Rival Gangs
Extended Edition

For years, two gangs have battled for control of the city – the **CHAMELEONS** and the **DARKSIDERS** – but only one can succeed.

Your task is to lead your gang to victory by whatever means necessary... steal control from your opponents by completing missions wherever you find a phone icon, or locate the Kill Frenzy and weapon icons to go in all guns blazing!

The constant battling between the two gangs has made the city so unsafe that even the police have fled. As a result, everybody in the city has sided with one of the gangs, but most are unarmed and will flee at the first sign of trouble. As you progress, more will start carrying weapons and fighting back if triggered. As your score gets closer to 100%, they will start carrying deadlier weapons, and even start attacking you without provocation!

If you are injured, you will be taken to the nearest hospital and your gang will lose 5% control in your absence. If your score reaches 0% you'll be leaving the hospital in a body bag, so don't let that happen!

The **CHAMELEONS** can be identified by clothing and vehicles which change colour to match their bright surroundings, whereas the **DARKSIDERS** clothing and vehicles are always dark. You must choose your allegiance at the start of the game.

Good luck!

Controls

	Default Key	ON FOOT	IN VEHICLE
Up	Q	Up	Accelerate
Down	A	Down	Brake / Reverse
Left	O	Left	Turn Left
Right	P	Right	Turn Right
Fire	M	Fire Weapon	Handbrake
Enter / Exit	Spacebar	Enter Vehicle	Exit Vehicle
Weapon	Enter	Change Weapon	-
Start / Pause	S	Pause	Pause

All controls are redefinable and all major joysticks are supported.

Pause Menu

Highlight your selection and press the Start / Pause button to confirm

Continue – resume play

Destruct – if you become trapped, or just feel like exploding, use this option to self destruct. Doing so will return you to the nearest hospital and cost 5% control.

Quit – quit the game

Hints & Tips

Be careful stepping into the road – armed rivals will run you down without hesitation, and whilst your comrades and non-aggressive rivals will try not to run you over, they will put their foot down when things are kicking off!

Complete missions to earn rewards and unlock new weapon locations. Some of these will be particularly useful later in the game!

There's a place where you can trade high quality rival vehicles for weapons – the less scuffs, the greater the reward… especially so for pristine vehicles!

Your rivals don't appreciate trespassers on their turf!

Credits

Code & music by Presh
https://zxpresh.itch.io/

Fixed-point maths routines by Zeda
https://github.com/Zeda/

Loading screen by Davey "Sloanysoft" Sloan
https://sloanysoft.wordpress.com

"Cinema Bold" font by Damien Guard
https://damieng.com/typography/zx-origins/

Joystick routines by Einar Saukas
https://github.com/einar-saukas/