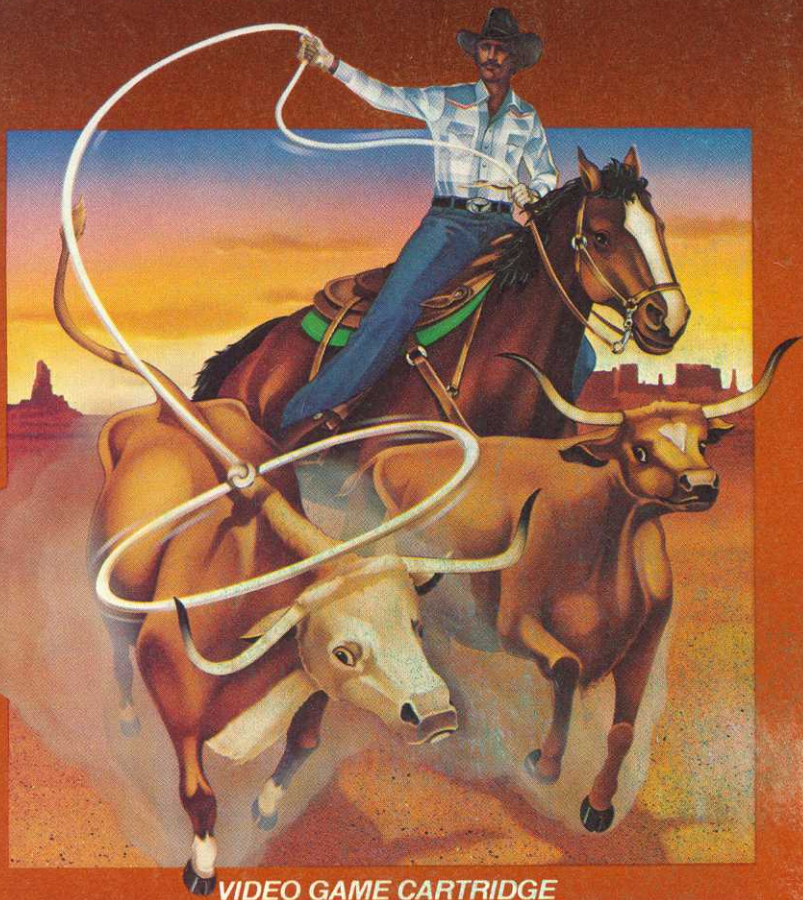


ACTIVISION®

STAMPEDE™



VIDEO GAME CARTRIDGE

INSTRUCTIONS

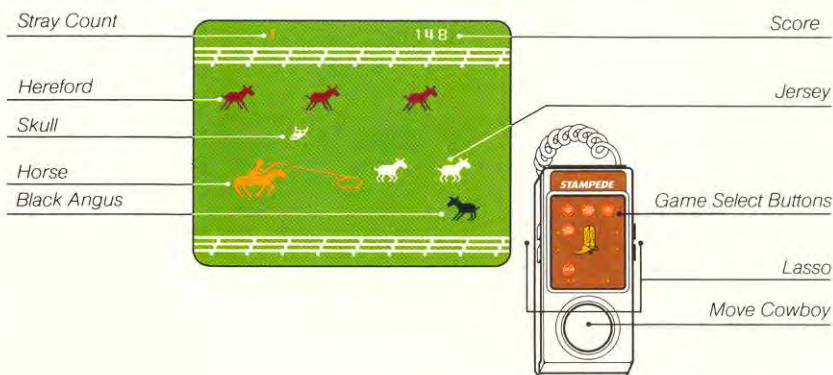
GETTING THE FEEL OF STAMPEDE™ BY ACTIVISION®

Climb into the saddle and start ridin'! You'll want to practice placing your cowboy 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.

To herd dogies, bring your horse into contact with them without throwing your lasso. You'll notice they'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 ahead of you.



Hand Controller with Overlay

GAMES

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

Game One: Slow Cows. 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.

Game Two: Slow Random Cows. Same as Game 1, but there is no set pattern of appearance of dogies on the screen.

Game Three: Fast Cows. Dogies appear in same pattern as Game 1, except all dogies start out at a faster pace.

Game Four: Fast Random Cows. Same as Game 2, except all dogies start out at a faster pace.

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 the other dogies.

Lasso. Once you've thrown your lasso, you cannot move your horse up or down until you've got your lasso back.

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.

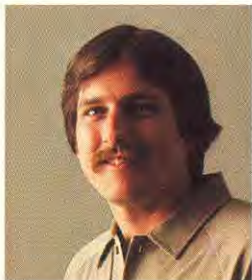
Increasing your stray allowance. After each 1,000 points, your stray count will increase by one, giving you more of a chance to rope and ride. The number will never get larger than 9.

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." You're likely to be covered with trail dust and be a little saddle-sore— but please send us a picture of your riding' and ropin' achievement, and we'll send you the special "Trail Drive" membership emblem shown below.



HOW TO BECOME A CATTLE BARON



Tips from Bob Whitehead, designer of Stampede.

Bob Whitehead is an award-winning Senior Designer at Activision. He also designed Chopper Command,[™] Boxing and Skiing for the Atari[®] Video Computer System.[™]

"If you are really a 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 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.

"Herding is the most important part of the game. But remember, a dogie that is repeatedly herded will get tired and become more difficult to herd, because he won't run as far ahead on the screen.

"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

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