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THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772

THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES. BEFORE USING THE ACCESSORIES, PLEASE READ THE RUMBLE PAK AND CONTROLLER PAK ACCESSORY INSTRUCTION BOOKLETS CAREFULLY. FOLLOW ON-SCREEN INSTRUCTIONS TO DETERMINE WHEN YOU SHOULD INSERT OR REMOVE THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES.

**Midway Customer Support**
903 874-5092
10:00am - 6:30pm - Central Time
Monday - Friday

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GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

○ Turn the power OFF on your N64.

○ Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.

○ Turn the power switch ON. After the appearance of the title and legal screens, you may bypass at any time by pressing START.

CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

CONTROLLER PAK MENU
Press and hold the START Button upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller Pak.
CONTROLLER

BEFORE YOU BEGIN YOUR GAME FAMILIARIZE YOURSELF WITH THE CONTROLS.

R Button
L Button
Control Pad
Start Button
Z Button (Underneath)
Control Stick
B Button
Left C Button
Top C Button
Right C Button
Bottom C Button
A Button

MENU SELECTIONS

- Control Pad or Control Stick Up, Down, Left or Right to highlight or toggle options
- Press the A Button to select options
- Press the B Button to go back to a previous menu.

Press START to pause the game. To quit a game in progress, press the START Button.

The Continue/Quit menu will appear. Select "Quit", then select "Yes" to exit the game, or select "Continue" to return to your game.

DEFAULT CONTROLS

Default Controller Configuration

Start
Punch
Kick
Move Player (All Directions)
Jump

See Configure Controls, pg. 11, for more information regarding other controller configurations.
WHAT'S THIS ALL 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 of a horror movie!

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.

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...
"Making Toxic Waste Palatable" is not Scumlabs only business! There are a number of defense contract prototypes that he has been itching to test. (Not surprisingly, he is also rumored to have some heavy underworld connections.) And so it goes... the trio continues their rampage. The single minded (if dimwitted), relentless rampage to rid the world of Scumlabs International, versus, Eustas DeMonic's deadliest weapons of destruction, with mankind smack dab in the middle!

**Main Menu**

Before you go stompin' and chompin', check out the following options and set up the game the way you want!

**Start Game**
Select this option to go straight to the Monster Selection Screen (see Monster Selection, pg. 14). Your World Tour is about to begin!

**Game Mode**
Press the Control Pad Left or Right to cycle One Player, Two Players or Three Players. In Multi-Player Mode, all players will team up to destroy everything in sight. This doesn't mean you can't give your buddy a kick or punch now and then to keep him on his toes!

**Note:** At power up, there should be one controller connected for each player.

**Controller Config**
Select a controller configuration for Player 1, Player 2 and Player 3. See Configure Controls, next page, for more details.
CONFIGURE CONTROLS

Rampage World Tour allows you to make changes to the game's default controller configuration. The process is not rocket science, but we'll go through it anyway. Press the Control Pad Up or Down to highlight the function you want to modify. Then press the button you want to use to control that function. Repeat the process to adjust other controls. Ok, you're good to go!

SFX VOLUME
If the screams of terrified, innocent citizens is too much for you to take, press the Control Pad Left or Right to reduce or increase the sound effects volume.

MUSIC VOLUME
And, if you don't mind the screams of the terrified population, you can always lower the music so you can hear them better... Yeah! Press the Control Pad Left or Right to reduce or increase the music volume.

NOTE: If you have a Controller Pak inserted in your Nintendo 64 console, your modified controller configuration can be automatically saved for the next time you power up and play the game. Cool! See Controller Pak, next page.

CONTROLLER PAK

Use your Controller Pak to save option configurations and your game in progress. Here's how:

AUTO SAVE
When you enable the AutoSave option, the game will save your last completed level. The default setting is Disabled. Set this option to Enabled to let the game automatically save your achieved level and your option configurations. Games are saved at the end of a completed level.

RESTORE OPTIONS
Select this option to restore your saved options from the Controller Pak.

SAVE OPTIONS
After you've set the game's options the way you want, you can select this option to manually save them to your Controller Pak.

RESTORE GAME
Select this option to restore your last saved game.

NOTE: Auto Save Must Be Enabled to save a game.

IMPORTANT WARNING
Do not remove the Controller Pak or the Rumble Pak from the Controller unless instructed to do so. Doing so may cause the game to operate improperly and/or cause damage to the Pak.

