



TM

Distributed by

ACTIVISION®

For play on the

SEGA®

Master System

Credits

RAMPAGE was developed by Sega Enterprises, Ltd.

Produced by Tom Sloper.

Product management by John Crompton.

Product testing by Kelly Zmak.

Demolition Guide by Liz Armstrong. Editorial management by Laura Singer. Production by GlennHills Graphics Company.

For a recorded message about our newest software, call 415-329-7699. For technical help, call Technical Support between 9:00 a.m. and 4:30 p.m. Pacific time, Monday through Friday: 415-329-7699.

For information about our products, write to:

Product Information
Activision
P.O. Box 3048
Menlo Park, CA 94025-3048

For the best service, *be sure to note the subject of your inquiry on the outside of the envelope.*

Copying Prohibited

This software product is copyrighted and all rights are reserved by the copyright holder. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling, or otherwise distributing this product without the express written permission of the copyright holder are violations of U.S. Copyright Law and are hereby expressly forbidden.

SEGA is a registered trademark and Power Base is a trademark of Sega Enterprises, Ltd.

Partners in Crime

You and your buddy are ready for a little action tonight, 'cause you just happen to be in the mood to tear up the town. What a riot! You'll demolish buildings, grab and chomp horrified spectators and other yummy morsels, and flatten puny helicopters and other antagonists who try to stop you.

But you won't stop at just one town. This game has 10 cities for you to trash.

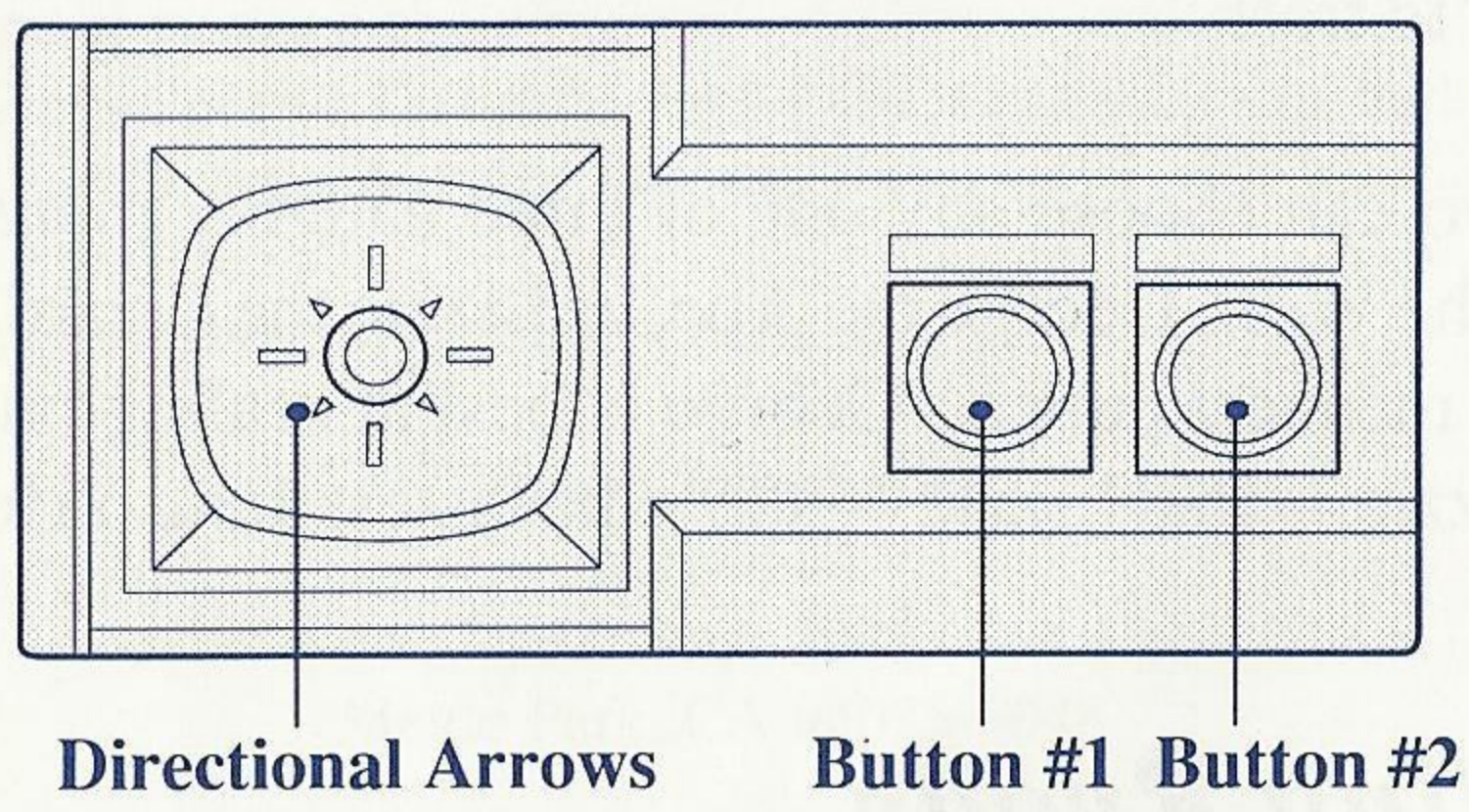
You two can choose any one of three naughty monsters — Ralph the Wolf, George the Ape, or Lizzie the Lizard. Ralph has the meanest punch. George is best at scaling buildings. And Lizzie — that Lizzie — she's the fastest thing on four feet.

