



ACTIVISION

© 1988 Activision, Inc.  
GD-177-03

## **Demolition Guide**

---

For a recorded message about our newest software, call 415 940-6099; after May 1, 1988, call 415 329-7699. For technical help, call Product Support between 9:30 a.m. and 4:30 p.m. Pacific time Monday through Friday: 415 940-6099; after May 1, 1988, call 415 329-7699.

For information about our products, write to:

Product Support  
Activision, Inc.  
P.O. Box 7287  
Mountain View, CA 94039

To ensure a swift response, please write the subject of your inquiry on the outside of the envelope.

### ***Copying Prohibited***

This software product is copyrighted and all rights are reserved by Activision, Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling or otherwise distributing this product without the express written permission of Activision are violations of U.S. Copyright Law and are hereby expressly forbidden.

© 1988 Activision, Inc. All rights reserved.

*RAMPAGE*™ and © Bally Midway Mfg. Co. All rights reserved. Used under authorization.

---

### ***Two's Company, Three's a Riot***

You and your friends are going to see a little action tonight, aren't you? In fact, there's room for all three of you to tear down the town at once.

But don't stop at just *one* town. This game has 132 cities for you to trash. And lots of them can be trashed 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 — that Lizzie! — she's the fastest thing on four feet.

To see how to control any one of these three menacing monsters, see the command card for your system.

### ***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, 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 naughty helicopters and vehicles, there are other 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. Plus, there are other ways to gain and lose energy too.

The following list shows which is which:

#### **GAIN ENERGY BY EATING:    LOSE ENERGY BY:**

people	eating poison
swatmen	eating cactus
goldfish	eating candle
toast when up	punching toaster alone
milk	eating dynamite
bowl of fruit	punching light bulb when on
turkey	getting punched by another monster
hamburger	getting shot
another monster	getting too close to explosions
after he's shrunk	punching TV when on
back into a human	falling off building
	getting all wet
	being hit by thrown dynamite

### ***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
Punching helicopters	225	each
Punching other vehicles	250-1000	
Punching TV when off	250-1000	
Punching a train	200	
Picking up money	250-1000	
Picking up light bulb when off	250-1000	
Picking up safe	250-1000	
Picking flowers	250-1000	

### ***Tips for Cheaters***

- 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. To use them to your advantage.
- Damaged monsters who turn into humans are fair game. Even if they *are* your friends.

## ACTIVISION LIMITED 90-DAY WARRANTY

Activision, Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Activision, Inc., at the address noted below with a check or money order for \$7.50 (U.S. currency), which includes postage and handling, and Activision will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$7.50 check, (2) a brief statement describing the defect, and (3) your return address. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

### WARNING

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty.

### RETURNS

U.P.S. or registered mail is recommended for returns. For the best service, please be sure to —

1. Send the diskette and sales receipt.
2. Write the name of the product and the type of computer system you have on the front of the package.
3. Enclose your return address, typed or printed clearly, *inside* the package.

Send to:

WARRANTY REPLACEMENTS  
Product Support  
Activision, Inc.  
3885 Bohannon Drive  
Menlo Park, CA 94025



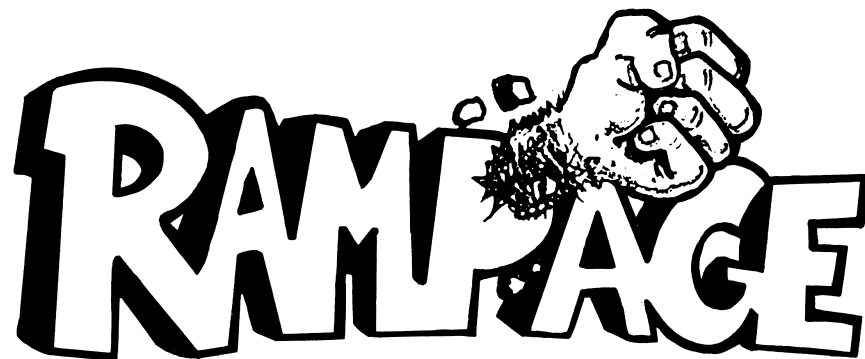
## *Command Card*

*For Apple® IIe, IIc, IIc+ and IIGs in Apple II Emulation Mode*

ACTIVISION

© 1988 Activision  
TD-177-09

ACTIVISION



---

## *Credits*

*RAMPAGE* was programmed for the Apple II computers by Ken Hurley.

Produced by J. David Koch.

Product management by Kelly Flock.

Product testing by Steve Imes and Alex Edelstein.

Command Card by Ken Hurley. Editorial management by Laura Singer.

