

Paintjob 🤪 Rampage

What is Paintjob 😊 Rampage?

Paintjob 😊 Rampage is a simple, friendly multiplayer first person shooter. You control a big smiley, move it through a maze-like environment, and when you see another smiley, you throw color bags at it. You never know what is waiting for you behind your next turn in the maze, or whether someone is sneaking up behind you unnoticed, about to give you a nice paint job.

History

Paintjob 😊 Rampage is meant as a modern remake of Midi Maze, which was the very first multiplayer first person shooter game with fluid movement and visible shots. Midi Maze ran on a network of Atari ST computers which were linked to each other in a ring network using their MIDI ports.

Goals

Paintjob 😊 Rampage is purely meant to have some quick single player or multiplayer fun. You start or join a match, move around in the maze, throw color bags at other players you encounter, unlock and use powerups, and try to end up as the highest scoring player. There are no leaderboards, no achievements, no in-game monetization schemes. It's all about having pure, simple fun with your friends (or strangers you randomly get thrown into a match with).

Features

Interface

Paintjob 😊 Rampage offers a full-blown user interface, allowing you to easily adjust sound and music volumes, chose one out of its over twenty built-in maps, and quickly host a game other players can join, or find a game somebody else is hosting where you can hop in.

The entire user interface is driven by symbols, not by text, to keep it as universal as possible. The design is all kept in the style of the chubby round smileys which are the main actors. The

only place where you will encounter arabic numbers is when you need to change the matchmaking server port, which defaults to **27015**).

In-Game

While Paintjob 😊 Rampage leans on the basic gameplay of Midi Maze, it vastly expands on it. Paintjob 😊 Rampage currently offers

- twenty built-in maps of varying sizes
- Five map styles
- New map elements in the form of windows and various types of doors (normal, one way, one way toggle and random one way toggle)
- Sixteen powerups which you can purchase using in-game money you earn by hitting other players with color bags
- Single player mode with computer controlled opponents that actually can play

System Requirements

Hardware

Paintjob 😊 Rampage is a very simple game without fancy graphics, so it should run well even on older or mid-range CPUs and GPUs and probably even on good integrated graphics. It requires less than 500 MB disk space.

Internet

Paintjob 😊 Rampage requires an internet connection. Apart from connecting to a matchmaking server and to other players, it will only use its internet connection to determine your IP address by calling a so-called “stun server” (currently *stun.l.google.com*) and a time server (currently *time.cloudflare.com*). Paintjob 😊 Rampage uses IP addresses anonymously to identify the participants of a match. It will not store any of these IP addresses permantly and beyond of the time scope of the match it was using them for.

Controls

On PCs, the game works best with a gamepad, but you can also use the keyboard (W-A-S-D or numpad 4-5-6-8 plus spacebar for firing and ESC for exiting menus or the match). When there is no gamepad detected by the game, you can use the mouse to click on any UI element and invoke the function behind it; otherwise use the gamepad’s thumbsticks to move the circular cursor over the control.

Keyboard

- **W-A-S-D** or **Numpad 4-5-6-8**: Move and turn.
- **Spacebar**: Fire
- **ESC**: Return to previous menu, to the main screen or exit the application (from the main screen).
- **C**: Cycle through cloud settings (realistic / simple / skybox)
- **G**: Open game settings
- **H**: Switch handedness (mobile only)
- **I**: Toggle in-match user interface on/off
- **M**: Turn music on/off
- **N**: Skip to next song (will also turn music on)
- **O**: Turn shadows on/off
- **R**: Turn keyboard ramping on/off
- **PgUp**: Increase window size
- **PgDn**: Decrease window size
- **Ctrl+Enter**: Turn fullscreen mode on/off