Getting Ready

1. Make sure the power switch is off, then insert the *RAMPAGE* cartridge into the Power Base.
2. Plug in Control Pad 1 for a one-player game, and Control Pad 2 for a two-player game.
3. Turn on the power switch and press Button #1 to begin the game.
4. Press the UP or DOWN directional arrows to select a one- or two-player game, then press Button #1 again.

5. An **I** will be displayed over the first monster. Press the **RIGHT** or **LEFT** directional arrows to move the **I** over the monster you want to control. Then press **Button #1** again. For a two-player game, a **II** will also be displayed. The second player can use the directional arrows on **Control Pad 2** to move the **II** over their favorite monster.
6. To pause in the middle of the game, press the **Pause** button on your **Power Base**. Press it again to continue.

Trashing Cities



You can destroy as many as 10 American cities. Beginning with San Francisco, you'll make your way to Los Angeles, Las Vegas, Dallas, St. Louis, Chicago, Detroit, Baltimore, Philadelphia, and New York. Each city has five different landscapes to lunch on.

Your goal is to demolish every building in each city while trying to avoid enemy fire.

As you CLIMB a building, you'll PUNCH holes in the walls and GRAB and CHOMP people and other delectables. Keep an eye out for helicopters and soldiers. A good PUNCH will lay 'em out cold.

Stalking through the City

To WALK right or left, press the directional arrows in the direction you want to move.

Scaling Walls

To CLIMB a building, move RIGHT or LEFT to approach it, then press the directional arrow UP to climb.

Looking Out for Number One

To LOOK up or down, press the UP or DOWN directional arrows.

Punching

Press the directional arrows in the direction you want to punch, then press Button #1.

Chomping

Whenever you PUNCH certain enemies or innocent bystanders, you'll automatically GOBBLE them up.

Jumping

To JUMP, press the directional arrows in the direction you want to jump, then press Button #2.

Watch where you're going: If you fall off a building before you jump, you'll suffer severe damage.

Your Energy Level

The DAMAGE BAR directly under your score lets you know how you're doing. If you run out of energy completely, you'll automatically turn into a measly human. You'll soon find out who your true friends are.

Tips for Cheaters

- Beat up on your friends if you like. You can gain points from punching your monstrous buddies.
- If you're caught on a building just as it's about to crumble, *jump*.
- Every city has its own strengths and weaknesses. Get to know them so you can use them to your advantage.
- Watch what you eat. Some goodies may be hazardous to your health.

ACTIVISION LIMITED 90-DAY WARRANTY

Activision warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

RETURNS

Registered mail is recommended for returns. For the best service, please be sure to—

1. Send the cartridge and sales receipt.
- 2. Write the name of the product and the type of game system you have on the front of the package.**
3. Enclose your return address, typed or printed clearly, inside the package.

Send to:

WARRANTY REPLACEMENTS

Activision

P.O. Box 3047

Menlo Park, CA 94025-3047

Distributed by



For play on the

