

ATARI

LYNX

VIDEO GAME MANUAL





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# REVENGE AT THE LAB!

There has been a terrible accident at the chemical lab! A new employee in the cafeteria accidentally mixed an experimental chemical with the creamed spinach. Luckily, nobody ate the spinach. Well, almost nobody. Four unfortunate souls snarfed the sticky green goo on a dare. Now horrible things were starting to happen.

It started with Larry, the cashier in the cafeteria and company snitch. He began to grow a tail and his head started looking like a creepy rat. Next thing he knew, he had this strong craving for cheese.

Then Ralph the janitor, who had a night job singing lead for a heavy metal group called The Noxious Fumes, began to grow an awful lot of facial hair. That night he started to howl, although only a few people noticed. Next Lizzie, the head of marketing, turned into a giant fire-breathing lizard. Worst of all, Boss George (the chemical factory's top banana) turned into a gorilla.

Things would not have been so bad if they had stayed small. But they started to grow. And grow. They kept growing until they had become huge, ugly, smelly monsters. Boy were they mad! They smashed out of the factory and into the city streets.

They smashed stores, crushed houses, and fought off entire armies sent to protect the city. As they trashed the town, they looked for anything edible. Hamburgers, bread, even hapless citizens couldn't quench the insatiable appetite of these horrible fiends. It was obvious that the monsters had to be destroyed. Or did they? Rumor has it that a Lab Technician has developed the antidote. But there are two problems. First, there is only enough antidote for one monster. Second, the Lab Technician is in hiding until the world caves in and accepts his demands, or until the monsters find him, whichever comes first.

Will the tanks and choppers destroy the monsters or will one survive to find the antidote and become human again? It's hard to tell, the battle is still raging!

## GETTING STARTED

Rampage is a monstrous adventure game for one to four players. Follow these instructions to start the game:

1. With your Lynx system(s) switched off, insert the game card(s) as described in the **Lynx Owner's Manual**. If playing against others, make sure all machines are connected via Comlynx™ cables. For detailed instructions, consult your owner's manual.

**Warning:** Do not touch the game card connector pins. Do not expose the contacts to static or extreme heat. Do not bend, crush, or attempt to clean the game card.

2. Press **ON**. The Rampage title screen and credits appear. (In a multiplayer game, all players must be on the title screen before anyone can go on. The number of players appears in the top left corner of the screen. When all players are ready, one player should press **A** or **B** to advance to the Character Selection screen.)
3. Press **A** or **B** at any time to advance to the Character Selection screen. Press the joystick to scroll through the characters. Unavailable characters will not appear. When the desired character is in the center of the screen, press **A** or **B** to select that character and begin your Rampage!
4. You see the Daily News. The front page article shows which city the monsters are headed for and provides a hint. Press **A** to begin the game.

## Optional Game Control

To enhance play, the following optional game controls allow you to modify the display, and pause and restart the game:

- To flip the screen 180 degrees and reverse the controls, press **OPTION 2** and **PAUSE** at the same time.
- To pause the game press **PAUSE**. Repeat to resume play.
- To return to the title screen press **OPTION 1** and **PAUSE** at the same time.
- To find out how many lives your monster has left, press **OPTION 1** at any time during the game.

## PLAYING THE GAME

The object of Rampage is to smash and destroy city buildings while helicopters, tanks, and soldiers try to destroy you. Each monster begins with three lives. The game ends when all monsters lose all of their lives.

In a multiplayer game, after all lives have been used, you may elect to continue or to remain in camera mode. In camera mode, press **A** or **B** to change the character you are watching. When in camera mode, crossbones appear in the upper left corner of your screen. If you want to continue, you're given the opportunity. Press **A** or **B** while your character (now human) is walking off the screen. Your score will be reduced to zero and you will be afforded one additional life. This option is available to you up to level 40. Once you've reached level 40, you may no longer choose to extend your game.

Use the joypad to move your monster through the cities. As you move around, press **A** to punch in the direction you choose with the joypad. Press **B** to jump. Press up on the joypad when your monster is by the side of a building to climb that building.



As you wander through the city streets, destroy every building you see. To destroy a building, climb and punch the building. When you damage enough building sections, that building collapses. To destroy the top levels of a tall building, you will have to climb the building.

When your monster breaks a wall or window, watch for food. Your monster can eat anything, but some of the items have unusual effects. Good food, including those tasty humans, increases the monster's health. Other items may hurt the monster. Watch especially for certain humans. Capturing the right person can benefit your score considerably.

When a building is destroyed, either by a monster or an army explosives expert, it will crumble to the ground. If your monster is on the building when it starts to crumble, press **B** to jump off. If the monster doesn't jump in time, it will be injured by the fall.

Potions in flasks can be found throughout the game. Each monster needs a specific potion. Once ingested, it will make him or her invincible. Ingesting the wrong potion will harm the monster.

When your character drinks a potion in a flask, he will flash, indicating that he possesses the powerup and has become impervious to all damage. In a multiplayer game, he will also become invisible to the other players. The powerup will remain in effect for the entire level.

Keep an eye open for tanks, machine guns and helicopters. Tanks shoot shells and helicopters are equipped with machine guns and bombs. If your monster gets hit by a bomb or a shell, it will be knocked to the ground. When all health points are gone, the monster will shrink to a human creature. If any lives remain, press **A** or **B** to play your next life.

In a single player game, destroy everything in sight. Score points and find food while searching for the Lab Technician.

In a multiplayer game, the monsters can fight each other or work together. If they work together, the goal should be to destroy everything and survive. However, if the monsters fight each other, the winner is either the last monster to die or the player with the most points, depending on what the players decide. Of course, there is only enough antidote for one monster, so when the time comes (and you'll know when it does!), you'll have to fight for the precious little vial of antidote. The game continues until the last monster dies or one monster finds the Lab Technician and makes him create the antidote.

## STRATEGY

Try to destroy cities as quickly as possible. The longer you stay in the city, the more damage you will receive from the army guys.

Watch for clues between levels. Those clues will help you survive. Some clues tell about the final level. If your monster can survive that long, it will be your only hope.

Jump when you see dust clouds and approaching building cracks.

Drinking the right potion makes you both invisible and impervious to harm. This is especially advantageous when playing a multiplayer game.

If playing against other players, try to destroy the enemy as soon as possible. However, do not ignore tanks and choppers. Also, do not let the other player score too many points while you try to destroy him or you may not be able to catch up.

If playing as a team, destroy the buildings quickly and protect the other monsters. For example, George could watch for helicopters and tanks while Lizzie destroys buildings.



## SCORING

At the beginning of each level you'll be presented with The Daily News newspaper display. Press **A** to begin the level or **B** to view the current scores of all players. You receive points for almost everything you can punch.

Punching (Cracks).....	50 points
Hole in Building.....	250 points
Window Objects.....	50-1000 points
Tanks.....	1000 points
Signs.....	1000 points
Cars.....	1000 points
Friends.....	225 points

An extra life is awarded at 100,000 points and at 300,000 points.



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