RAMPART

INSTRUCTION BOOKLET

ELECTRONIC ARTS

SUPER NINTENDO

WHO MADE THIS GAME, ANYWAY?

Franz Lanzinger (pictured below, right) has played and designed games for most of his life. He got his big break in 1982 when he was hired by Atari Games to program coin operated games. He designed and programmed Crystal Castles, programmed a number of conversions including NES Ms. Pacman, Toobin', and Rampart, and is now juggling too many jobs, including programmer, game designer, secretary, janitor, and president of Bitmasters Inc. Franz is an avid golfer and plays tournament bridge whenever he can.

Greg Hancock (pictured in center) has been a fantasy illustrator for the last six years, and took the plunge into computer animation and multimedia three years ago. Since then he has specialized in computer generated 3D animation, corporate training, and animated programs. From time to time, Greg works as a magical entertainer just for kicks. He joined Bitmasters very recently and we all think he's nuts.

Dave O'Riva (left) has been interested in programming for most of his life, wandering from custom databases (which, by the way, are extremely uncool) up to his present enviable position as a game author. Disdaining the comfort and protection of a salary (and a roof, and food), he and Franz got together to form Bitmasters, a start-up company that is turning out to be highly successful. Pursuing an avid interest in being able to afford to eat, he will continue to write games until someone holds a cannon to his head and makes him stop.

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RAMPART™

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SUMMARY OF COMMANDS

A BUTTON
Place Cannon, Super Gun, or
  Propaganda Balloon
Place Wall Sections
Release propaganda from
  Propaganda Balloon
Fire Cannons

START BUTTON
Start a Game
Pause Game

CONTROLLER
Move Castle Selection Square
Move Cannon Placement Square
Move Combat Targeting Square
Move Super Gun Icon
Move Propaganda Balloon Icon
Move Propaganda Balloon
Move Wall Sections
Select Secret Code Letter

B BUTTON
Rotate Wall Sections
Cycle through Cannon
  PlacementSquare,
  Propaganda Balloon Icon,
  Super Gun Icon (Super
  Rampart Game only)

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THE FIRST SALVO: GETTING STARTED

1. Flip the power switch on your Super NES™ to the OFF position.

   WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into the left-hand port on the Console.

   If you're playing against a friend, plug the other Controller into the right-hand port.

3. Insert the Game Pak into the slot on the Super NES™. Press firmly to lock the Game Pak into place.

4. Turn the power switch ON.

5. When the Rampart title screen appears, press START to see the Game Setup screen.

THE GAME SET UP SCREEN

One or Two Player Game Selection

When the Game Set Up Screen appears, choose whether a game will be one player or two player. Controllers must be plugged into both the left port and the right port to play a two player game.

In a one player game, the player will be the Blue Player if his Controller is plugged into the left port, or the Red Player if his Controller is plugged into the right port; press any button on your Controller when it is plugged into a port to proceed to the Game Options Screen.

In a two player game, Player One will be the Blue Player and use the Controller plugged into the left port, and Player Two will be the Red Player and use the

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Controller plugged into the right port. Press any button on *both* Controllers to proceed to the Game Options Screen.

THE OBJECT OF THE GAME

Normal Rampart One Player Game

Enemy Ships circle your shores and land their artillery, called Grunts, to invade your territory. Your goal is to sink all the Ships and destroy the Grunts while you enclose Castles in your territory, and accumulate points. To win, you must sink all enemy Ships and enclose at least one Castle in your territory. Points are awarded for:

- enclosing Castles
- enclosing open territory
- destroying enemy forces
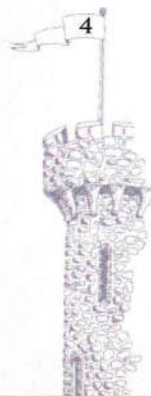
Super Rampart One Player Game

The object of one player Super Rampart is the same as one player Normal Rampart. However there are more ways to accumulate points in Super Rampart. These are described in the Super Rampart section of this manual.