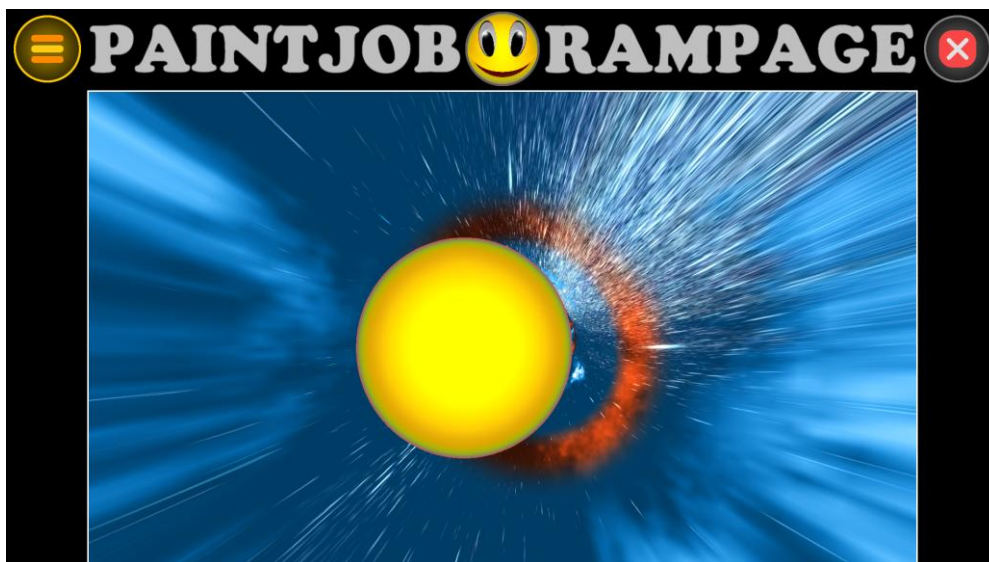
Mouse

Click on any control in the application to trigger its action, e.g. to open dialogs, enter numbers, activate powerups etc.

Gamepad

- Left thumbstick: Move forward or back (in a match) or up and down (in the menus)
- Right thumbstick: Turn (in a match) or move left and right (in the menus).
- B: Return to the previous dialog or menu / to the main screen / exit the application (from the main screen).
- X: Confirm / apply / execute choice.
- A: Use a button (in the menus) or a powerup (in a match).
- B: Leave a match
- Y: Open gamepad settings
- Front triggers: Throw a color bag
- D-Pad left/right: Select another powerup (in a match)
- Hamburger button: Switch to menu or back to game mode when in a match

Main Screen



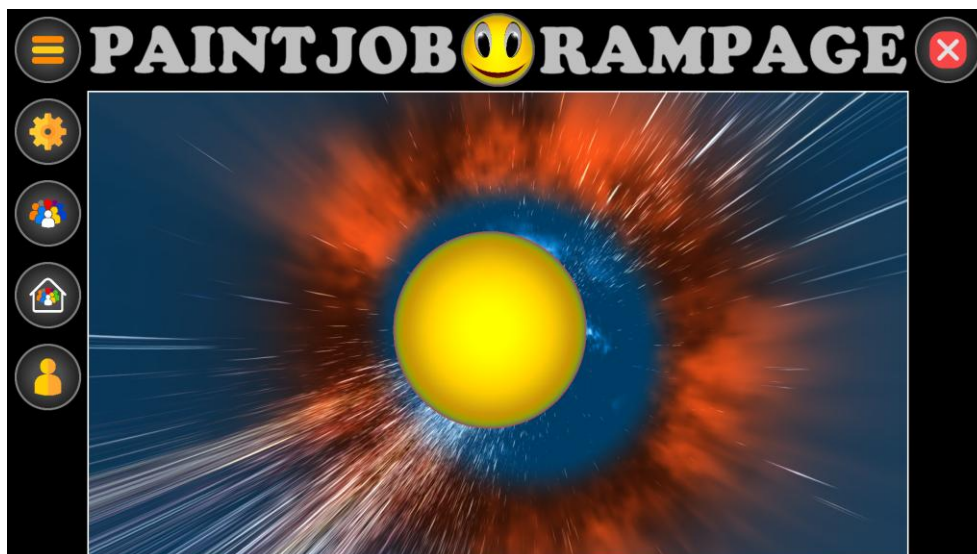
Main Screen Controls



app menu



close app



settings



multiplayer
match
via Steam



multiplayer
LAN match



solo bot
match

App Settings



Via the settings dialog, you can

- access and edit the global IP settings
- change the screen resolution and mode
- change gamepad settings
- toggle keyboard ramping, cloud rendering method and dynamic shadows
- adjust sound and music volume and skip music tracks.

