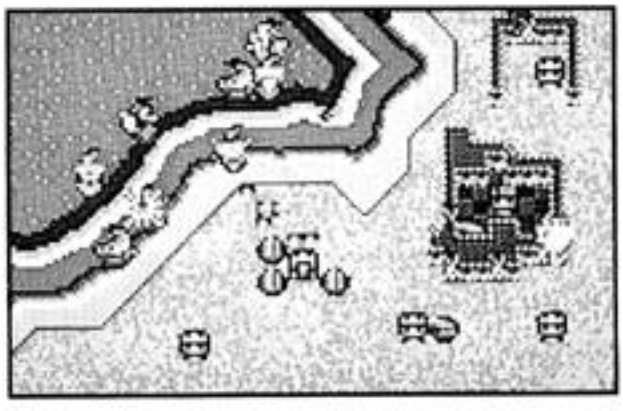


Screen 6

Screen 7

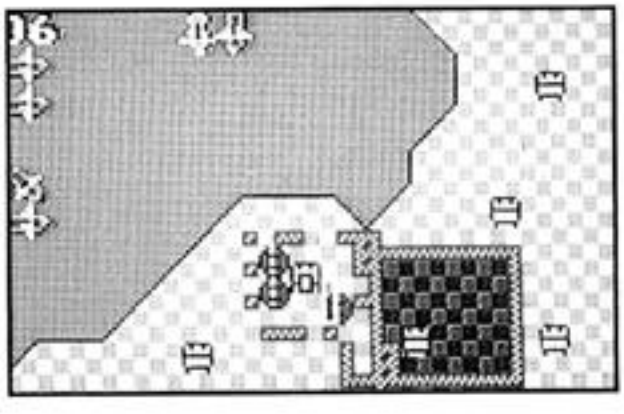


Screen 8

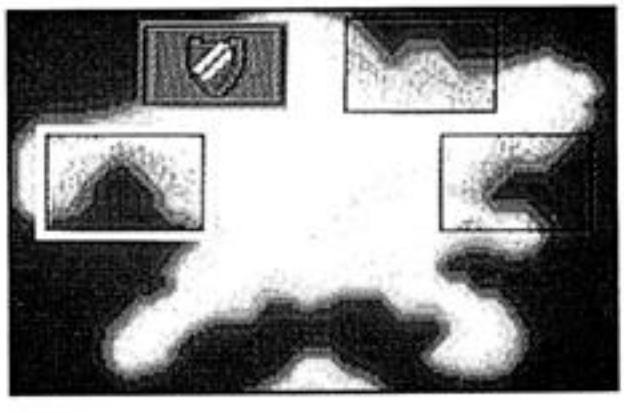


Screen 9

Screen 10



Screen 11



Screen 12

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