



PlayStation

NTSC U/C

PlayStation™

# RAMPAGE™

WORLD TOUR



TEEN™  
**T**  
AGES 13+  
CONTENT RATED BY  
ESRB

SLUS-00549

**BONUS SNEAK PEEK!**  
**PANDEMONIUM™ 2 PSX**  
**& OFF ROAD CHALLENGE™**  
ARCADE

 **MIDWAY®**

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - immediately discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## HANDLING YOUR PlayStation™ DISC

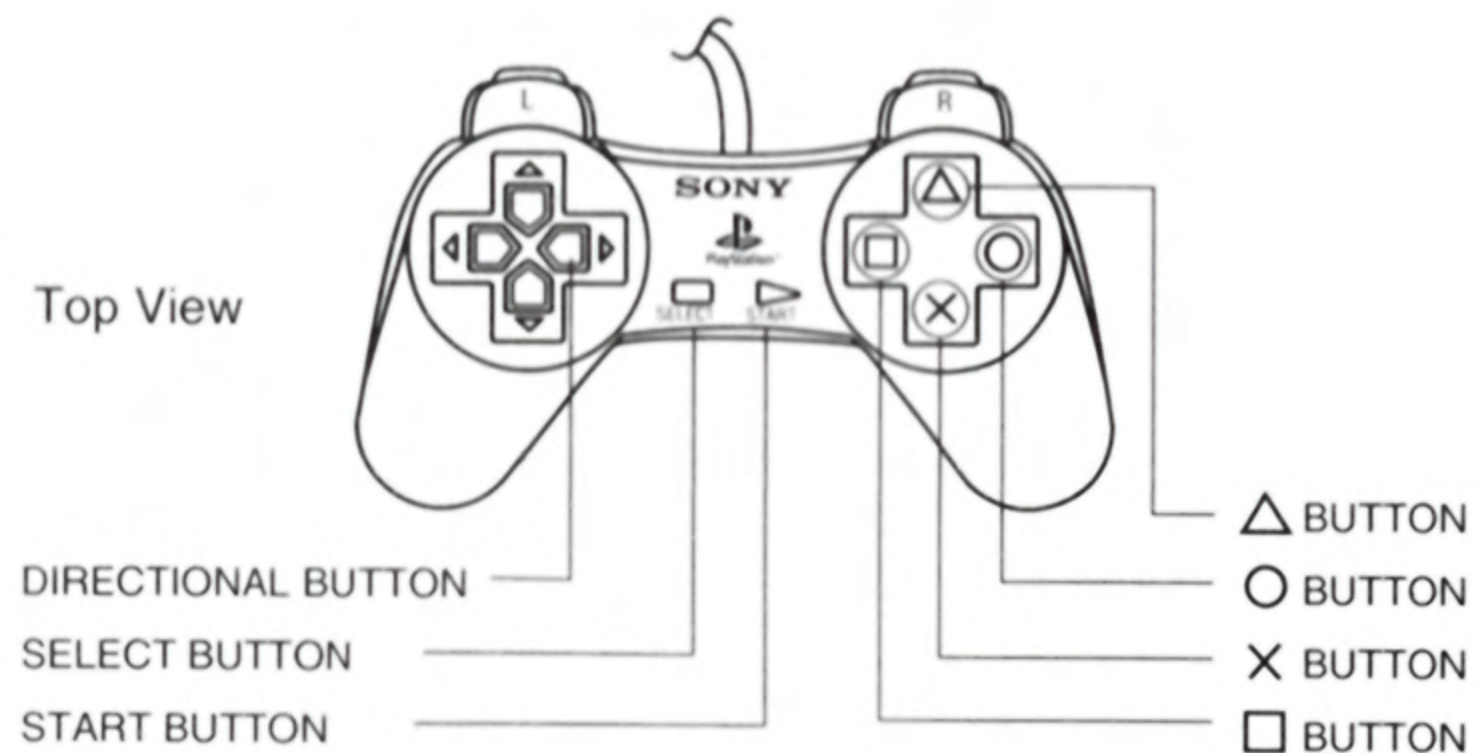
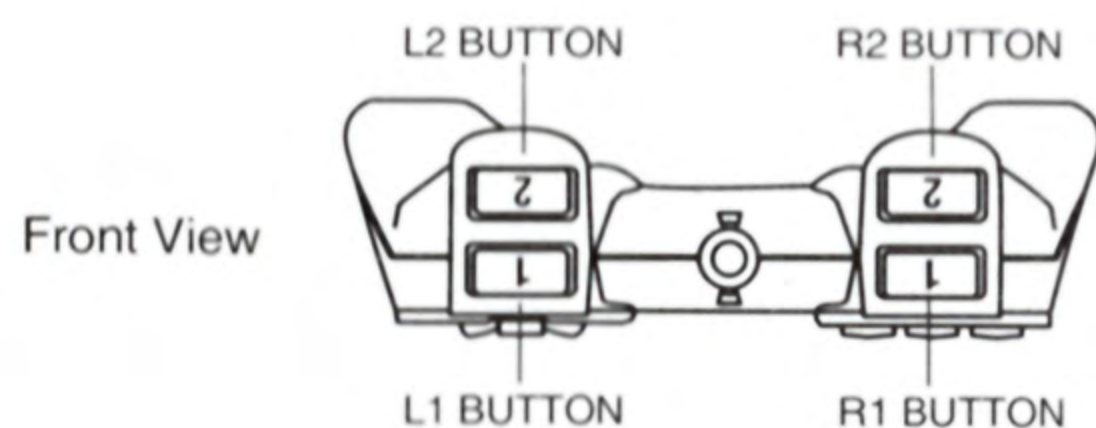
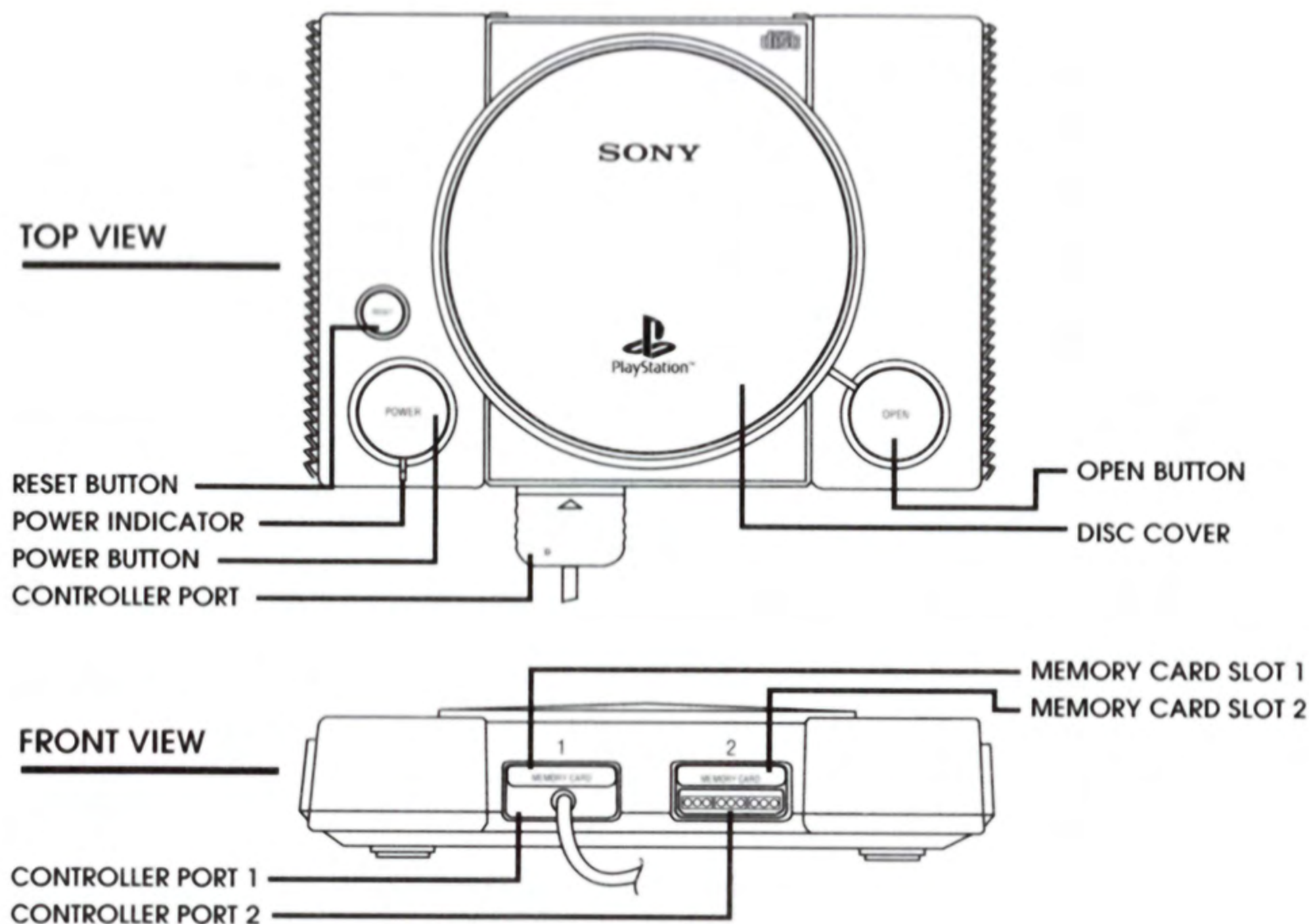
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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# GETTING STARTED