Normal Rampart Two Player Game

Enemy Castles on the neighboring island are aiming their artillery at your lands. Each players' goals are to destroy his opponent's Castle walls and other forces, try to prevent him from repairing his walls, and accumulate points. Points are awarded for:

- destroying enemy Castles and forces
- enclosing Castles and open territory
- enclosing flashing Bonus Squares

Two player Games are won on a best three out of five rounds basis. That is, the first player to win three rounds is the victor. If the Red and Blue players' scores are tied at the end of a round, the Blue player wins that round.

Super Rampart Two Player Game

The object of two player Super Rampart is the same as two player Normal Rampart. However there are more ways to accumulate points in Super Rampart. These are described in the Super Rampart section of this manual.

GAMEPLAY

Game Type

There are two types of games to choose from, Normal Rampart and Super Rampart. To select the type of game you want to play:

1. Use the Controller to move the Selection Arrow to Game Type

2. Press the Controller left or right to toggle between Normal (the basic game) and Super Rampart (an enhanced and more difficult version of Rampart).

ONE PLAYER GAME OPTIONS

Battlefield

There are two Battlefields to choose from: Recruit, which is the easier field, and Veteran, which is more difficult. Starting on the Veteran Battlefield earns 5000 bonus points. To select the beginning Battlefield:

1. Use the Controller to move the Selection Arrow to Battlefield.

2. Press the Controller left or right to toggle between Recruit and Veteran.

Difficulty

This determines how much time you will have to repair your walls. There are three levels of difficulty: Easy, Medium, and Tough. You will have more time to repair walls at the Easy level of difficulty, less time at the

Medium level, and the least time at the Tough level. To select the Difficulty level:

1. Use the Controller to move the Selection Arrow to Difficulty.

2. Press the Controller left or right to toggle the Difficulty level between Easy, Medium, and Tough.

Secret Code

When you complete each level above Level 2 in a one player Normal Rampart or Super Rampart, a Secret Code for the next level will appear. If you enter a Secret Code in the Secret Code Entry line on the Option Screen, you will skip intervening levels and go directly to that screen. For example, you could go directly to the Kraken level or the Barge level in a one player Super Rampart game. Secret Codes contain *only* consonants, no vowels, and may contain a blank space. When entering a Secret Code, you will find the blank space before B and after Z. To enter a Secret Code:

1. Use the Controller to move the Selection Arrow to the Secret Code Entry Line.

2. Use the Controller to move the Letter Selection Arrow (the arrow *beneath* the letters in the Secret Code) left or right until it is beneath the letter you want to change.

3. To change a letter, press the B button to scroll the letter toward the beginning of the alphabet (toward B) or use the A button to to scroll it toward the end of the alphabet (toward Z).

4. Once you have entered the Secret Code, press START to start the game.

Note: There are no Secret Codes in Normal Rampart for levels after level 4.

Beginning a Game

When you have chosen your Starting Level, Game Type, and Difficulty, press Start to begin a game.

TWO PLAYER GAME OPTIONS

Battlefield

There are 8 starting Battlefields to choose from: Smotania, Martonia, Frepania, Crotania, Brana, Mortra, Mellodia, and Smilobn. To select a Battlefield:

1. Use the Controller to move the Selection Arrow to Battlefield.

2. Press the Controller left or right to toggle between Battlefields.

Battles

The Battles option sets the maximum number of Battles a Round will last. To set the Battles number:

1. Use the Controller to move the Selection Arrow to Battles.

2. Press the Controller left or right to toggle the maximum Battles from 3 to 5 to 7.
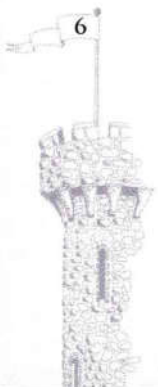
Cannon Kill

This option determines the number of Cannonball hits it will take to destroy a Cannon (usually your enemy's). To set the number of hits:

1. Use the Controller to move the Selection Arrow to this option.

2. Press the Controller left or right to select the number you want: None, 2, 4, 9, or 12.

Beginning a Game

When you have chosen your Battlefield, number of Battles, and number of hits it will take to destroy a Cannon, press Start to begin a game.

PAUSING A GAME

To Pause a game, press the START button. To resume playing, press START again.

RESTARTING A GAME

To Restart a game, press the RESET button.

