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# RAMPAGE



Actual Commodore 64 screens shown

The game where the nice guys don't get a look in.

Grab your way through Chicago, punch up New York, and jump on San Francisco.

Three indescribably nasty characters which bear a remarkable likeness to King Kong, Godzilla and Wolf-man, need you to send them on a rampage in an enduring 150 days of destruction, through 50 different cities.

Commodore version requires joystick  
Manufactured in the United Kingdom.  
Fabriqué en Grande Bretagne.  
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EDD 582



RAMPAGE

DISK FOR  
COMMODORE 64/128

ACTIVISION



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Bally MIDWAY

## **RAMPAGE**

### **LOADING**

If using a 128 first select 64 mode.

**Cassette:** Ensure the cassette is fully rewound. Press the SHIFT and RUN/STOP keys together, then press PLAY on the recorder.

**Disk:** Insert the disk into drive, Side A upwards. Type LOAD "\*" 8.1. and press RETURN.

### **GAME DETAILS**

In the very best Hollywood tradition RAMPAGE unleashes monstrous mayhem across an unsuspecting city. No fewer than three of your favourite B-movie behemoths are loose among the skyscrapers - and nothing short of total destruction will satisfy them!

Each player assumes the role of a typical urban-dweller who, through the accidental ingestion of experimental food additives, is 'transformed' into a rampaging monster. Using keyboard or joystick, up to three people can play, controlling either George the Giant Gorilla, Lizzie the Lizzard or Wolfman Ralph.

In a desperate battle for survival you must smash through the sides of buildings in search of edibles. 'EDIBLES' increase your energy as shown on the energy bars at the top of the screen; and include everything from goldfish bowls to the occasional tasty human that appears from behind the shattered windows.

However, beware electrical appliances such as toasters and TV's that will give you some nasty surprises.

By climbing up the skyscrapers and pounding at them with your fists, you eventually weaken the buildings until they collapse into rubble. When the foundations start to give way, you should leap off - getting trapped in the falling masonry will weaken you. You can also be weakened by shots from the National Guard troops or the military helicopters that are constantly circling overhead.

If you lose all your energy you will revert back to human form and, hiding your nakedness as best you can, shuffle off screen in embarrassment.

When a whole new screenful of buildings has been demolished a new city block appears, ready to be flattened. There are 50 cities, and the monsters spend three days in each one, making 150 different screens.

### **GAME CONTROLS**

Players with joysticks use the four stick directions and the fire button to control their monster. See the table below for the keyboard equivalents. LEFT and RIGHT cause the monster to walk along the street, or across the top of buildings. UP and DOWN are used to climb up and down the sides of buildings. Pressing FIRE on its own makes the monster jump, while pressing a direction key, then FIRE, throws a punch or makes a grab in the chosen direction. You can punch and be punched by your fellow monsters.