

TANDY[®]

Cat No. 26-3174

Color Computer 3

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
- Keyboard
- Right joystick
- 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 escape.

Here's what earns what:

Punching holes in buildings	550 points each
Punching helicopters	225
Punching other vehicles	250
Punching soldiers	200
Punching pedestrians	100
Punching TV when off	250-1000
Picking up money	250-1000
Picking up light bulb when off	250-1000
Picking up safe	250-1000
Picking flowers	250-1000
Picking up toaster with toast	100
Picking up watermelon	100

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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