QUITTING A GAME

To Quit a game, turn the Power button OFF or press the RESET button.

THE NORMAL RAMPART GAME

SELECTING A HOME CASTLE

You will need to select a Home Castle for each Battlefield. The Home Castle will be your beginning headquarters for the current round of play, and will be where your first walls are constructed and where you can place your first Cannons. To select a Home Castle:

1. Use the Controller to move the Castle Selection Square.
2. Press the A button to select a Castle.

DOING BATTLE

Each Battle is divided into three phases: The Cannon Placement Phase, the Combat Phase, and the Repair Phase.

During the Cannon Placement Phase you place your allotted Cannons; during the Combat Phase you fight your opponent; and during the Repair Phase you may repair and build walls around your Castles.

Cannon Placement Phase

To destroy your opponents, you need to bombard him with Cannonballs fired from Cannons placed within your Castle walls. At the beginning of each Cannon Placement Phase, you are given an allotment of Cannons to place. The number of Cannons left in the allotment is displayed in an icon in a corner of the screen. To place a Cannon:

1. Use the Controller to move the Cannon Placement Square.
2. Press the A button to place the Cannon

Combat Phase

The goals of the Combat Phase in One Player and Two Player Games are slightly different:

• **One Player Combat**
The object in the one player Combat Phase is to destroy all enemy Ships. Each Combat Phase lasts for a set period of time. To destroy enemy Ships:

1. Use the Controller to move the Targeting Square. (If you hold down the B button while moving the Targeting Square, it will move faster.)
2. Press the A button to fire your Cannons.

Note: Each Cannon can have only one Cannonball in the air at a time.

• **Two Player Combat**
The object in the two player Combat Phase is to destroy enemy Castle walls. The players determine how many

battles each round will last on the Options Screen. Each Combat Phase is timed. The player with the highest number of points after the last battle wins the round. To destroy enemy walls:

1. Use the Controller to move the Targeting Square. (If you hold down the B button while moving the Targeting Square, it will move faster.)
2. Press the A button to fire your Cannons.

Note: Each Cannon can have only one Cannonball in the air at a time.

Repair Phase

You will get the chance to repair your walls during the Repair Phase. You can also place walls around other Castles; if you enclose additional Castles with walls, those Castles become your territory and you can place new Cannons within these new enclosures. To repair and construct walls:

1. Use the Controller to move outlined Wall Sections.

2. Press the B button to rotate Wall Sections. (Certain Wall Sections will change shape when you press B.)

3. Press the A button to place a Wall Section.

Wall Sections can only be placed on open ground. Once a Wall Section has been placed, it cannot be moved again. There is a time limit for placing walls; if you do not have at least one Castle completely enclosed when time runs out, you lose the round.

Freestanding wall sections that are not attached to larger wall sections, or wall extensions that jut out from larger wall sections, will be "trimmed" when the Repair Phase is complete. Such wall sections and extensions

will become slightly shorter, but this will not weaken or otherwise effect enclosed walls.

After the Repair Phase, you are awarded a number of Cannons and you return to the Cannon Placement Phase. The number of Cannons awarded is based on the number of Castles you surround. Surrounding your Home Castle will award you 2 new Cannons; surrounding other Castles will award you 1 new Cannon each. Cannon awards are cumulative so, for example, if you surround your Home Castle and two other Castles, you will be awarded a total of 4 new Cannons.

Bonus Squares

During the Repair Phase of a Two Player Normal Rampart Game, you will see flashing squares on the battlefield. You will also notice these squares when selecting your Home Castle. These are called Bonus Squares. If you encircle these squares with walls during the Repair phase, you will receive bonus Territory Points. The more Cannons you have surrounded when you surround a Bonus Square, the more bonus Territory Points you will receive.

ENEMIES

Ships

Ships appear only in one player games. There are three types of Ships:

•White Ships bombard the land with cannonfire.

•Grey Ships bombard the land with cannonfire and land Grunts on shore.

•Red Ships bombard the land with cannonfire that leaves burning pits. Walls cannot be placed over these pits until the pits burn out after three Battles.

