Command Card

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

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.

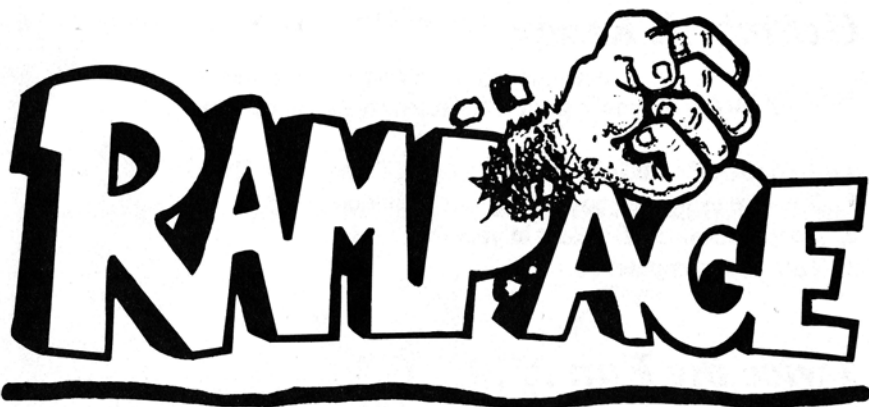Command Card by Ken Hurley. Editorial management by Laura Singer. Production coordination by Nancy Waisanen. Production and typesetting by GlennHills Graphics Co.

Contents

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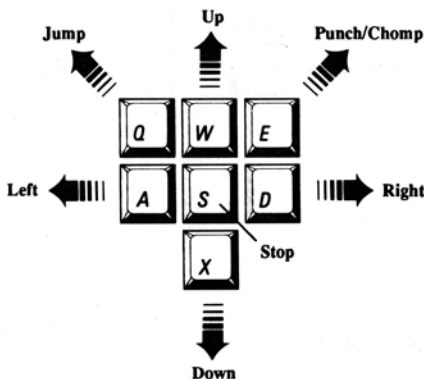
After you've made your selections, the game starts automatically.

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:

Jump   Up   Punch/Chomp

| Q | W | E |
| A | S | D |

Left | A | S | D | Right

| X |

Stop

Down

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.

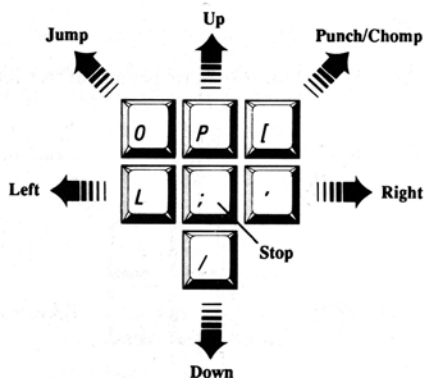### Lizzie the Lizard

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

Jump   Up   Punch/Chomp

| T | Y | U |
| G | H | J |

Left | G | H | J | Right

| N |

Stop
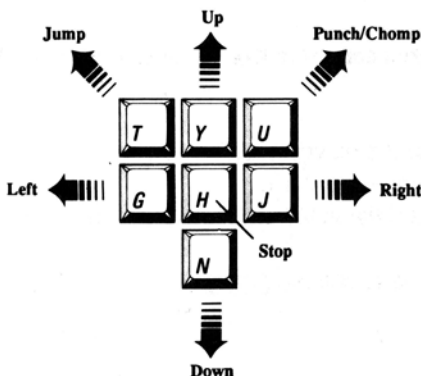
Down

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**.