

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 (df0:).
4. When your computer prompts you for Workbench, insert the RAMPAGE disk in the internal drive (df0:) 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 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 be controlled as below.

George the Big Ape

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

A	S	D	W	X	Left/Shift
Left	Jump	Right	Up/down	Punch/comp	

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.

Up Left Right Down

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:

8	5	4	8	2	0
Up	Jump	Left	Right	Punch/ Chomp	Down

To punch, chomp, or jump, *Hold down* the desired key and simultaneously press either the PUNCH/COMP 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 and you 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 TV's, 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 show 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 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, the Q to lead 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.

Loading Difficulties. . .

We are always seeking to improve the quality of our product range, and have developed high standards of quality control to bring you this product. If you experience any difficulties whilst loading, it is likely to be a fault other than the product itself. We therefore suggest that you switch you computer off and repeat the loading instructions *carefully*, checking that you are using the correct set of instructions for your computer and software. If you still have problems, consult the User handbook that accompanied your computer or consult your software dealer for advice. In the case of continued difficulty and you have checked all your hardware for possible faults, may we suggest that you return the game to the place of purchase.

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