Grunts

Grunts are self-propelled enemy artillery units that disembark from enemy Ships which reach your shore. Grunts will attempt to surround and destroy walls and Castles, and can in turn be destroyed by cannonfire. You can also destroy Grunts by surrounding them with Castle walls.

GRAVEYARDS

When a Castle is destroyed by Grunts, it becomes a Graveyard. You cannot place walls on top of a Graveyard, but you can surround it with walls. A surrounded Graveyard disappears and becomes normal enclosed territory.

FIGHT AGAIN/GIVE UP

If you lose a Round in one player Rampart, you will have up to two chances to Fight Again or Give Up. If you have any continues left, a screen will appear with the caption "Decide Your Fate Commander" press START to select the Fight Again option and replay the most recent combat. If you do not want to replay the most recent combat, press the Controller left or right for the Give Up option to appear; when it appears, press START.
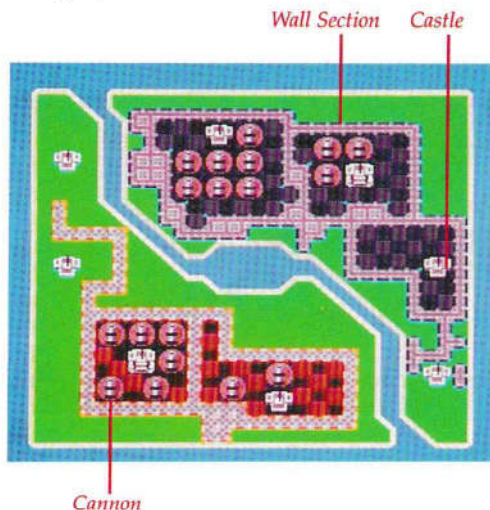
WINNING THE GAME

Ship *Cannon* *Castle* *Wall Section*
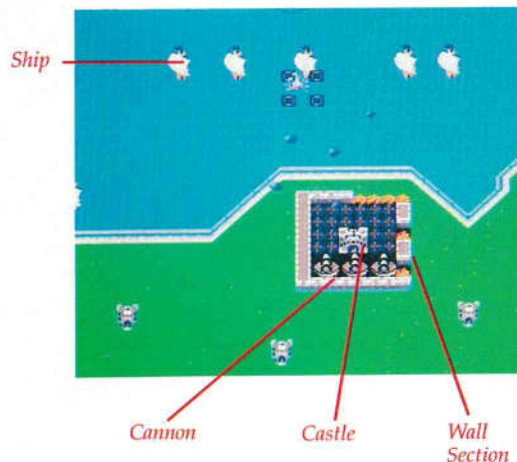
The game is played on a series of maps. The player controls the land forces, and his enemies are the naval forces. Points are awarded in four categories:

- Destruction Points for destroying enemies.
- Territory Points for enclosing territory with walls.
- Castle Bonus for enclosing Castles (including your original Home Castle) within walls. The more Castles you enclose, the higher the Castle Bonus.
- Bonus Points are awarded for completing a game, game difficulty, and unused continues.

Two Player Game

Wall Section   Castle

Cannon

The game is played on a series of maps. Player One is the Blue Army and Player Two is the Red Army. The player with the most points after the final battle wins the round; if one player cannot enclose at least one Castle within walls during the Repair Phase, he loses. Points are awarded in three categories:

- Destruction Points for destroying enemies.
- Territory Points for enclosing territory with walls.
- Castle Bonus for enclosing Castles (including your original Home Castle) within walls; the more Castles you enclose, the higher the Castle Bonus.

WALKING THE PLANK

The winner of a two player game has the rare pleasure of making his vanquished foe walk the plank. You have to make him, he won't do it by himself. To make him take a walk:

1. Use the Controller to move your sword-wielding commander toward your enemy.

2. Press the A button to prod your enemy forward.

HIGH SCORE

If you achieve an especially high score in a one player game, it will be displayed when the game is completed and you will have the chance to display your initials beside the score. To display your initials:

1. Press the Controller up or down to scroll through the alphabet.

2. When the letter you want appears, press the Controller right to go to the next initial.

3. When you have chosen the initials you want, press START to save the initials and start a new game.

High scores will be saved only as long as you continue playing Rampart. If you turn off your Super NES™, your high scores will be erased.