Display Settings



Chose a display resolution by clicking on the green arrow buttons.

Switch to fullscreen or windowed mode by clicking on the button with the blue symbol to the left of the screen resolution display.

Click the green checkmark to apply your settings or on the red X to discard your changes.

Gamepad Settings [PC version only]

To change the gamepad controls layout and sensitivity, click on the gamepad icon:



To display the gamepad settings control:



Gamepad Layout

There are four different gamepad layouts controlling which thumbstick has what functions:



You can switch between layouts by clicking on the gamepad symbol in the middle of the control.

Gamepad Sensitivity

To change the gamepad's turn sensitivity, click on the green ring. The more green you see, the more responsive the game reacts to turn signals.

Keyboard Ramping

Keyboard ramping means that when you start to press a key on your keyboard, the effect in the game is weak in the beginning and then grows more and more rapidly to its full strength. This feature gives keyboard users fine control over their movement while also allowing them to reach the maximum turn and movement speeds quickly. Keyboard ramping gives keyboard users the same advantage game controller users have.



The effect of keyboard ramping has been tuned well in Paintjob 😊 Rampage; However, although it isn't recommended, you can turn it off if you prefer to play without it.

Realistic Clouds

Paintjob 😊 Rampage can render quite realistic clouds. You can turn that on and off by clicking on the button showing a cloud symbol:



Shadows

Paintjob 😊 Rampage can also render shadows. You can turn shadows on and off by clicking on the button showing a smiley casting a shadow:



Handedness Setting [mobile version only]

To change the thumb controls layout on mobile devices, click on the button with the two hands in the settings dialog. The green hand shows the handedness.



Volume Controls

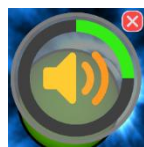
You can control the game effects and music volume by two simple and intuitively understandable controls.

Click inside the gray or green parts of the ring surrounding the central symbol to adjust the volume.

Click on the symbol to turn game sounds or music completely on or off.

Click on the arrow button at the lower right of the music volume control to skip to the next track.

Click on the close box or the corresponding main screen button to close the control.



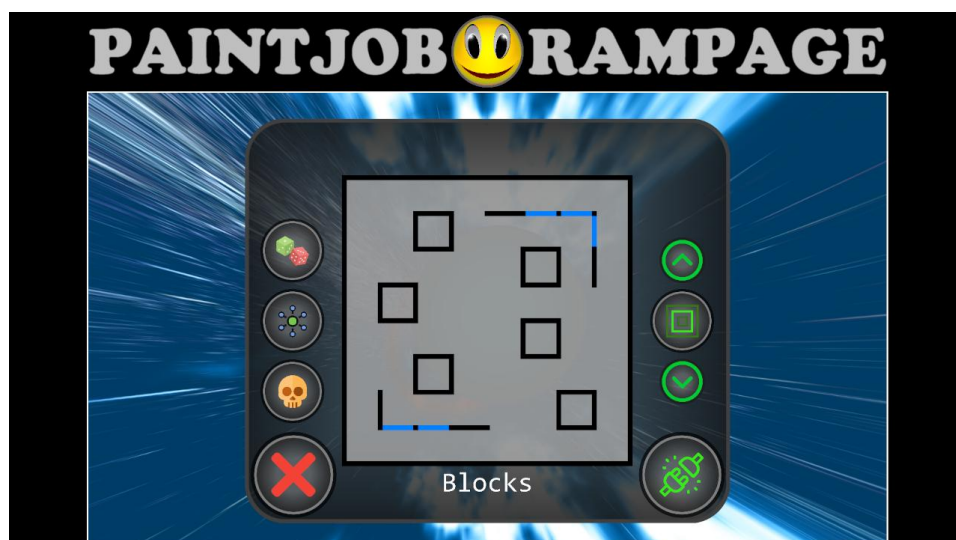
Custom Playlists

To have Paintjob 🤪 Rampage your own music, simply drop your songs as mp3 or wav files in the subfolder resources/music of the main game folder.