SET UP YOUR PLAYSTATION GAME CONSOLE ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. MAKE SURE THE POWER IS OFF BEFORE INSERTING OR REMOVING A COMPACT DISC. INSERT THE RAMPAGE WORLD TOUR DISC AND CLOSE THE DISC COVER. INSERT GAME CONTROLLERS AND TURN ON THE PLAYSTATION GAME CONSOLE. FOLLOW ON-SCREEN INSTRUCTIONS TO START A GAME.



# DEFAULT CONTROLS

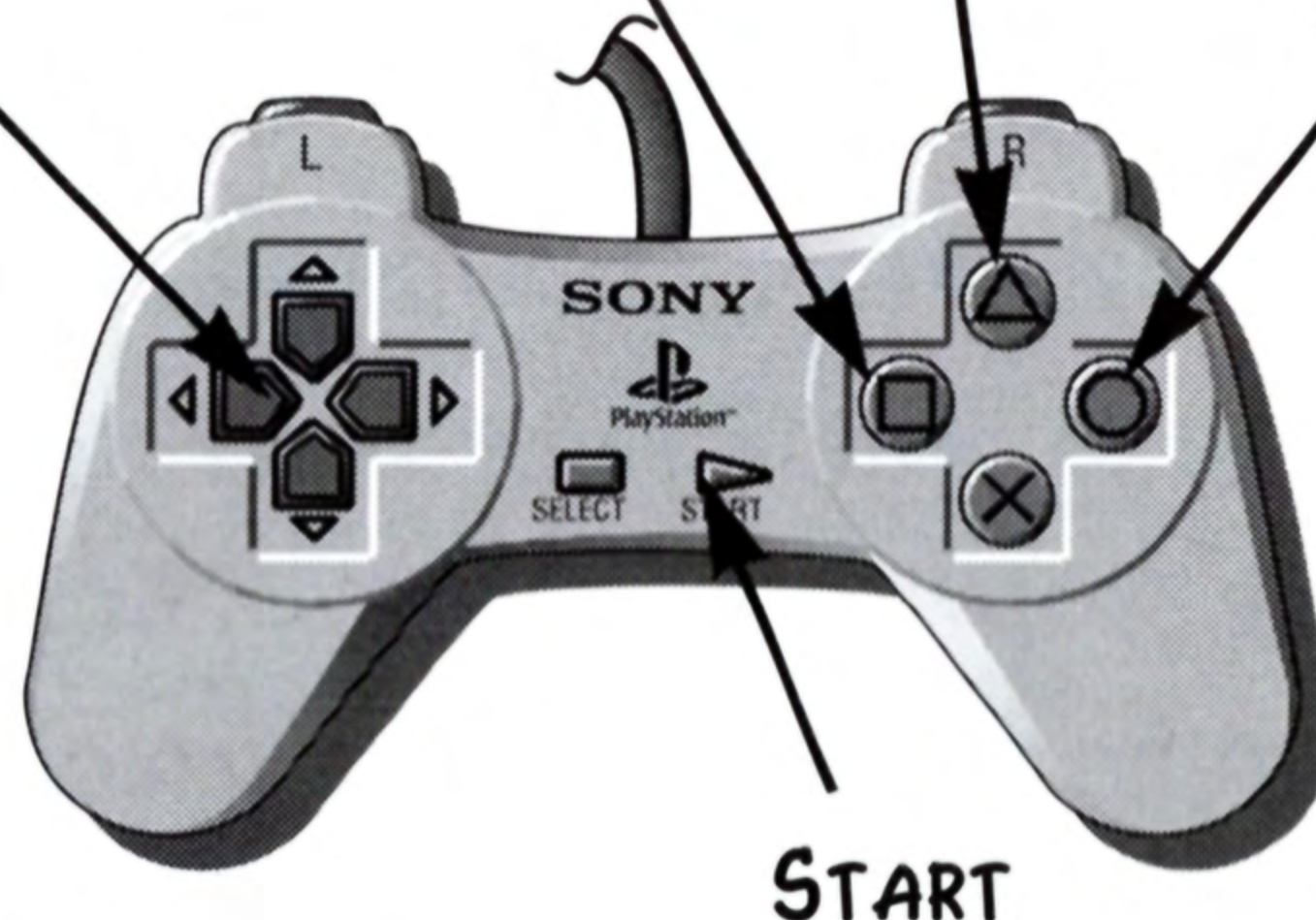
MOVE  
CHARACTER  
(ALL DIRECTIONS)

