

Nintendo

DMG-ARPE-USA-1

COLOR

GAMEBOY®

# RAMPAGE™

WORLD TOUR

INSTRUCTION  
MANUAL



MIDWAY®



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ANIMATED VIOLENCE

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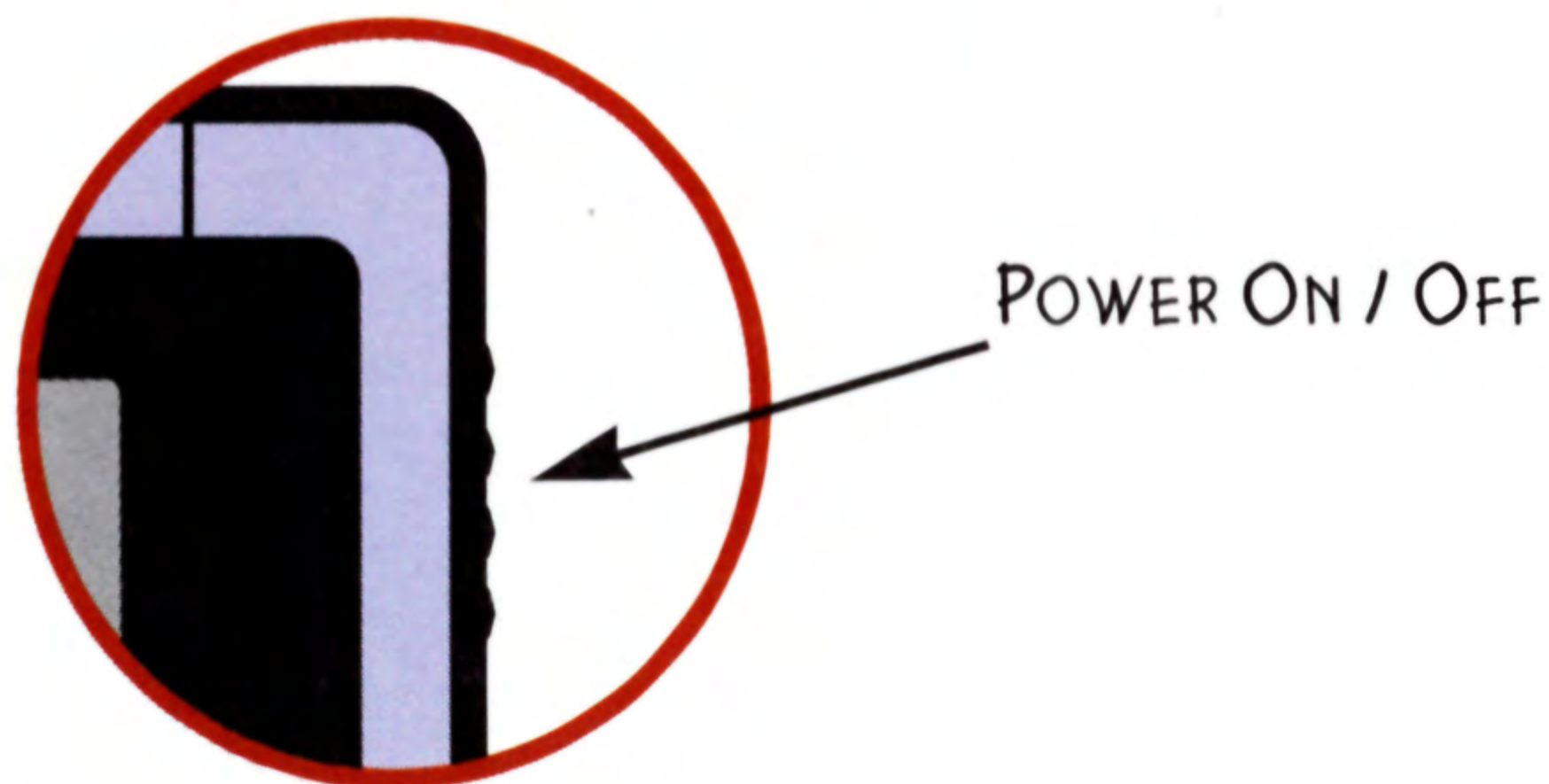
**THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).**