(See Pak Swapping, next page, for more information regarding the swapping and removal of the Rumble Pak and Controller Pak during gameplay)
PAK SWAPPING

Because Rampage World Tour supports both the Controller Pak and the Rumble Pak, Pak Swapping is necessary to save information and still enjoy your Rumble Pak. This is how it works:

With your Controller Pak set to Auto Save (see Controller Pak, pg. 12), game information is automatically saved at the City Title Screen displayed before each level.

If you have a Rumble Pak inserted in your controller (used on the previous level), a message will appear stating:
“TO save, remove Rumble Pak and insert the Controller Pak.”
The next prompt states:

“Try Save again? NO <or> YES.”
Press the Control Pad Left or Right to select YES or NO.
If you select NO, the game will continue on to the next level without saving. If YES is selected (and you have already inserted the Controller Pak) to save the game, it saves the game data then states,

“TO use Rumble Pak, insert it now!”
At this point, the next level will load and game play utilizing the Rumble Pak will continue.

Note: If a Rumble Pak is not being used, Pak Swapping is not necessary.

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. Press the Control Pad Up or Down to change their color.
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!
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 puke or damage your health, so before you eat it, sniff it!

POWER UPS

- **More Time**
- **World Tour**
- **Hot Loogie**
- **Death Breath**
- **More Power**
- **Security Bonus**
- **Mega Foods**

These 6 Power Ups are specific to each of these characters.
HINTS

✓ Good food restores health. Bad food makes you puke.
✓ Looting earns points!
✓ Look for food behind open or unusual windows.
✓ Most Scumlabs are abroad.
✓ Spin flags for world tour.
✓ Eat purple ooze to mutate.
✓ Let fires burn down buildings for you.
✓ Keep out of deep water.
✓ Hold down and jump button to block other players' attacks.
✓ Hit kick button to use bonus powers.
✓ Hold control stick down and hit jump to rooftop stomp.
✓ Tapping jump while in the air will slow your descent.
✓ Punch like mad to win a grapple!

CAST OF CHARACTERS

GEORGE, LIZZY & RALPH.
The heroes of this saga!

DR. BETTY VERONICA.
The scientist searching for the truth!

"V.E.R.N"
Violent, Enraged and Radioactive Nemesis!

"BEELZEBORG"
Scumlab's "Urban Pacification" Dreadnought!

"FLYING TOASTERS"
The Scumlab "Airborne Assault" Squadron!

EUSTAS DEMONIC.
Greedy Sleazeball
with underworld connections!


DESTRUCTION POINTS

Each time you destroy a city, the Scoring Screen will briefly appear with an update of your monster's destruction points. Scores on the chalkboard 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 your score will be multiplied by 1000 and added to your score.

BUDDY BASHING

If you have any spare time while smashing cities, give your buddy a smack or two! It's not worth any points, but at least you can brag a bit if you hit him more than he hits you! Sometimes the player with the most Buddy Bashing points will get a bonus at the chalkboard following each completed level.

HIGH SCORES

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CREDITS

MIDWAY ARCADE TEAM

CONCEPT AND DESIGN
Brian Colen, Jeff Nauaman

ARCADE PROGRAMMING GROUP
Blake Doolin, Joel Nauaman, Jeff Nauaman, John Nauaman, Jason Thomas & Lynn Zelen

ARCADE ANIMATION GROUP
Brian Colen, Jeff Cline, Ross Delgado, Aron Huling, Tom Konkol & Mark Seita

ARCADE SOUND AND MUSIC
Dr. Dave Ziegler, Vince Fontarelli & Mike Colen

MIDWAY HOME TEAM

TECHNICAL DIRECTOR
David Schwartz

ASSOCIATE PRODUCERS
David Schwartz & Michael Gottlieb

ASSISTANT PRODUCER
Andy Kapra

PRINT DESIGN & PRODUCTION
Debra Austin, Jon Mangellozzi, Shawn Murphy, Erin Sauer, Robert Shepherd & Dave Young

TEST MANAGER
Robert Sarlan

LEAD TESTERS
Matt Vella & Dan Wagner

GAME TESTERS
Nico Bham, Weston Boucher, Chris Collings, Ross Dempsey, Ed Duran & John Uphol

SPECIAL THANKS
Deborah Fizer & Jason Barnes

SAFFIRE TEAM

NINTENDO 64 PROGRAMMING
Steven H. Taylor, Del Campbell & Tyler Colbert

NINTENDO 64 ART
Walter Park, Laura & Wade & Mark Wood

DATA WRangler
Calvin Darling

PRODUCT MANAGER
Sandy Rushton

SAFFIRE TESTING MANAGER
Cathy Anderson

TESTING
Jeremy Throckmorton

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Midway Home Entertainment Inc.
P.O. Box 2097
Corsicana, TX 75111-2097
www.midway.com

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