JUMP

PUNCH

KICK

NOTE: YOU CAN SELECT FROM FOUR OTHER CONTROLLER CONFIGURATIONS! SEE CONFIGURE CONTROLS, PG. 9, FOR DETAILS.



## SPECIAL MOVES

### FLIGHT

WHILE IN THE AIR, PRESS JUMP REPEATEDLY TO SUSTAIN FLIGHT.

### DEFENSIVE KARATE STANCE

DEFEND AGAINST BUDDY ATTACKS BY PRESSING THE DIRECTIONAL BUTTON DOWN AND JUMP SIMULTANEOUSLY.

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PRESS START TO PAUSE THE GAME. TO QUIT A GAME IN PROGRESS, PRESS START. THE CONTINUE/QUIT MENU WILL APPEAR. SELECT "QUIT", THEN SELECT "YES" TO EXIT THE GAME OR SELECT "NO" TO RETURN TO YOUR GAME.

## MENU SELECTIONS

- DIRECTIONAL BUTTON UP, DOWN, LEFT OR RIGHT TO HIGHLIGHT OR CYCLE OPTIONS
- PRESS THE X BUTTON TO SELECT OPTIONS
- PRESS THE ▲ BUTTON TO RETURN TO A PREVIOUS MENU.

# 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 FREDDIE KRUEGER NIGHTMARE!

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.