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# GETTING STARTED

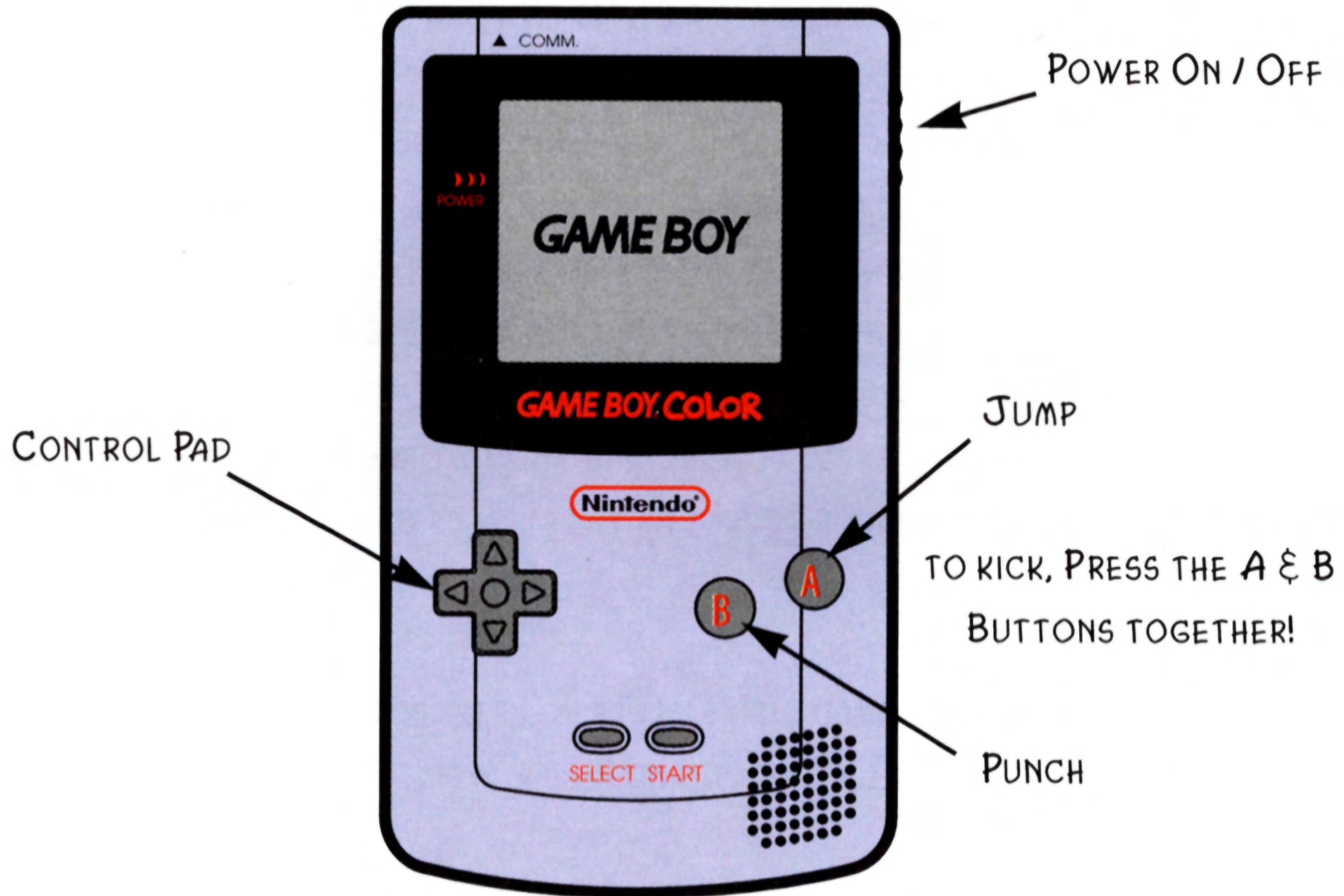


1. MAKE SURE THE POWER SWITCH IS IN THE OFF POSITION.
2. INSERT THE NINTENDO GAME BOY GAME PAK INTO THE SLOT ON THE BACK OF THE GAME BOY BODY, LABEL FACING AWAY FROM PLAY SIDE.
3. SLIDE THE POWER SWITCH TO THE ON POSITION TO TURN ON THE POWER.
3. FOLLOW GAMEPLAY INSTRUCTIONS ON PAGES 7 & 8.



