



GAME MANUAL

Four modes. One storm. Make every second count.



START HERE

1. Choose a mode.
2. Choose a seed or use the current one.
3. Select **LANDFALL** or press Enter.
4. Move, collect points and watch your energy.

02 Controls

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tornadorampagegame.com

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Take control

Steer the tornado across the map. Nearby targets are affected automatically; use Surge to travel faster and Burst for a deliberate attack or escape.

Action	Keyboard / mouse	Controller
Move	W A S D or arrow keys; hold left mouse button to steer toward the pointer	Left stick
Surge	Hold Shift or right mouse button	Hold A / Cross
Burst	Space or middle mouse button	X / Square
Zoom in / out	Mouse wheel up / down	RB / R1 in; LB / L1 out
Pause / resume	P or Esc during a round	Start / Options
Menu navigation	Click the menu buttons	Left stick or D-pad up/down
Select / back	Click; Enter launches from the menu	A / Cross selects; B / Circle goes back

Useful shortcuts

1-4: select the four modes while at the mode menu. **R:** restart with the same seed. **Shift + R:** use a fresh seed. **F:** Steam Friends. **G:** Steam Replay, when those services are available.

Energy, Surge and Burst

Surge drains energy; ordinary movement lets it recover. In modes other than Fire Patrol, Burst requires **35% energy**, spends 35 energy and normally has an **8-second cooldown**. It also gives a short demolition window. Avoid spending your entire meter before a dangerous encounter.

Fire Patrol changes Burst into Water Burst. Fill the water meter to 100% first. Energy and water are separate resources.

Choose your mode

01 Endless Supply

Destroy buildings, sweep up objects and keep the storm alive. There is **no round timer**. Collateral damage weakens the storm; reaching 25 accumulated bad hits ends the run. Successful scoring actions help reduce that damage. Supply waves are earned at 10-million-point milestones, up to nine waves.

Approach: keep finding fresh targets, maintain your combo and leave yourself an escape route.

02 Blackout / Night Storm

Disable every circuit in the current power grid before the clock runs out. Each grid gives you **480 seconds**. Clear a grid to continue the blackout streak while keeping your score. Use the circuit counter and map to locate the remaining targets.

Approach: hunt the last powered targets rather than spending the final seconds on unrelated debris.

03 Cow Lift

Lift livestock and build your score while protecting barns. The round starts with **300 seconds**. Every **50 livestock lifts adds 30 seconds**. Losing ten barns ends the round. Collect a Free Barn pickup to undo one recorded barn loss.

Approach: sweep livestock in open areas, steer around barns and use Burst carefully.

04 Fire Patrol

Collect water and stop smoking buildings before they burn. The patrol starts with **300 seconds**; ten burned buildings ends it early. Burst becomes a rescue tool rather than the normal wind attack. Track the water meter, smoke warnings and buildings-lost counter.

Approach: plan a route between water sources and threatened homes. Preventing a fire is worth more than extinguishing it.



Survive the storm

Read the danger before making contact

Hazard	Your response
The Reaper	Avoid contact: a direct hit can end the run immediately.
Hostile tornadoes	Do not linger in contact. Sustained hostile-storm contact can dissipate your storm. Use a wind Burst against enemies where the mode allows it.
Freeze and fire encounters	Freeze can stop movement for five seconds. Fire contact drains energy. Break away and give yourself room to recover.
Orange anchor ring	Leave the ring or use a wind Burst. Anchoring slows your movement.
Blue suppression tower	The UI marks you as suppressed. Destroy the tower to remove its pressure in modes where it appears.
Crosswinds and heavy obstacles	Wind can push you off your route, and heavy obstacles slow you down. Change your approach instead of forcing a straight line.

Fire Patrol: a rescue cycle

- 1. Refill.** Stay within a water source or usable water tower area until the water meter reaches 100%. Water towers have a finite reserve; an empty tower becomes destructible.
 - 2. Find smoke.** A new smoke warning is scheduled every 15 gameplay seconds when an eligible building is available.
 - 3. Arrive before ignition.** Smoke lasts 30 seconds before becoming fire. An untreated fire burns for another 30 seconds before the building is lost.
 - 4. Water Burst.** With a full meter, Burst drenches nearby buildings and empties the meter. Its normal cooldown is 2.5 seconds. Soaked buildings receive 45 seconds of wet protection.
- Rescue points:** 1,000 for preventing a smoking site from igniting; 650 for extinguishing a fire; 100 for pre-soaking an untracked nearby building. A single Water Burst can affect several buildings.