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SUPER RAMPART

rock

houses

grunts   graveyard
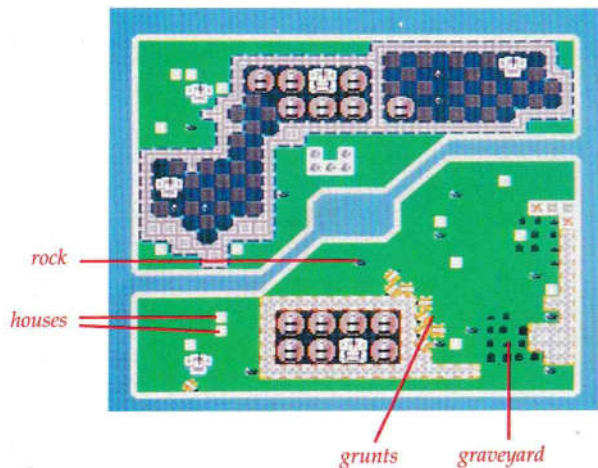
In most respects, Super Rampart works the same as Normal Rampart. The Normal Rampart instructions for Selecting A Home Castle, Cannon Placement Phase, Combat Phase, Repair Phase, and conditions for winning the game are unchanged. See the Normal Rampart Game instructions for more information. Super Rampart does have additional options and challenges, however.

SUPER GUNS

 Super Gun   Super Gun Icon

During Cannon Placement you can sometimes put Super Guns in one or more of your Castles. Super Guns fire incendiary Cannonballs that leave burning pits when they strike land, and do extra damage when they strike Ships at sea. You can place a Super Gun when

you are allotted 3 Cannons during the Cannon Placement Phase. Super Guns are slightly larger than regular Cannons and so require more space. Like regular Cannons, they can only be placed within Castle walls. To place a Super Gun:

1. Use the Controller to move the Cannon Placement Square.

2. Press the B button to change the Cannon Placement Square to the Super Gun Icon.

3. Press the A button to place the Super Gun.

PROPAGANDA BALLOONS

 Propaganda Balloon   Propaganda Balloon Icon

During the Cannon Placement Phase, you can place a Propaganda Balloon when you have been allotted 3 Cannons. Propaganda Balloons fly over enemy Ships or Cannons and shower them with pamphlets that recruit them to join your side. (Note that you cannot guide the course of a Ship). A single Propaganda Balloon can only be used once, and must be used immediately after placing all allotted Cannons. You can place more Propaganda Balloons in later rounds. Like Super Guns, they require more space than regular Cannons and can only be placed inside Castle walls. To place a Propaganda Balloon:

1. Use the Controller to move the Cannon Placement Square.

2. Press the B button to change the Cannon Placement Square to the Propaganda Balloon Icon.

3. Press the A button to place the Propaganda Balloon.

To use a Propaganda Balloon:

1. Use the Controller to direct the Propaganda Balloon over the enemy Ship or Cannon you want to control.

2. When the targeting square is on the Ship or Cannon, press the A button.

Once you recruit a Ship or Cannon, it remains in your service.

SPECIAL SHIPS

White, Grey, and Red Ships all appear in one player Super Rampart; they are the same as the Ships in Normal Rampart. Additionally, there are also Special Ships – Barges and Viking Ships – that appear in one player Super Rampart:

•*Barge*

A Barge is a huge floating gun platform that is much less vulnerable than a normal Ship. Barges will sink if you destroy all their guns with cannonfire. **Note**: Guns on a Barge cannot be recruited by a Propaganda Balloon.

•*Viking Ship*

The Viking Ship is a huge vessels that you will encounter only at the end of the game. It has several Cannons that fire flaming Cannonballs that leave fiery pits around your Castles. Unlike a Barge, a Viking

Ship's Cannons are not plainly visible, but are concealed behind portholes. You must strike these portholes to disable the Cannons. To sink a Viking Ship, you must disable its Cannons and strike its four hidden vulnerable areas. Hint: Different Viking Ships have different vulnerable areas in different games.