# CONTROLS

BEFORE YOU START YOUR TOUR DE FORCE, LEARN THE CONTROLS!





# WHAT'S THIS ABOUT?

## THE STORYLINE!

IT IS JUST BEFORE DAWN, IN THE SMALL ILLINOIS TOWN OF TOXIC HOLLOW. A DEDICATED EMPLOYEE OF SCUMLABS INTERNATIONAL, THE WORLD'S FOREMOST TOXIC WASTE RECYCLER, PLACES AN URGENT VIDEO CONFERENCE CALL TO THE HEAD OFFICE. JUST AS SCUMLABS RESEARCH TECHNICIAN DR. BETTY VERONICA BEGINS VOICING HER CONCERNS REGARDING PLANT SAFETY, AN EXPLOSION ROCKS THE BUILDING! A GARBLED E-MAIL TRANSMISSION TO THE PRESS REVEALS THAT ALTHOUGH THREE TECHNICIANS HAVE BEEN INADVERTENTLY EXPOSED TO VOLATILE TOXINS, THE GENERAL PUBLIC IS NOT AT RISK. THE THREE TECHNICIANS, KNOWN ONLY AS GEORGE, LIZZY AND RALPH, ARE NEXT SEEN RAMPAGING THROUGH THE STREETS OF DOWNTOWN PEORIA. PEORIA??!

GEORGE HAS BEEN TRANSFORMED INTO SOMETHING RESEMBLING A GIANT APE. LIZZY APPEARS TO BE A DINOSAUR (OF SORTS) AND RALPH, WELL, RALPH IS SOMETHING OUT

5 OF A HORROR MOVIE!



THE TRIO DESTROYS ONE BUILDING AFTER ANOTHER UNTIL THE ENTIRE CITY LIES IN RUINS. THEIR APPETITE WHETTED, THE CREATURES TURN THEIR ATTENTIONS TO THE NEXT CITY ON THE HORIZON...

MEANWHILE, BACK IN WHAT'S LEFT OF THE LAB, DR. BETTY VERONICA GRIMLY ATTEMPTS TO DOCUMENT THE DEVASTATION. AS CITY AFTER CITY IS CRUSHED BENEATH THEIR MASSIVE FEET (PAWS? CLAWS?),

A SUDDEN INSIGHT CAUSES VERONICA TO PHONE THE HEAD OFFICE WITH SOME UNPLEASANT NEWS: THE CREATURES' GOAL SEEMS TO BE TO WIPE SCUMLABS FROM THE FACE OF THE EARTH!

SCUMLABS C.E.O., EUSTAS DEMONIC, REMAINS UNRUFFLED; EVEN SMILING AS WORD OF THE DESTRUCTION OF THE SCUMLABS EASTERN SEABOARD FACILITY REACHES HIS EARS.





# MAIN MENU

BEFORE YOU GO STOMPIN' AND CHOMPIN', CHECK OUT THE FOLLOWING OPTIONS AND SET UP THE GAME THE WAY YOU WANT!

## MUSIC ON / OFF

USE THIS OPTION TO TURN YOUR BACKGROUND MUSIC ON OR OFF. PRESS LEFT OR RIGHT ON THE CONTROL PAD TO SELECT YOUR OPTION.

## GAME DIFFICULTY

PRESS DOWN ON THE CONTROL PAD TO SELECT HOW DIFFICULT YOU WANT THE GAME TO BE. TWO LEVELS OF DIFFICULTY ARE AVAILABLE, NORMAL OR HARD. ONCE YOU HAVE CHOSEN YOUR OPTIONS, PRESS THE START BUTTON TO SELECT YOUR MONSTER.