"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

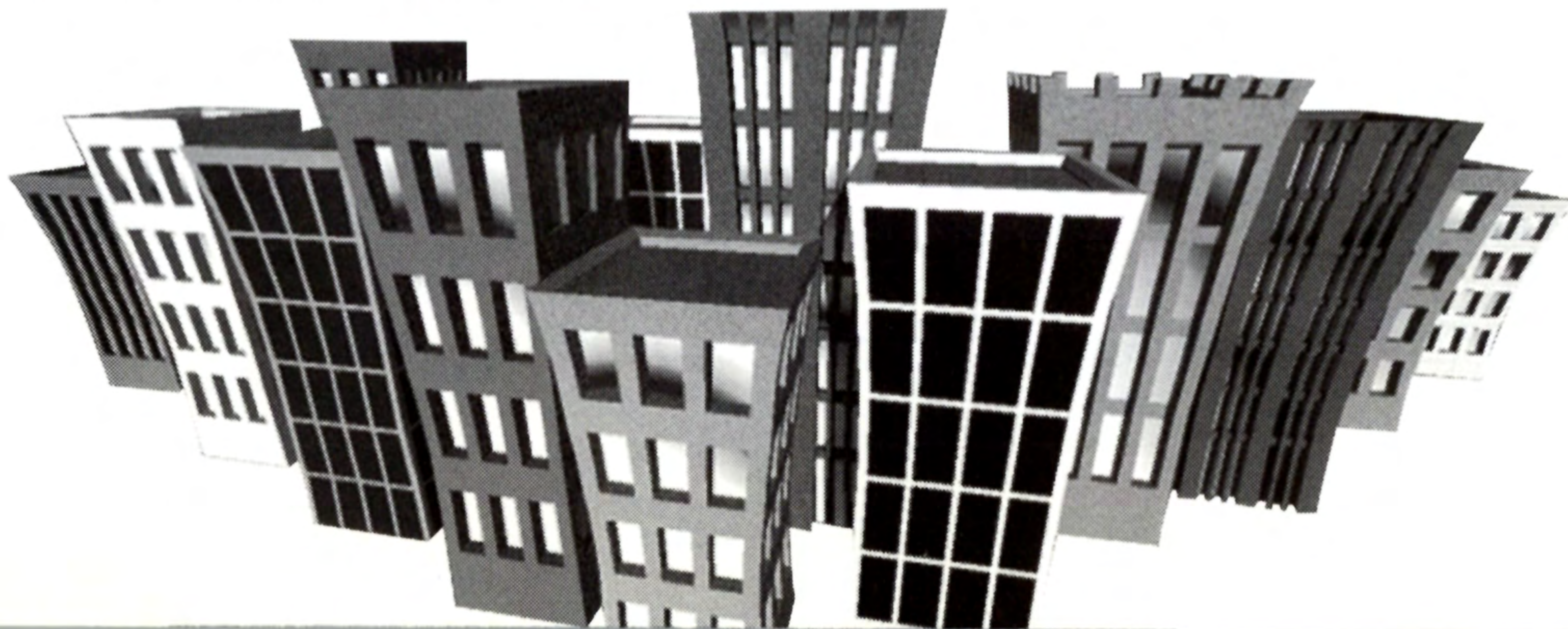
SELECT THIS OPTION TO GO STRAIGHT TO THE MONSTER SELECT SCREEN. YOUR WORLD TOUR IS ABOUT TO BEGIN!

## GAME MODE

PRESS THE DIRECTIONAL BUTTON LEFT OR RIGHT TO CYCLE ONE PLAYER OR TWO PLAYERS. IN TWO PLAYER MODE, BOTH 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!

## CONTROLLER CONFIG

SELECT A CONTROLLER CONFIGURATION FOR PLAYER 1 AND PLAYER 2. SEE CONFIGURE CONTROLS, NEXT PAGE, FOR MORE DETAILS.



# CONFIGURE CONTROLS

RAMPAGE WORLD TOUR OFFERS 5 DIFFERENT CONTROLLER CONFIGURATIONS TO CHOOSE FROM. THE PROCESS IS NOT ROCKET SCIENCE, BUT WE'LL GO THROUGH IT ANYWAY. PRESS THE **DIRECTIONAL BUTTON LEFT OR RIGHT** TO CYCLE THE CHOICES. WHEN YOU FIND THE CONFIGURATION YOU LIKE, PRESS THE **X BUTTON**. OK, YOU'RE GOOD TO GO!

## SFX VOLUME

IF THE SCREAMS OF TERRIFIED, INNOCENT CITIZENS GETS TO YOU, PRESS THE **DIRECTIONAL BUTTON LEFT OR RIGHT** TO REDUCE OR INCREASE THE SOUND EFFECTS VOLUME.

## MUSIC VOLUME

AND, IF THE SCREAMS OF THE TERRIFIED POPULATION ARE TOO MUCH TO TAKE, YOU CAN ALWAYS DROWN THEM OUT WITH MUSIC. YEAH! PRESS THE **DIRECTIONAL BUTTON LEFT OR RIGHT** TO REDUCE OR INCREASE THE MUSIC VOLUME.

**NOTE:** IF YOU HAVE A MEMORY CARD INSERTED IN YOUR PLAYSTATION, YOUR MODIFIED CONTROLLER CONFIGURATION CAN BE AUTOMATICALLY RESTORED FOR THE NEXT TIME YOU POWER UP AND PLAY THE GAME. COOL! SEE MEMORY CARD, NEXT PAGE..



# MEMORY CARD

USE YOUR MEMORY CARD TO SAVE OPTION CONFIGURATIONS AND YOUR GAME IN PROGRESS.

## AUTO SAVE

DEFAULT 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. AUTO SAVE MUST BE ENABLED TO SAVE A GAME.

## RESTORE OPTIONS

THIS OPTION RESTORES YOUR CONFIGURATION AND HIGH SCORES FROM THE MEMORY CARD.

