

Game: Rampart

Genre: Strategy/Puzzle

Year: 1990

System: Super Nintendo Entertainment System (SNES)

Website: <http://www.snesfun.com/play/rampart/943#>

- 1) You are in control of a castle, and you must protect yourself by firing cannons at oncoming enemy ships. You do this by selecting a castle surrounded by walls, and placing cannons within those walls. Ships then approach by water and you must shoot at them to destroy them, while they are shooting at you destroying your castle walls. If you cannot repair your castles walls at the end of each round, you will loose. If you destroy all the enemy ships (or castles), then you win.
- 2) Selecting a centrally located starting castle to avoid being blocked in. Aiming at the enemy ships, and learning that there is a delay in from the time you shoot the cannon to when the cannon ball lands due to distance. Learn to repair your walls quickly at the end of each round with tetris like pieces.
- 3) I like building the walls, and the short amount of time you have makes it more exhilarating and engaging. I don't like the music, it is very loud and piercing, and old... Don't get me wrong, I love some of the music from old snes games, but this game did not do it right, they did it wrong.
- 4) This game is a precursor to the entire tower defense genre of games, generally considered to have established the prototypical tower defense. These similarities include rounds & phases, building and making repairs between attacks, and defending a territory by controlling area and building defensive structures. While I could not find any games directly derived from this class game, this game is well regarded for influencing the original tower defense games in the 2000's.