# MONSTER SELECTION

PRESS THE CONTROL PAD LEFT OR RIGHT TO HIGHLIGHT ONE OF THE 3 HAPPY MONSTERS. AS YOU HIGHLIGHT CHARACTERS, THEIR GOOFY FACES WILL APPEAR ON SCREEN. WHEN YOU'VE FOUND THE CHARACTER YOU WANT, PRESS THE A BUTTON TO SELECT.

AFTER YOU'VE SELECTED YOUR MONSTER, THE CITY SCREEN WILL APPEAR. IT WILL SHOW THE NAME OF THE CITY YOU NEED TO DESTROY ALONG WITH ANY OTHER SPECIAL INFORMATION YOU NEED TO KNOW BEFORE YOU CAUSE \$MILLIONS\$ IN DAMAGE!





# DESTRUCTION POINTS

EACH TIME YOU DESTROY A CITY, THE SCORING SCREEN WILL BRIEFLY APPEAR WITH AN UPDATE OF YOUR MONSTER'S DESTRUCTION POINTS. SCORES ARE ACCUMULATED AND GIVEN IN THESE FIVE CATEGORIES:

## PROPERTY DAMAGE

YOUR DAMAGE POINTS ARE MULTIPLIED BY 100 AND ADDED TO YOUR SCORE.

## PEOPLE

THE MORE PEOPLE YOU EAT, THE HIGHER YOUR SCORE. PEOPLE POINTS ARE MULTIPLIED BY 200 AND ADDED TO YOUR SCORE.

## FOOD

WHEN YOU MANAGE TO EAT SOME REAL FOOD, YOUR FOOD SCORE WILL BE MULTIPLIED BY 500 AND ADDED TO YOUR SCORE.

## VEHICLES

DESTROY VEHICLES AND ADD 1000 POINTS TO YOUR SCORE EVERY TIME YOU DESTROY ONE!