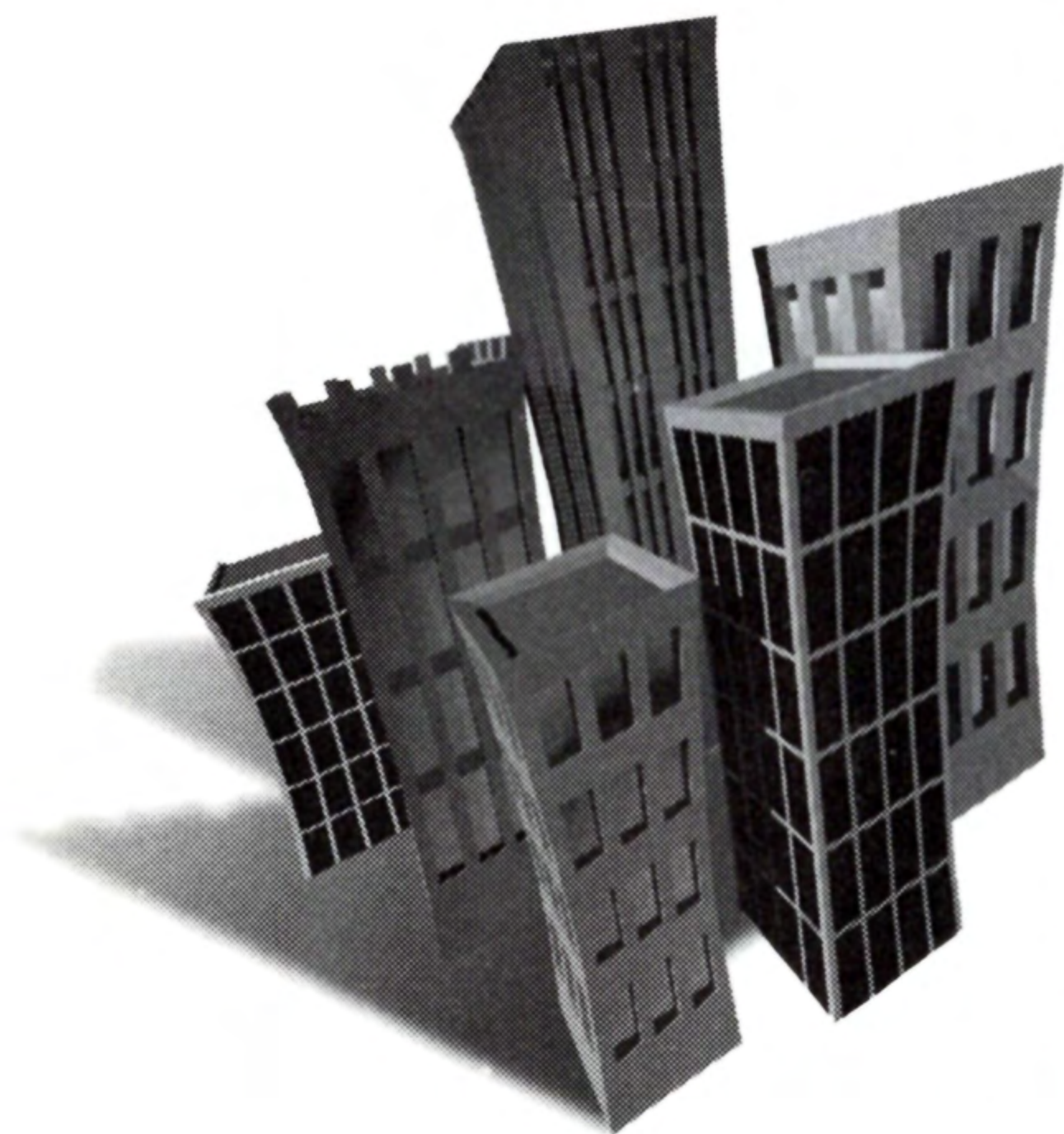
## SAVE OPTIONS

AFTER YOU'VE SET THE GAME'S OPTIONS THE WAY YOU WANT, YOU CAN SELECT THIS OPTION TO MANUALLY SAVE THEM TO YOUR MEMORY CARD. HIGH SCORES ARE ONLY SAVED WITH SAVE OPTIONS OR DURING AUTO SAVE ON THE TOWN NAME SCREEN.