Production coordination by Nancy Waisanen. Production and typesetting by GlennHills Graphics Co.

© 1988 Activision. All rights reserved.

*RAMPAGE* is a trademark of Bally Midway Mfg. Co. Copyright Bally Midway Mfg. Co. All rights reserved. Used under authorization.

Apple is a registered trademark of Apple Computer.

---

## *Contents*

Gettin' All Ready.....	2
Twice the Fun.....	2
Using Existing Control Combinations.....	3
George the Big Ape.....	3
Lizzie the Lizard.....	3
Ralph the Wolf.....	4
Playing the Game.....	4
Special Options.....	4
Starting Over.....	5
Recording High Scores.....	5

---

## Gettin' All Ready

To run *RAMPAGE*, you'll need 128K memory on your computer.

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

1. If you're using a joystick, plug it into your computer.
2. Place the *RAMPAGE* disk in your disk drive.
3. Turn your computer on.

## Twice the Fun . . .

In this version of *RAMPAGE*, up to two people can tear up the town at once. Each of you will control one of three characters—Ralph the Wolf, George the Big Ape, or Lizzie the Lizard. Here's how:

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

The player selection screen asks you to choose a one- or two-player game. If you choose a two-player game, player 1 first chooses the control method -- joystick or keyboard -- and then selects which monster to control. Player 2 then selects a monster to control. Both players can use the keyboard, but only one player can use the joystick.

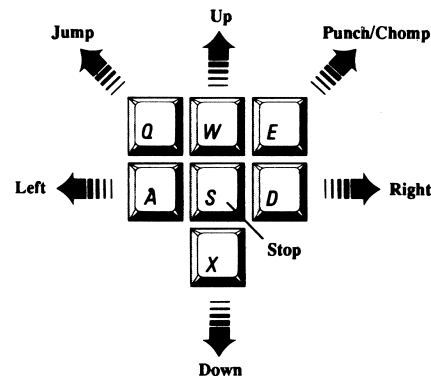
After you've made your selections, the game starts automatically.

## Using Existing Control Combinations

Each monster can then be controlled as described below.

### George the Big Ape

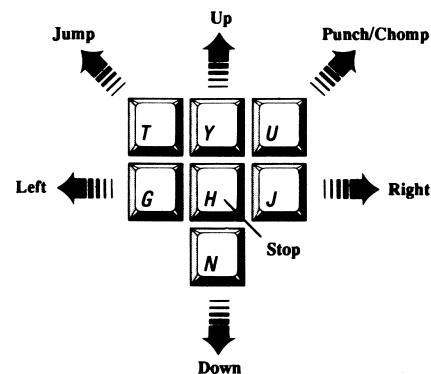
Use these keyboard keys to move, jump, or punch in the directions indicated:



To punch or chomp, press the desired direction key so that the monster is facing in the direction to punch, then press the **Punch /Chomp** key.

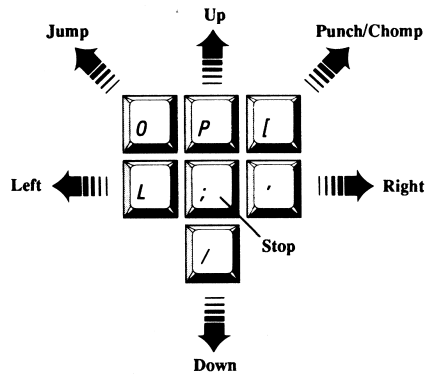
### Lizzie the Lizard

To control Lizzie, use these keyboard commands to move, jump, or punch in the directions indicated:



## Ralph the Wolf

Use these keyboard commands to move, jump or punch in the directions indicated:



## Playing the Game

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

Use the monster controls as described above and other game controls described below. And see the *RAMPAGE Demolition Guide* for hints, tips, and further details.

### Special Options

During gameplay, you can press Esc to pause the game. While paused, you can press—

- Q to quit and go to the player selection screen.
- S to toggle the sound on and off.
- control-reset to quit the game and restart the computer.

Or press the space bar to resume gameplay.

## Starting Over

When a player dies (or when the last player left in a two-player game dies), the screen flashes the message **GAME OVER**. If you want to continue the game at the current level, press one of the joystick buttons, or the keyboard equivalent, before the message disappears. If you don't press a button at this time, the game returns to the beginning, and you can select a new monster and control method.

## Recording High Scores

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

When the game is over, if a player has earned a high score, the game automatically goes to the high-score screen. The player may enter up to three initials; press **RETURN** to enter the initials onto the screen.

To clear the high-score screen, press C. To resume gameplay, press Esc.