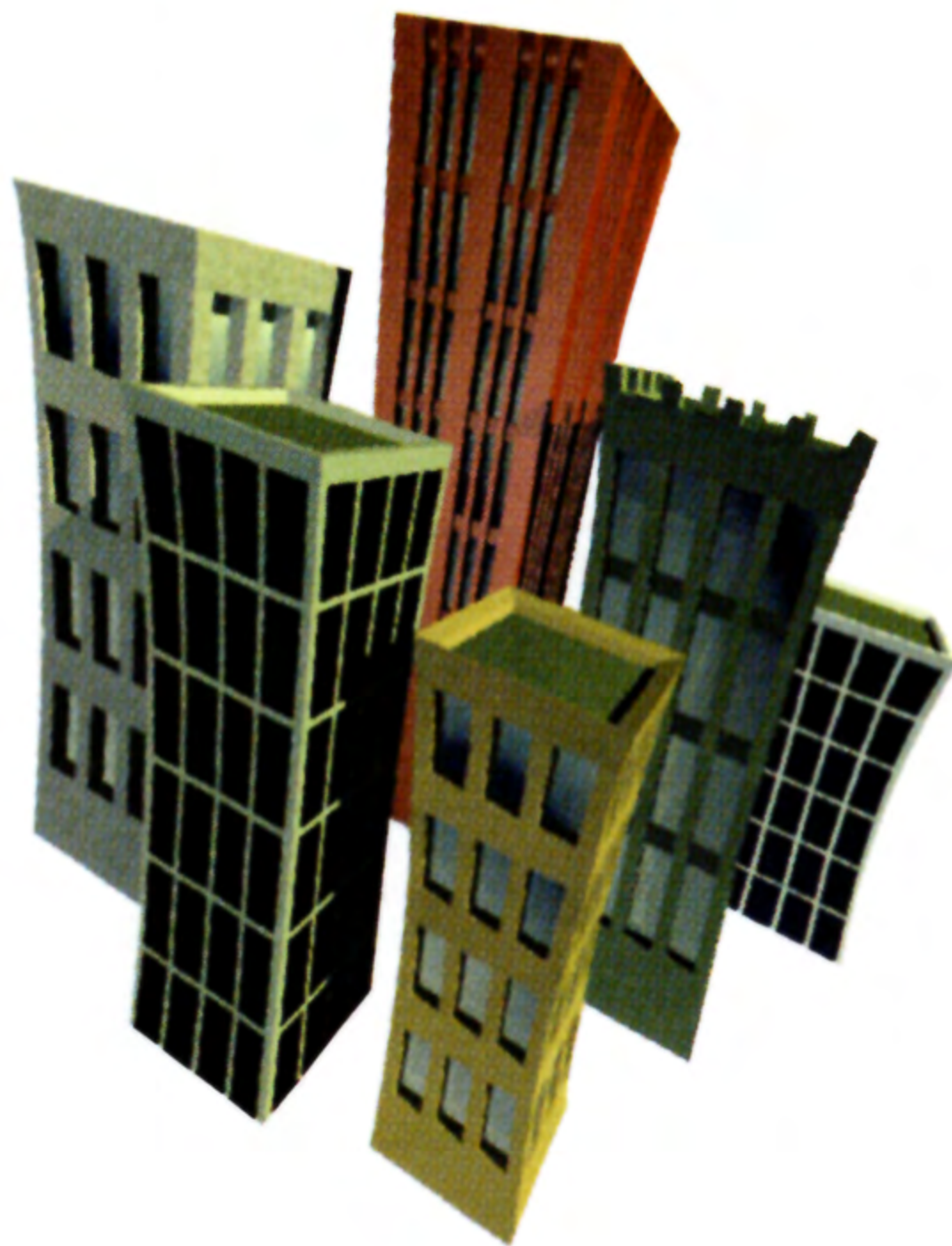
# THE MADNESS!

THE MAIN GAME SCREEN INFORMATION IS SIMPLE TO VIEW WHILE YOU DESTROY AND EAT. A SCORE AND HEALTH BAR ARE DISPLAYED ON SCREEN FOR EACH MONSTER. AS YOU GET PUMMELED BY BULLETS AND OTHER DANGEROUS PROJECTILES, YOUR HEALTH WILL DIMINISH. TO BOOST YOUR



HEALTH, CONTINUE TO CHEW UP INNOCENT, RUNNING, SCREAMING CITIZENS.

BUT REMEMBER, SOME THINGS COULD MAKE YOU SICK AND DAMAGE YOUR HEALTH, SO BEFORE YOU EAT IT, SNIFF IT!





# POWER-UPS & HINTS

USE POWER-UPS TO HELP YOU IN YOUR DESTRUCTION!



WORLD TOUR



DEATH BREATH



SUPER POWER

HERE'S A FEW POINTERS TO HELP YOU ALONG YOUR DESTRUCTIVE PATH

- 0 GOOD FOOD RESTORES HEALTH. BAD FOOD MAKES YOU PUKE.
- 0 LOOK FOR FOOD BEHIND BROKEN WINDOWS.
- 0 SPIN FLAGS FOR WORLD TOUR.
- 0 HIT KICK TO USE BONUS POWERS.
- 0 HOLD DIRECTIONAL PAD DOWN AND HIT JUMP FOR A ROOFTOP STOMP.



# CHARACTERS

LIZZY, GEORGE, & RALPH

THE HEROES OF THIS SAGA!





# CHARACTERS



DR. BETTY VERONICA.

THE SCIENTIST SEARCHING FOR THE TRUTH!



"FLYING TOASTERS"

THE SCUMLAB "AIRBORNE ASSAULT" SQUADRON!



"V.E.R.N."

VIOLENT, ENRAGED, AND RADIOACTIVE NEMESIS!



"BEELZEBORG"

SCUMLAB'S "URBAN PACIFICATION" DREADNOUGHT!