Know your pickups

Move into a pickup to collect it. Effects apply immediately. Green labels identify helpful pickups; red labels identify penalties, and the Nuclear Bomb uses a blue treatment. Available pickups vary by mode.

Helpful pickup	Effect
 +5K / +10K / +50K / +100K	Adds the displayed points.
 14X Burst	Bursts launch 14 baby tornadoes for 20 seconds.
 3X Speed	Triple movement speed for 10 seconds.
 5 Minions	Five tornado minions for 25 seconds.
 Invincible	25 seconds of invincibility.
 10X Multiplier	10 times base scoring for 15 seconds.
 No Cooldowns	Removes Burst cooldown for 7 seconds.
 Nuclear Bomb	A large vaporization blast; use care around mode objectives.
 Free Barn / +1 Life	Cow Lift: undo one barn loss. Fire Patrol: undo one recorded fire loss.

Penalty pickup	Effect
 -50K	Subtracts 50,000 points.
 2X Slower	Half movement speed for 30 seconds.
 Buildings Shielded	Buildings are shielded for 15 seconds where allowed.
 Spawn Reapers / Reaper Blitz	Adds Reapers or sends a perimeter attack.
 +1 Yellow / +2 Pink / +2 Freeze	Adds persistent or destroyable hostile tornadoes, according to the label.

Mode matters. Fire Patrol uses a restricted pickup pool and Water Burst. Do not expect every demolition power-up to appear there. Check the active-effects readout for remaining durations.

Make the run yours

Build a chain

Scoring actions start a **7-second combo window**. Keep scoring before that window expires to build your chain. The ordinary multiplier rises by one for every three additional actions, up to **5X**. A 10X pickup replaces that normal multiplier while active; it does not multiply it again. Fixed-value rewards keep their own values.

Watch the score, energy, combo and mode-specific counters together. A high score is useful only if you can keep the run alive.

Fireworks and Free Barns

Fireworks celebrate **500,000-point milestones**, with a **45-second cooldown** between shows. Milestones crossed during that cooldown are consumed, so they do not create a delayed queue. In Cow Lift and Fire Patrol, 500,000-point milestones also schedule Free Barn pickups; collecting one removes one recorded loss, when there is a loss to remove.

Replay, Remix and seeds

Replay repeats the current seed. **Remix** starts with a fresh one. Choose **Modes** to return to mode selection. Enter a seed from **1 to 999999** for a repeatable setup, or randomize it. A seed repeats the setup; your actions still determine the outcome.

Options and language

Options include resolution, window mode, frame rate, VSync, weather screen shake, map icons, the full UI, cursor visibility and sound-effects volume. Apply your selected resolution. If you hide the entire UI, use the pause menu to reopen Options and restore it.

Select the **language flag** on menu screens to cycle languages. With a controller, focus the flag and use left/right to cycle. The chosen language is saved. Switching away from the game pauses it; an active round may require an explicit resume when you return.

A storm for the world

Play in your preferred language

Tornado Rampage offers **31 interface language choices**, including regional variants of Spanish, Portuguese and Chinese. Choose the language flag on a menu screen to cycle through them. With a controller, focus the flag and use left/right. Your choice is saved for future sessions.

English	Greek	Russian
French	Hungarian	Chinese (Simplified)
German	Indonesian	Spanish (Latin America)
Italian	Japanese	Swedish
Spanish (Spain)	Korean	Thai
Arabic	Malay	Chinese (Traditional)
Bulgarian	Norwegian (Bokmal)	Turkish
Czech	Polish	Ukrainian
Danish	Portuguese (Brazil)	Vietnamese
Dutch	Portuguese (Portugal)	
Finnish	Romanian	

Built with Unreal Engine 5

Created by **Falcon Racing Studios**, Tornado Rampage is built with **Unreal Engine 5**.

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Official website

tornadorampagegame.com

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