OBSTACLES

•*Rocks*
Small Rocks may be blown up by cannonfire. Large Rocks are permanent parts of the landscape and cannot be blown up. Wall Sections cannot be placed on top of Rocks, but Rocks can be enclosed within walls. Enclosing Rocks within walls will *not* destroy them. Grunts cannot travel across Rocks.

•*Trees*
Like Rocks, Trees are impassible to Grunts. But while they are easier to destroy than Rocks, they can multiply and spread. Trees can be destroyed by cannonfire and/ or by enclosing them within Wall Sections.

•*Swamps*
Swamps are marshy, impassable terrain. Grunts cannot travel across Swamps, and Wall Sections cannot be placed on them. They can be surrounded by Wall Sections, however; and once surrounded, they become normal, passable terrain.

•*Lakes*
Like Rocks and Trees, Lakes are impassible to Grunts, and Wall Sections cannot be placed directly upon them. However, if Lakes are enclosed with walls, they will turn into dry land.

HOUSES & GRUNTS

Houses are the residences of peasants who live outside your Castle walls. Houses appear spontaneously; you never get the chance to place Houses as you do Cannons. If you enclose a House within walls in a one-player game, you receive points. If you enclose a house within walls in a two player game, it's residents are recruited into your service and become Grunts in your enemy's territory. If you place walls on top of Houses, they become enemy Grunts. Houses can also be destroyed by cannonfire.

GRAVEYARDS

Castles destroyed by Grunts will turn into Graveyards. You cannot place walls on top of Graveyards, but you can build walls around them. If you enclose a Graveyard with walls, it will revert back to a Castle.

KRAKEN

Kraken are horrible sea monsters that rise from the ocean depths to hurl boulders at your Castles and walls. These boulders destroy walls and leave fields of small Rocks where they strike. Kraken are hard to damage, and can be hit only when their hideous heads are completely out of the water.

CHALLENGE ROUND

There are special levels in Super Rampart called the Challenge Rounds. There is no combat during Challenge Rounds; rather, they are an opportunity to build up points. The Challenge Round playing field features Castles, Houses, and Rocks. As always, points are won by enclosing Castles, Houses, and open territory; building walls on top of Houses will transform the Houses into Grunts. If you are not able to enclose any Territory, Castles, or Houses during a Challenge Round, it will not end the game; you'll just go on to the next Super Rampart round.

SCORING

- Destruction Points

Destroying Castle Wall Section	2
Hitting a Ship	16
Destroying a Cannon	16
Shooting a Grunt	25
Surrounding a Grunt	25
Destroying a House	25
Destroying a Small Rock	50

- Territory Points

Each Surrounded Square	1
Starting at Veteran Level	5000
Surrounding a House (one player game only)	100 for first house, 200 for second house, etc.

- Castle Bonuses

1 Castle	500
2 Castles	700
3 Castles	900
4 Castles	1000
5 Castles	1200
6 Castles	1400

- Bonus Points

Each unused Continue	50,000
Playing Medium Difficulty game	100,000
Playing Tough Difficulty game	200,000
Completing Normal game	1,000,000
Completing Super Rampart game	2,000,000

COMMANDS SUMMARY

START A GAME	**START**
PAUSE GAME	**START**
CASTLE SELECTION	
Move Castle Selection square	**CONTROLLER**
Select a Home Castle	**A BUTTON**

CANNON, SUPER GUN, OR PROPAGANDA BALLOON

Move Cannon Placement Square	**CONTROLLER**
Change to Super Gun Icon	**B BUTTON**
Change to Propaganda Balloon Icon	**B BUTTON**
Place Cannon, Super Gun, or Propaganda Balloon	**A BUTTON**
Move Propaganda Balloon	**CONTROLLER**
Release Propaganda	**A BUTTON**

COMBAT

Move Targeting Square	**CONTROLLER**
Increase Targeting Square Speed	**CONTROLLER + B BUTTON**
Fire Cannons	**A BUTTON**

BUILDING WALLS

Move Wall Sections	**CONTROLLER**
Rotate Wall Sections	**B BUTTON**
Place Wall Sections	**A BUTTON**

SECRET CODE

Select Letter	**CONTROLLER**
Up a Letter	**A BUTTON**
Down a Letter	**B BUTTON**

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CREDITS

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