# HIGH SCORES

USE THIS TO KEEP TRACK OF YOUR ALL-TIME BEST SCORES!

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# NOTES

USE THIS AREA TO WRITE DOWN YOUR NOTES FOR THE GAME

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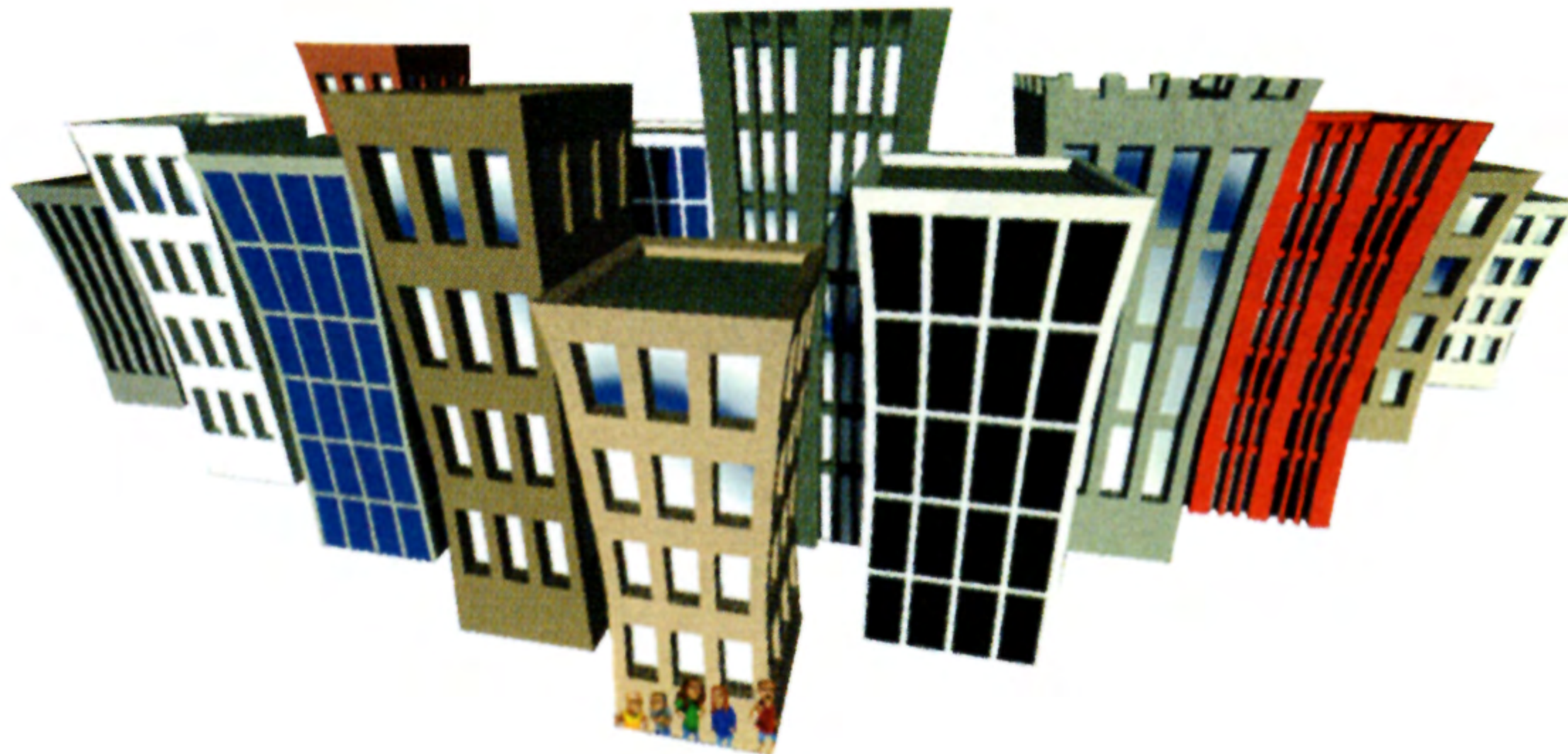
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