

RIP OFF

Beware of scavenging pirates trying to steal your precious fuel cells! The more pirates you destroy, the faster their successors become. Guard your tanks carefully... you are always outnumbered!

Setting up

- Make sure the console power cord is plugged into an electrical outlet that is appropriate for your Vectrex unit.
- Check to be sure the plug for the built-in control panel is firmly seated in the control panel outlet on the right.
- For simultaneous 2-player game play, plug second control panel (sold separately) into the control panel outlet on the left.
- Make sure the console is turned OFF before inserting the cartridge. Insert the cartridge into the slot with the label side up. Be sure it is firmly inserted to the guideline marked on the cartridge.
- Insert the screen overlay behind the tabs at the top and bottom of the screen.
- Turn the OFF/ON/VOLUME CONTROL to the ON position (clockwise). You will see the Vectrex title for a few seconds, then the name of the game.
- Adjust the volume control to the desired listening level.

Rip-Off Controls

As a one player game, Rip-Off is designed to be played with the built-in control panel. For two player game play, a second control panel is needed. The functions of the controls are the same on both panels, as follows:

Joystick

Rotates your pirate-destroying ship. Pushing to the right rotates clockwise. Pushing to the left rotates counter clockwise.

Left Rotation (button 1)

Rotates your pirate-destroying ship to the left.

Right Rotation (button 2)

Rotates your pirate-destroying ship to the right.

Thrust (button 3)

Moves your ship forward.

Fire (button 4)

Shoots lasers at pirates.

How to Play

Player Selection

Rip-Off can be played as a one or two player game. When 'PLAYER 1 - GAME 1' appears on the screen, press Button 1 on the built-in control panel to switch to a two player game. 'PLAYER 2 - GAME 1' will then show on the screen. When played as a two player game, a second control panel is necessary. You can return to a one player game by pressing Button 1 again before starting game play.

Game Selection

You can select any of the 16 different game play options. Each game play option determines the number of available fuel cells and which characters can wraparound the screen (e.g. leave on the left side of the screen and return on the right). The game play options are as follows:

		WRAPAROUND		
Game Number	Number of Fuel Cells	Pirate Destroying Ship	Pirates	Lasers
1	8			
2	8			X
3	8		X	
4	8		X	X
5	8	X		
6	8	X		X
7	8	X	X	
8	8	X	X	X
9	4			
10	4			X
11	4		X	
12	4		X	X
13	4	X		
14	4	X		X
15	4	X	X	
16	4	X	X	X

When 'PLAYER 1 - GAME 1' appears on the screen, press Button 2 to change to the game you wish to play. For example, if you press Button 2 twice, 'PLAYER 1 - GAME 3' will appear on the screen. This will give you game play option 3. If you do not choose a particular game, Game 1 will be chosen for you.

Starting Game Play

Once you have selected the number of players and the game play option, press Button 4 to start game play.

Game Play

Your pirate-destroying ship will appear on the right side of the screen. In a two player game, a second pirate-destroying ship will appear on the left side of the screen. Your fuel cells will be in the center. You must guard your fuel cells from the pirates who will try to steal them. The pirates can appear from anywhere on the screen. Steer your ship with either the joystick or buttons 1 and 2, for left and right rotation. Move your ship forward by pressing button 3. Press button 4 to fire lasers at the pirates. The pirates can be destroyed by colliding with them, but you will then have to wait for your new pirate-destroying ship to appear before you can fire more lasers. The game is over when all the fuel cells are stolen.

The Pirates

There are six types of pirates. Each new type is faster and smarter. They can all steal fuel tanks and fire lasers at you. In a one player game, two pirates of the first type will appear. If you destroy them, two pirates of the second type will attempt to steal fuel cells, and so on. After all six pirates types appear, two at a time, they will start appearing three at a time. In a two player game, you start with six of each type of pirate, appearing three at a time.

Getting Hit

If you are hit by a pirate or collide with a pirate or the other ship (in two player game only), you will disappear. After a brief delay, you will return from the side on which you first entered.

Scoring

Points are awarded for destroying each pirate, as follows:

- Pirate 1 - 10 points
- Pirate 2 - 20 points
- Pirate 3 - 30 points
- Pirate 4 - 40 points

Pirate 5 - 50 points

Pirate 6 - 60 points

No points are awarded for destroying the other pirate-destroying ship (two player game).

Bonus Points

After destroying all six types of ships you go to the bonus levels. When "Bonus + 10" appears on the screen, 10 additional points are earned for each pirate destroyed. After destroying 6 more pirate groups "Bonus + 20" will appear. The bonuses will continue to increase for each six pirate groups destroyed.

High Score Memory

As long as your machine is on, with the Rip-Off cartridge in place, the high score is retained. Once the machine is turned off and the cartridge is removed, the high score is lost. To view the high score, press the Reset Button on the console.

Restarting the Game

If you wish to restart a game, press the Reset Button on the console.