

Demolition Guide

For Amiga™ Computers

ACTIVISION.

RAMPAGE was reprogrammed for Amiga 500, 1000, and 2000 computers by David Skinner and Monarch Development, Inc.

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Contents

Two's Company, Three's a Riot 1

Gettin' All Ready 1

Three Times the Fun 1

Using Existing Control Combinations 2

Setting Up Your Own Control Combinations 3

Playing the Game 4

Climbing the Walls 4

Picking Off Helicopters and Other Antagonists 4

Other Tasty Treats 4

Keep an Eye on Your Energy Level 5

What's the Point? 5

Pausing the Game 6

Joining In 6

Recording High Scores and Starting Over 6

Picking Up Where You Left Off 7

Tips for Cheaters 7

Two's Company, Three's a Riot

You and your friends want to see a little action tonight, don't you? Great- - because there's room for all three of you to tear down the town at the same time.

But why stop at just *one* town? *RAMPAGE* offers you over a hundred cities to turn to total trash. And lots of them can be demolished more than once.

You can play any one of three terribly naughty characters—Ralph the Wolf, George the Big Ape, or Lizzie the Lizard. Ralph has the meanest punch. George is best at scaling buildings. And Lizzie is the fastest thing on four scaly feet.

Gettin' All Ready

To load *RAMPAGE* into your computer, follow these steps:

1. If you're using one or more joysticks, plug them into your computer.
2. Turn on your computer.
3. If you have an Amiga 1000, load Kickstart (version 1.2 or a later version) in the internal drive (dfØ:).
4. When your computer prompts you for Workbench, insert the *RAMPAGE* disk in the internal drive (dfØ:) to load the program.

Three Times the Fun . . .

Just as in the arcade version of *RAMPAGE*, up to three players can smash and trash at once. Each of you controls one of three characters —George the Big Ape, Lizzie the Lizard, or Ralph the Wolf. Here's how:

Once you've loaded the game, you'll first see the *RAMPAGE* title screen, which will automatically change to the set-up screen.

The set-up screen allows you to choose *which* monster each player will control and *how* you'll control them. You'll first choose your monster, then your controls.

You have the option of using the following control methods for a given monster:

- Joystick 1
- Joystick 2
- Keyboard (existing combinations)
- Keyboard (your own combinations)
- Inactive

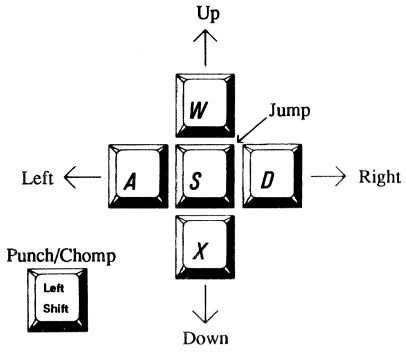
NOTE: Each monster must have its own control method, and no two monsters can share the same control keys.

RAMPAGE comes already set up with control combinations. To use them, press **Esc** when viewing the set-up screen—the game will begin automatically.

Each monster can then be controlled as described below.

George the Big Ape

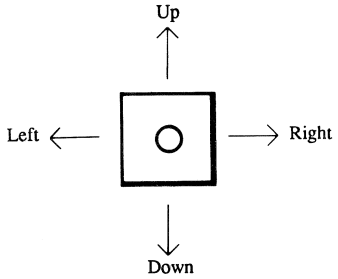
To control George, use these *keyboard* keys to move, jump, punch, or chomp in the directions indicated:



To punch, chomp, or jump in a particular direction, *hold down* the desired direction key and simultaneously press either the **PUNCH/CHOMP** key or **JUMP** key.

Lizzie the Lizard

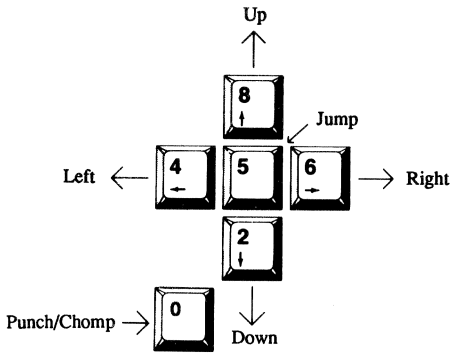
To control Lizzie, use these *joystick movements* to move, punch, or chomp in the directions indicated:



The joystick has only one button, which is used for punching, chomping, and jumping. **To punch or chomp**, move your joystick handle in the direction you want to punch or chomp and press the joystick button. **To jump**, first press, then release the joystick button *without* selecting a direction, and you'll jump in the direction you're currently facing—unless you're on the side of a building, in which case you'll jump in the opposite direction.

Ralph the Wolf

To control Ralph, use these *numeric keypad keys* to move, jump, punch, or chomp in the directions indicated:



To punch, chomp, or jump, *hold down* the desired direction key and simultaneously press either the **PUNCH/CHOMP** key or **JUMP** key.

Setting Up Your Own Control Combinations

You have the option of setting up custom control combinations for any of the monsters. Here's how:

1. Select your monster on the set-up screen. Press the *keyboard* number keys **1**, **2**, or **3** to select a monster: **1** for George, **2** for Lizzie, or **3** for Ralph.
2. Select your controller. Press the left or right arrow keys to cycle through your options. When the desired option is highlighted, press **RETURN**.

