

Be the storm.

An arcade disaster game where you pilot a tornado, flatten buildings, launch livestock and chase a high score. Windows PC / Keyboard, mouse and controller.



Start here

Choose a mode and a seed, then select **LANDFALL** or press **Enter**. Move through the map, collect points and watch your energy and the mode objective.

Four ways to play

Endless Supply: Destroy buildings and keep the storm alive. No round timer; supply waves are earned at 10-million-point milestones, up to nine waves.

Blackout / Night Storm: Disable every circuit in each power grid. You have 480 seconds per grid; clear it to continue your streak and keep your score.

Cow Lift: Lift livestock while protecting barns. Start with 300 seconds; every 50 lifts adds 30 seconds. Ten barn losses ends the round.

Fire Patrol: Collect water and rescue smoking or burning buildings. Start with 300 seconds; ten burned buildings ends the round.

Features

Four game modes; destructible scenery; livestock; hostile storms and hazards; helpful and harmful pickups; combos; repeatable seeds; Replay and Remix; controller menu navigation; display and sound options; 31 interface language choices.

Controls & settings

Keep the storm moving. Spend energy carefully, and read each mode objective before you launch.

ACTION	KEYBOARD / MOUSE	CONTROLLER
Move	WASD or arrow keys; hold left mouse button to steer to 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 menu buttons	Left stick or D-pad up/down
Select / back	Click; Enter launches	A / Cross; B / Circle

Energy and Burst

Surge drains energy; ordinary movement lets it recover. Outside Fire Patrol, Burst requires and spends 35% energy and normally has an 8-second cooldown. Keep some energy available for an escape.

Fire Patrol: Fill the separate water meter to 100%, then use Water Burst near threatened buildings. It empties the water meter and normally has a 2.5-second cooldown. Preventing ignition earns more points than extinguishing a fire.

Replay and shortcuts

Replay / R: Repeat the current seed. **Remix / Shift + R:** Use a fresh seed. **1-4:** Select a mode at the mode menu. Enter seeds from 1 to 999999 for repeatable setups. Your actions still determine the outcome.

Options and language

Open **Options** to change resolution, window mode, frame-rate limit, VSync, screen shake, map icons, UI visibility, cursor visibility and sound-effects volume. Apply display changes. If you hide the UI, pause and reopen Options to restore it.

Choose the language flag on a menu screen to cycle through 31 interface language choices. With a controller, focus the flag and use left/right. Your selection is saved.

Troubleshooting & support

A quick reference for local settings, backups and useful feedback.

Display and performance

If play feels slow, try a lower screen resolution in Options and compare the same scene. VSync can reduce screen tearing; its effect on responsiveness depends on your display and system. Choose a frame-rate limit suited to your PC.

Moving leaves and thin branches can look different between builds using different anti-aliasing settings. Anti-aliasing is not listed as a player option in this edition. When reporting a graphics issue, identify the exact build and include a screenshot.

Reset local display settings

Close the game first. Press **Windows + R**, paste the following path and press Enter:

```
%LOCALAPPDATA%\TornadoRampage\Saved
```

Open **Config**, locate **GameUserSettings.ini** inside the Windows platform folder, and rename it to **GameUserSettings.ini.bak**. Launch the game again to recreate display settings. Keep the backup if you want to restore them.

Reset all local game data

For a complete local reset, close the game and rename the **Saved** folder to **Saved-backup**. The game will create a fresh folder when it next saves data. This resets local settings, scores, statistics and locally recorded achievements. Keep the backup until you are sure you no longer need it; this does not clear achievements recorded by Steam.

The local save is **SaveGames\TornadoRampage.sav**. Round-ending screenshots are stored under **Screenshots\Deaths**. Both are inside Saved. Back them up before deleting local game data.

Send useful feedback

Include your build or folder name, game mode, seed, steps to reproduce the issue, expected result and what happened. For performance issues, add your CPU, graphics card, RAM, resolution and observed frame rate. Screenshots or a short clip help explain visual problems.

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Created by Falcon Racing Studios, LLC. Built with Unreal Engine 5.
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