Playing Multiplayer Matches

Match Making

To join a multiplayer match, open the menu by clicking on the hamburger button and then click on the multiplayer button. Once you do that, you will be shown this dialog:



You can chose to play on a small, medium or large map by clicking through the modes of the button showing three nested green boxes.  The highlighted box denotes the map size you want to play on.

To allow being placed in a map of arbitrary size, highlight all three boxes.

To start looking for other players, click on the green plugs button. Paintjob 😊 Rampage's match maker will then start to look for other players who want to play on a map the size you chose and drop you into a map together with them as soon as it has found enough players.

The red die on the button at the left of the dialog tells you that you will be randomly matched with other players. For more information about this button see the following section.

Map Styles

The upper button on the left side of the dialog allows you to either have the game chose a random map style or to select a map style you want to use:



use
random
style



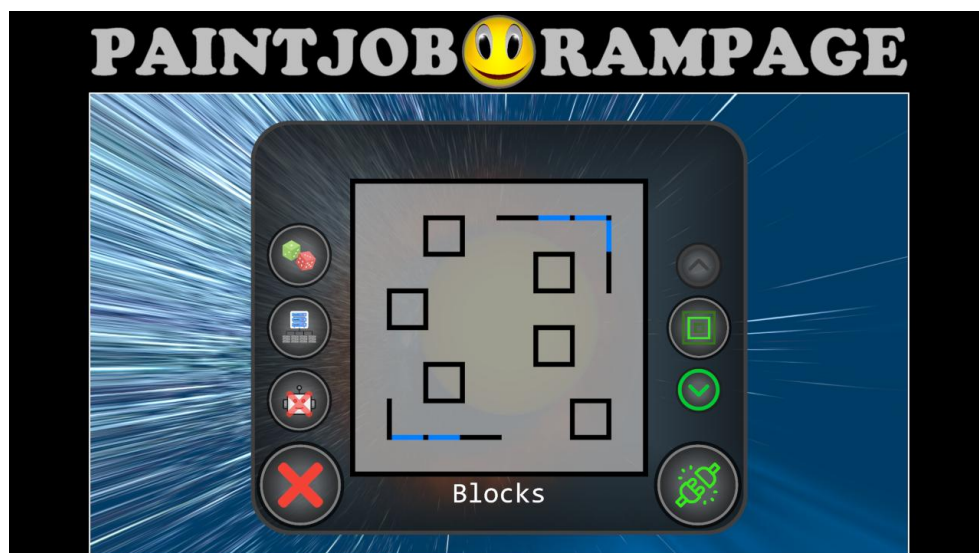
use selected style



all interior
walls are
glass

Private Matches

In Paintjob 😊 Rampage you can also organize private matches. That requires some organization on your side, so you will need to somehow communicate with your friends (via messenger, Discord, etc.). One of you needs to take the role of the match host. To do that, open the multiplayer dialog and click on the button with the red die at its left. The symbol will then change to a network symbol with a big red dot in the middle:





private game
host



private game
participant

At the top, you see an input field with a key to its left and a pencil to its right. Click on the pencil to open a dialog where you can enter a twelve-digit numerical key:



Enter your match's key here using the screen keypad and click the checkmark button to accept it. Once you have done that, pass that key to your friends you want to play a private match with. Then just start a match by clicking the green plugs button at the lower right of the match making dialog.

To join the private match, follow the same steps, but click on the network symbol again, so the green dot will be one of the peripheral circles:



Now click on the pen symbol to the right of the key field and enter the match key the game host has told you. Close the key input dialog and start the match making by clicking on the green plugs button. You will then be connected with each player who has entered the same key.