(**NOTE**: If you selected **JOYSTICK 1** or **2** or **INACTIVE**, you'll bypass the following step.)

3. Select your keys. As each control point is highlighted on the screen, enter the letter or number you wish to use for that particular control.

   For example, when the top point is highlighted, you might wish to use **U** for up, or **T** for top. Or when **JUMP** is highlighted, you might use **J** as your **JUMP** key.

   When all the control points for a monster have been entered, go back to step one to set up the next monster.
4. When the controls for all your monsters have been set up, press **Esc** to begin the game.

Playing the Game

To play the game, move your monster up and down buildings and through the town, punching and chomping as you go.

Climbing the Walls

To climb the walls of a building, move right or left to approach it. Then move up to climb.

As you climb, you can punch huge gaping holes in the building, grab and chomp people out of it—even snatch TVs, flower pots, and all kinds of yummy morsels. But remember, *some* of them can be quite hazardous to your health!

Picking Off Helicopters and Other Antagonists

Trashing cities wouldn't be as much fun if no one tried to stop you. But don't worry. They will.

Puny helicopters will try to lay into you with a round of machine gun fire. Just punch 'em right out of the air.

Soldiers will try to blast you off with rifles. Turn these pesky GIs into hors d'oeuvres. But stay away from the guy with the dynamite—eating TNT will give you a bad case of indigestion.

Tanks, trolleys, trucks, taxis, boats, and police cars will scurry away in a panic. You can simply punch them out of commission.

Helpless pedestrians can't really hurt you. But don't let that stop you from devouring *them.*

Other Tasty Treats

In addition to those delectable helicopters and vehicles, there are other tasty little tid bits hidden throughout the game. Most of them can be found inside the buildings—especially when the windows are open. And many of them must be gobbled up at just the right moment.

You'll gain valuable energy when you munch on the right thing at the right time. But you'll lose energy if you devour the *wrong* thing at the wrong time. There are other ways to gain and lose energy, too.

The following list shows which is which:

Gain Energy by Consuming:

people

soldiers

goldfish

toast when it's up

milk

bowls of fruit

watermelon

turkeys

hamburgers

another monster (after it's shrunk back into a human)

jugs of water

Lose Energy by:

eating poison

eating cactus

eating a candle

punching a toaster alone

eating dynamite

punching a light bulb when it's on

getting punched by another monster

getting shot

getting too close to explosions

punching a TV when it's on

falling off a building

falling into the water

being hit by thrown dynamite

Keep an Eye on Your Energy Level

The damage bar directly under your score lets you know how you're doing. And if you run out of energy completely, you'll automatically turn into a measly human. At which point you'll quickly find out who your true friends are.

What's the Point?

What makes having so much fun even more fun is that you get points for almost everything you punch or chomp throughout your escapade.

Here's what earns what:

Punching holes in buildings	50-250 points each
Punching helicopters	225
Punching other vehicles	250-1000
Punching TV when off	250-1000
Punching a train	200

Here's what earns what (continued):

Picking up money	250-1000 points each
Picking up light bulb when off	250-1000
Picking up safe	250-1000
Picking flowers	250-1000

Pausing the Game

During gameplay, you can press **Esc** to pause the game. While it's paused, you can press:

- **Q** to quit and go to the set-up screen.
- **S** to toggle the sound on and off.

Or press any other key to resume gameplay.

Joining In

If only one player is playing *RAMPAGE*, another can join in. Between cities, a teletype screen appears, indicating what city is coming up and offering hints and tips on gameplay. To introduce a new monster to the fray, press that monster's **JUMP** button or key while the teletype screen is displayed. Current players will maintain their running point totals, and play will resume.

NOTE: If you introduce additional players while a particular city is being trashed (by pressing **Esc**, then **Q** to load the set-up screen), all scores will be reset to zero.

Recording High Scores and Starting Over

RAMPAGE includes a record screen that accommodates up to ten high scores. Here's how it works:

After the last player dies, the game automatically goes to a **GAME OVER** screen for a few moments, then to the high-score screen. If any player has racked up a score high enough to rank among the top ten, the player is prompted to enter up to three initials; press **RETURN** to log the initials on the high-score screen.

Then, to resume gameplay at the first city, press **Esc**. When the teletype screen appears, press the **JUMP** button or key of each monster who wants to play the next round.

Picking Up Where You Left Off

To resume play at the same city where you left off when the last player died, press the joystick button (or equivalent keyboard **JUMP** key) when the **GAME OVER** screen appears. If any player has scored enough points for the top ten, enter the player's initials on the high-score screen, then press **Return** to resume play at the desired city.

Tips for Cheaters

- Don't be a nice guy. Beat up on your friends if you like. It will give you an added advantage.
- If you're caught on a building just as it's about to crumble, *jump*.
- To rack up the points, you and your friends can work some things over together. Like trolleys, tanks, and the like.
- Every town has its own strengths. *And* weaknesses. Get to know them. Use them to your advantage.
- Damaged monsters who turn into humans are fair game. Even if they *are* your friends.

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