

Railroad Rampage

Version 1.2, made by NeoTron Games.

Story :

Bandits are trying to rob your train and steal all precious cargo! Thankfully, you are a skilled engineer who can construct many different kinds of turrets and use them to defend your train. You have to make it through 25 waves of relentless enemy assault before you reach your destination, so you need to plan ahead and devise a smart strategy in order to survive!

The Game :

Railroad Rampage is a cross between an arcade game and a strategy game. It is similar in construction to many "Tower Defence" games, but it has a twist : here, you are part of the action and can affect the game in many different ways more than just building structures.

Enemies will appear from the left and will try to cross the screen. If an enemy reaches the right side of the screen, you lose a life. If all lives are lost, it's game over. Your train holds 8 cars. Each of these can hold two turrets. By clicking on the right side of the screen or on the small knob on the right side you can display the turret menu. Each turret has its advantages and disadvantages, which are listed below. To build one, you first need to have enough gold. When you have, simply click on the turret and place it on any empty position above the train. (These are displayed as white, glowing blocks.) If you want some short information about a certain turret you can click the ?-icon adjacent to it in the menu. You can also sell any constructed turrets by using the \$-icon. This will return half the money you paid for it, rounded down.

Cars can be constructed in the same way, on the menu to the right side of the screen. These replace the normal "empty" cars and can also be sold. Finally, there is an upgrade menu at the top of the screen. Upgrades can only be bought once and stay in effect for as long as the game goes on.

Once a turret has been placed, it can be activated by pressing it with the mouse/stylus. Some turrets can change direction and some are activated in this way. Most will load up and fire automatically but some require manual activation. See the list below for more information.

Turrets can also be damaged by enemy fire. If that happens, the only thing that can repair them is a Repair Car. If they take too much damage they are destroyed and the space they occupied is again free to use.

Cars have different effects as well, but all except the Fireworks Car are automatic. Cars cannot be damaged.

Once every fifth round a boss enemy will appear, which is much stronger than normal enemies and takes away 5 lives if it reaches the right side of the screen.

If you manage to survive all 25 waves, your total score will be counted and saved. Remaining lives and gold at the end will give extra score. There are three difficulty levels and the game keeps separate scores for each of them.

Controls :

Everything can be controlled using the mouse. Clicking on things will select or activate them. To deselect, use right-click or left-click the small cross at the bottom of the screen.

ESC will return to the main menu.

P will pause the game.

F will switch between Fullscreen and Windowed mode.

Turrets, Cars and Upgrades :

Sombrero :

Cost : 1

Speed : Activated

Damage : None

This structure folds out when activated and protects the two adjacent turrets from damage. The Sombrero takes the damage instead. It also works as a lightning rod and attracts lightning in case of thunderstorms.



Chili Launcher :

Cost : 15

Speed : Slow

Damage : 6

Launches a hot chili fruit into the air. The chili itself deals 6 damage. If the chili is activated while in the air it will explode and scatter into 5 parts which each deals 2 damage.



Mexicannon :

Cost : 15

Speed : Slow

Damage : 6

Launches a cannonball into the air. Activating the cannon can change the firing angle between up-left, up and up-right.



Gatling Gun :

Cost : 10

Speed : Fast

Damage : 2*3

Fires three bullets in rapid succession. Activating the gatling can change the firing angle between up-left, up and up-right.



Crazy Jose :

Cost : 15

Speed : Slow

Damage : 2*2*3

Fires two bullets in three different angles.



Sheriff Star :

Cost : 20

Speed : Slow

Damage : 2

Emits a star that slowly flies upward. The star can be dragged around by activating and holding it. Many stars can be "caught" in this way and can be dragged around as a group. They will, however, fade away if held too long.



Cactus :

Cost : 20

Speed : Activated

Damage : 8

The cactus increases it's height until it hits an enemy. It deals lots of damage to any target it hits but it will also damage itself in the process.



Casino :

Cost : 15

The Casino randomly adds small amounts of gold.

**Freight Car :**

Cost : 15

The freight car adds 10 extra gold at the end of each wave.

**Bank Car :**

Cost : 15

The bank adds gold slowly. 5 Gold is added each time it has finished loading.

**Armory :**

Cost : 20

The armory makes the turrets built on top of it deal extra damage. Each turret receives +1 to it's base damage when in contact with the armory.

**Repair Car :**

Cost : 30

The Repair Car repairs 1 point of damage on each damaged turret every time it has finished loading. It loads very slowly.

**Fireworks Car :**

Cost : 75

The Fireworks Car launches three rockets which flies upward and explodes into 10 sparks, each dealing 3 damage to every enemy they hit. The Fireworks Car is designed to be used as a last resort and can therefore only be used once. It will fire when activated and will then disappear.



Hot Chili :

Cost : 30

Makes the chili explode into 9 shards instead of 5. Each shard gets +1 damage.

**More Cards :**

Cost : 100

Increases the chance of the Casino Car producing gold by 10%.

**Crates :**

Cost : 100

Each Freight Car gives +1 gold after each wave.

**Super Star :**

Cost : 75

Increases the Sheriff Star damage by 1. Stacks with armory.

**More Spines :**

Cost : 75

Increases the Cactus damage by 1. Stacks with armory.

**Tracer Ammo :**

Cost : 90

Increases Gatling Gun and Crazy Jose damage by 1. Stacks with armory.

**MK2 Rockets :**

Cost : 50

Increases the damage of each spark produced by the Fireworks Car by 1.

**More Gunpowder :**

Cost : 90

Increases the Cannon damage by 1. Stacks with armory.

**Better Coal :**

Cost : 200

Instantly gives 2 more lives.



MK2 Engine :

Cost : 300

Instantly gives 3 more lives.

**Casey Jones :**

Cost : 150

Adds Casey Jones to your locomotive. He will fire bullets up-left with a very slow reload time.

**Usage :**

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NeoTron games is : Daniel "Imerion" Eriksson, Marcus Fredriksson and Daniel Nilsson.

Code, Graphics and Ideas by Daniel Eriksson.

Graphics and Ideas by Daniel Nilsson.

Music and Ideas by Marcus Fredriksson.

At last, thanks for trying out our game and thanks to everyone involved in the development of Bennu and Fenix!