LAN Matches

Paintjob 😊 Rampage also supports LAN based multiplayer games where all players are e.g. behind a router in a home or an organization's sub network. To participate in a LAN game, click the menu icon with the multicolored people inside a house.

The map selection dialog opens. At the left you see a button with a network. Like with private internet matches, one player needs to take the role of game host. All other players need to click on the player role button until the participant icon appears. After that, just click on the green plugs button to start or join the match.

The game host can either have the game chose a random map based on the map size filter or manually chose a map to play on by clicking on the arrow buttons to the right of the map schematics.

Bots

Paintjob 😊 Rampage has competent bots you can battle both in singleplayer and optionally in multiplayer games, which you can fill up with bots in case there aren't enough human players around. You can select the bots' skill range with a control at the left of the map selection showing brains of different colors and sizes or a skull. The bigger the brain, the smarter, more agile and more aggressive the bots are. If you select the highest difficulty denoted by the skull symbol, the bots will play at their possible maximum skill; otherwise their skills will randomly vary within a range defined by the skill level you chose.



no bots in
multiplayer



low bot skill



medium bot skill



high bot skill



maximum bot
skill

To play a single player game, click the main menu's single player button, and

Paintjob 😊 Rampage will show a dialog to you where you can select the bot skill and can chose of the available maps to be placed in by clicking the up and down arrows to the right of the currently selected map's sketch. You can also specify the size of the maps you want to explore by clicking through the size filter button's modes.

To start the match, click on the green plugs button at the dialog's lower right. The number of bots Paintjob 😊 Rampage will add depends on the map size; The bigger the map, the more bots will participate.

Bots will not just chase and attack you, but also each other; However, they will preferably attack the highest scoring player. They will also use available powerups.

If you just want to duel with human players, you can prevent addition of bots to online matches by clicking through the bot skill progression until you see the square bot face with a red strikeout.

Join Progress

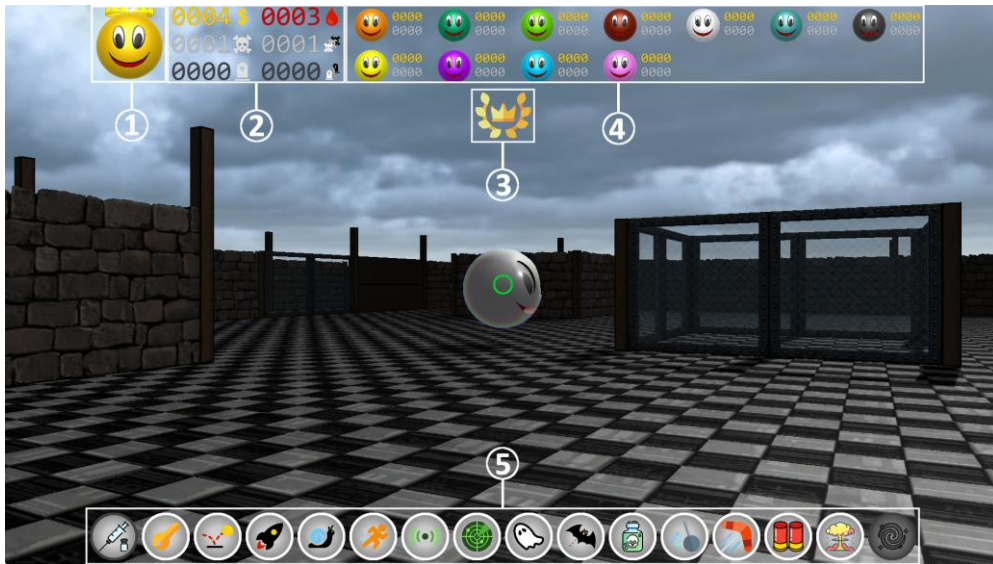
While joining a match, you will see a flashing plugs sign while you are waiting for the match maker to find enough players for you. Once there are enough players, you will be connected to them. The connection progress will be displayed by a gray ring filling up green the closer you get to successfully joining.



