

ACTIVISION®

STAMPEDE™

INSTRUCTIONS



So, you want to be a cowboy? Well, greenhorn, it can be right tricky. So, before ya start to lasso them dogies, you'd best learn the ropes. That's why you should read these instructions first. Real careful-like. Then saddle up. . . and head 'em out!

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STAMPEDE™ BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV; then try steps 1-3 again.
4. Plug in left Joystick Controller (it's the only one you'll need). When playing, hold the Controller with red button at upper left.
5. Set left difficulty switch at **b (down)**.
6. Select game with game select switch.

Game 1: Sidekick

Game 2: Pilgrim

Game 3: Cowpoke

Game 4: Wrangler

Game 5: Top Hand

Game 6: Trail Boss

Game 7: Rancher

Game 8: Cattle Baron

(See explanation under "Games")

7. **Use of Joystick Controller.** Use left Joystick Controller to move horse and rider up and down on screen. Press red button to throw rope.
8. **Difficulty switch.** Left difficulty switch at **a (up)** shortens rope; switch at **b (down)** lengthens rope. Right difficulty switch has no effect.
9. **To begin play.** Press game reset.
10. **Scoring.** You score points by roping cattle. Each dogie is worth points, depending on its color, as follows:
 - Black Angus = 100 points
 - Light brown Jerseys = 25 points
 - Medium brown Guernseys = 15 points
 - Dark red Herefords = 3 points

The numbers on the upper right side of the screen indicate player's score. The number on upper left side of screen indicates number of dogies which you can allow to stray behind you before the game ends. This number starts at 3—and decreases by one each time a dogie strays off the left side of your screen. When the last one strays behind your horse, the game is over.

11. **Object of the game.** To score as many points as possible by roping as many dogies as you can before too many stray behind you.

Note to owners of Sears Tele-Game Video Arcade system: Difficulty switches are called skill left (or right) player; **a (up)** is **expert** and **b (down)** is **novice**.

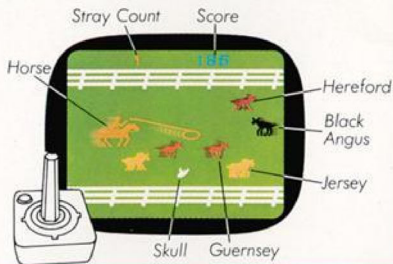
HOW TO PLAY STAMPEDE™ BY ACTIVISION®

Climb into the saddle and start ridin'! You'll want to practice placing your horse and rider in the right position to rope and herd those dogies without letting any get by you—and to dodge any surprises on the trail.

To rope, position your horse directly behind the dogie you wish to lasso. The rope will always be thrown directly in front of your horse, and the loop **must** touch a dogie in order to rope him. If you attempt to rope a steer which is too far away or too close, you'll come up empty. When you get more at home on the range, you'll know the right time to throw your rope.

It's impossible to score well if you can't keep the game going long enough to rope a passel of dogies. The only way to do that successfully is to keep the cattle in a herd in front of you. Herding is as important as roping in helping you run up your score.

When you ride just behind one of the dogies, you'll notice he'll speed up and run farther out in front of your horse. Since all dogies do not run at the same speed, you will have your work cut out for you to keep them all together and ahead of you.



GAMES

Each game of Stampede offers a different pattern, speed and movement of the dogies, providing new challenges every time you play.

GAME ONE: SIDEKICK LEVEL. When the game begins, dogies lope along, gradually running faster as the game progresses. They will run only straight ahead, and they travel in a specific pattern. Dark red Herefords are first. After you rope these critters, the light brown Jerseys appear, followed by the medium brown Guernseys. Keep your eyes peeled for an occasional Black Angus.

GAME TWO: PILGRIM LEVEL. Same as Game 1, except all dogies try to avoid your lasso by moving up and down the screen.

GAME THREE: COWPOKE LEVEL. Same as Game 1, but there is no set pattern of appearance of dogies on the screen.

GAME FOUR: WRANGLER LEVEL. Same as Game 3, but all dogies try to avoid your lasso by moving up and down the screen.

GAMES FIVE THROUGH EIGHT: Same patterns as Games 1 through 4, except all dogies start out at a full gallop.

SPECIAL FEATURES OF STAMPEDE™ BY ACTIVISION®

Dangers on the trail. The cattle drives of the Old West had their share of hazards—and Stampede does, too. Occasionally, you'll come upon an old bleached skull on the trail, and your horse will rear if you attempt to ride over it. If that happens, some of the dogies you are herding and roping could stray by, so look out and be prepared to ride around the skulls.

There's also a Black Angus who pops up every now and then (worth 100 points if you rope him), and he can be a bum steer. Since he's sitting still and facing you—and can't be herded—he's tough to rope. Worse, if you bump into him, not only will he have strayed out of the herd, but your horse will rear, slowing your pursuit of other dogies.

A well-trained horse. Your pony's no stranger to a roundup. When you throw your lasso, **he won't move.** This keeps you firmly in the saddle—but you can't change your mind and chase another dogie once you've decided to throw your rope.

No time limit. You can keep on ridin' and ropin' as long as your "stray count" (the number on the left side of the screen) is 1 or more. The better you get at roping and herding dogies, the longer your roundup will last.

Increasing your stray allowance. After each 1,000 points, you'll notice your stray count will **increase** by one, giving you more of a chance to rope and ride. The number, however, will never get larger than 9.

JOIN THE ACTIVISION "TRAIL DRIVE"

If you succeed in scoring 3,000 points at Stampede™ by ACTIVISION, send us a picture of your television screen, along with your name and address, and we will enroll you in the Activision "Trail Drive." Should you score a whopping 10,000 points (whew!) a small brand (looks like the head of a steer) will appear at the bottom left of your screen, and the score will "wrap around" to zero. You're likely to be covered with trail dust and be a little saddle-sore—but please send us a picture of your ridin' and ropin' achievement.

HOW TO BECOME A CATTLE BARON WITH STAMPEDE™ BY ACTIVISION®

Tips from Bob Whitehead, designer of Stampede



Bob Whitehead is a Senior Designer at Activision. Before creating Stampede,™ Bob designed Boxing and Skiing for Activision.

"If you are a really savvy cowboy, you could probably play Stampede till the cows come home. Strategy, patience, and smart herding and roping are what really count.

"First of all, keep in mind the particular sequences in which the different dogies appear. My advice is to establish a priority for roping the stampeding herd.

"One strategy is to lasso the high-point dogies first, while keeping the darker (low-point) ones herded in front of you. REMEMBER, herding is the most important part of the game. A dogie that is constantly herded will actually get stubborn and become more difficult to rope because he's too close to you; but he won't stray.

"You'll notice that the dogies appear in rows. When you rope the last one of a group of dark red Herefords . . . get set for some fast action, 'cause there's trouble ahead!

"Drop me a line. I'd like to hear about your Stampede Trail Drives . . . Happy Trails! God Bless!"

Bob Whitehead

Look for more Activision video games wherever you buy video game cartridges. Drop us a note and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

ACTIVISION®

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