Rampage

Smash and Trash

Activision
RAMPAGE was reprogrammed for the Color Computer 3 by SRB Software.

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Two’s Company, Three’s a Riot

Are you and your friends looking for some action? Well, you’ve come to the right place. In RAMPAGE, there’s room for three of you to tear up the town together.

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.

Each player can play any one of three terribly naughty characters—Ralph the Wolf, George the Big Ape, or Lizzie the Lizard.
Gettin’ All Ready

To load RAMPAGE into your computer, follow these steps:

1. Start with your computer turned off and the cartridge slot empty.

2. Insert your RAMPAGE cartridge in the cartridge slot, label side up. Make sure it’s inserted securely.

3. Plug one or two joysticks into the joystick ports on your computer.

4. Turn on your computer and monitor.

When the game has loaded, a screen appears that asks if you have an RGB monitor. Press Y if you do have an RGB monitor, N if you do not.
Three Times the Fun...

Just as in the arcade version of RAMPAGE, up to three players can smash and trash at once. Each player 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. Press Enter to go 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.

To choose your monster on the set-up screen, press the 1, 2, or 3 key on the keyboard.

To choose the controls for your monster, use the right and left arrow keys on keyboard to highlight one of the following—

- Left joystick
- Right joystick
- Keyboard
- Inactive
After choosing your controls, press Enter to confirm your choice. Each monster must have its own controls.

If you choose one of the joysticks, you’ll use the standard joystick movements to guide your monster left, right, up, and down. Press the primary joystick button to punch and chomp, and the secondary joystick button to jump.

If you choose keyboard controls, you can use either of two combinations of keys to move in the directions indicated:

Alt or 1 Move up
Cntl or 2 Move down
< or 3 Move left
> or 4 Move right

Use the F1 key to punch and chomp, and the F2 key to jump. To punch, chomp, or jump, hold down the desired direction key and simultaneously press either the punch/chomp key (F1) or jump key (F2).

When all players have chosen a monster and controls, press F2 or the secondary (jump) button on any active joystick to begin play.
Jumping In

A second (or third) player can join in the fun at any time during the game. To do so, just press the jump button on the second joystick (or the keyboard)—your monster will float onto the screen hanging from a balloon and drop into the action. (You cannot bring in a monster that’s been made inactive on the set-up screen.)

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, simply 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 knock 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, trucks, taxis, 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

There are many tasty little morsels 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
- jugs of water or milk
- bowls of fruit
- watermelon
- another monster
  - after it’s shrunk
  - back into a human
- turkey

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:

<table>
<thead>
<tr>
<th>Activity</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Punching holes in buildings</td>
<td>550</td>
</tr>
<tr>
<td>Punching helicopters</td>
<td>225</td>
</tr>
<tr>
<td>Punching other vehicles</td>
<td>250</td>
</tr>
<tr>
<td>Punching soldiers</td>
<td>200</td>
</tr>
<tr>
<td>Punching pedestrians</td>
<td>100</td>
</tr>
<tr>
<td>Punching TV when off</td>
<td>250-1000</td>
</tr>
<tr>
<td>Picking up money</td>
<td>250-1000</td>
</tr>
<tr>
<td>Picking up light bulb when off</td>
<td>250-1000</td>
</tr>
<tr>
<td>Picking up safe</td>
<td>250-1000</td>
</tr>
<tr>
<td>Picking flowers</td>
<td>250-1000</td>
</tr>
<tr>
<td>Picking up toaster with toast</td>
<td>100</td>
</tr>
<tr>
<td>Picking up watermelon</td>
<td>100</td>
</tr>
</tbody>
</table>
Pausing the Game or Breaking Off Play

During gameplay, you can press Enter to pause the game; to resume play, press Enter again. To quit and go to the title screen, press Shift and Esc.

Starting Over

The game is over, of course, when all players lose all their lives and meet their demise. But there's always a new game to be played.

To resume play at the same city where you left off when the last player gets it, press the joystick button (or equivalent keyboard JUMP key) while the GAME OVER screen is flashing.

To start a new game from the beginning, wait until the GAME OVER screen stops flashing, then press F2 or the secondary (jump) button on any active joystick.
Hints

• 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 tanks and other vehicles.

• Every town has its own strengths. And weaknesses. Get to know them. To use them to your advantage.

• Injured monsters who turn into humans are fair game. Even if they are your friends.
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