You can always quit from joining and return to the main screen by pressing ESC or hitting your gamepad's X button.

In The Match

Your general view inside a match will look something like this:



Status And Powerups

At the top of the screen, there is a status display showing your stats and the other players' key stats:



(1) Your general health

(2) Your scores

- Money
- Knockouts
- Blackouts
- Health points
- Consecutive knockouts
- Consecutive blackouts

(3) Highscore indicator (shown if you have the highest amount of money of all players)

(4) Other players' general health, money and knockouts

(5) Powerup controls

In-Match Menu

In the screen corners, there are a few menu controls. You can invoke their functions by clicking on them with the mouse. If you are playing using a gamepad, press the menu (hamburger) button on the gamepad to switch to menu mode. If you do, so the reticle will turn yellow and the buttons will start to slowly pulsate to indicate that you are in menu mode. Be aware that while you are in menu mode, you cannot control your smiley or use any powerups. Move the yellow reticle over the button you want to use and press the **A** button to activate its function.



Besides the volume controls at the screen button, you will see a door button in the upper right corner. Activating on it will cause you to leave the match. You can also press ESC or the gamepad's **X** button to quit.



Click on the gear button in the upper left corner of the screen to open the settings dialog.

Movement

To move around and turn, press the W-A-S-D or numpad 4-5-6-8 keys or preferable use a gamepad.

Paintjob 😊 Rampage ramps the acceleration up after a key has been pressed a short while to give you high accuracy with small movements. This may feel a bit awkward in the beginning, but is intended.

The only movement directions are forward and backward; There is no side strafing. To evade shots, you need to change your direction and move in small turns.

Scoring

Scoring is very simple: Hitting a player gives you one point, knocking a player out gives an additional point.

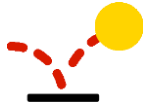
Powerups

Paintjob 😊 Rampage allows you to use sixteen different powerups in the game.

Unlocking powerups costs you money you will first have to earn by hitting and knocking out other players. The mightier the powerup, the higher the price, so you need to invest your money smart and always invest it so that you reap more from them than they cost you!

You can only purchase powerups that are colored. Unavailable powerups are grayed out. That can be because you cannot afford them, or because you are already using a powerful powerup and the grayed out ones would just make you too strong – that's a question of fair game balance. 😊

Overview of Powerups

	Wrecking Ball Damage other players by ramming them		Antidote Removes poison effect
	Key Allows you to open locked doors and to lock doors for a few seconds.		Bounce Lets your shots bounce up to three times from walls
	Rockets Doubles the speed of your color bags		Crawl Slows players you hit down to half speed
	Superspeed! Makes you faster and allows you to pass through locked doors		Sonar Makes other players audible, ghosts visible and increases the chance to hit ghosts
	Radar Shows a minimap displaying players in your vicinity, even ghosts		Ghost Become almost invisible and very hard to hit and pass through locked doors
	Vampire Each hit gives a health point, even on top of the regular maximum of three		Poison Take a health point from players you have hit every three seconds, up to three health points
	Boomerang Reflects all damage to the attacker, including Vampire and Poison effects		Buck Shot Fire a salvo of three shoots slightly fanning out in front of you
	Nuke Knock every player out (including yourself)		Teleport Flee to a remote area of the map

Unlocking some powerups may have additional requirements apart from just having enough points to purchase them. 😊

You can see the remaining duration of a powerup you have activated by a receding ring around it. The cooldown of a powerup is shown similarly by a growing ring around it.

Player Status Indicators

There are two player status indicators displayed right above a player which you may encounter during a match.

The first one is a halo, indicating that the player is currently in respawn protection and cannot be damaged (and also cannot shoot). The halo will disappear once the player can be damaged and also can fire back.

The other indicator is a crown on top of the player. The crown indicates that this player currently holds the highest score. Happy hunting. 😊



Crown



Halo

Color Your Friends

Paintjob Rampage

... And Your Life!