## RESTORE GAME

SELECT THIS OPTION TO RESTORE YOUR GAME. WHEN YOU ENABLE THE AUTO SAVE OPTION, THE GAME WILL SAVE YOUR LAST COMPLETED LEVEL.

**NOTE:** DO NOT REMOVE OR INSERT A MEMORY CARD DURING A LOAD OR SAVE OPERATION.



# CHARACTER SELECT

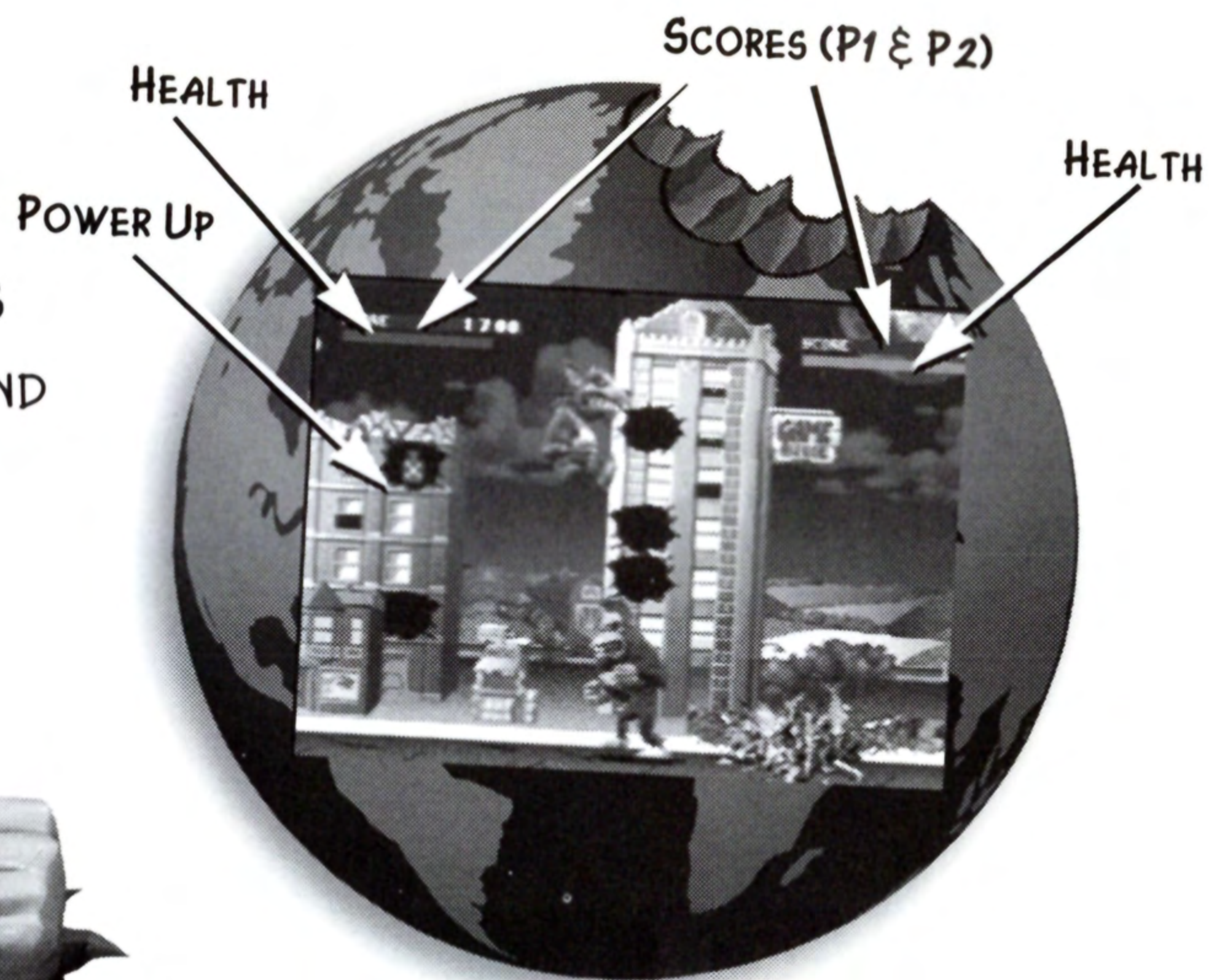
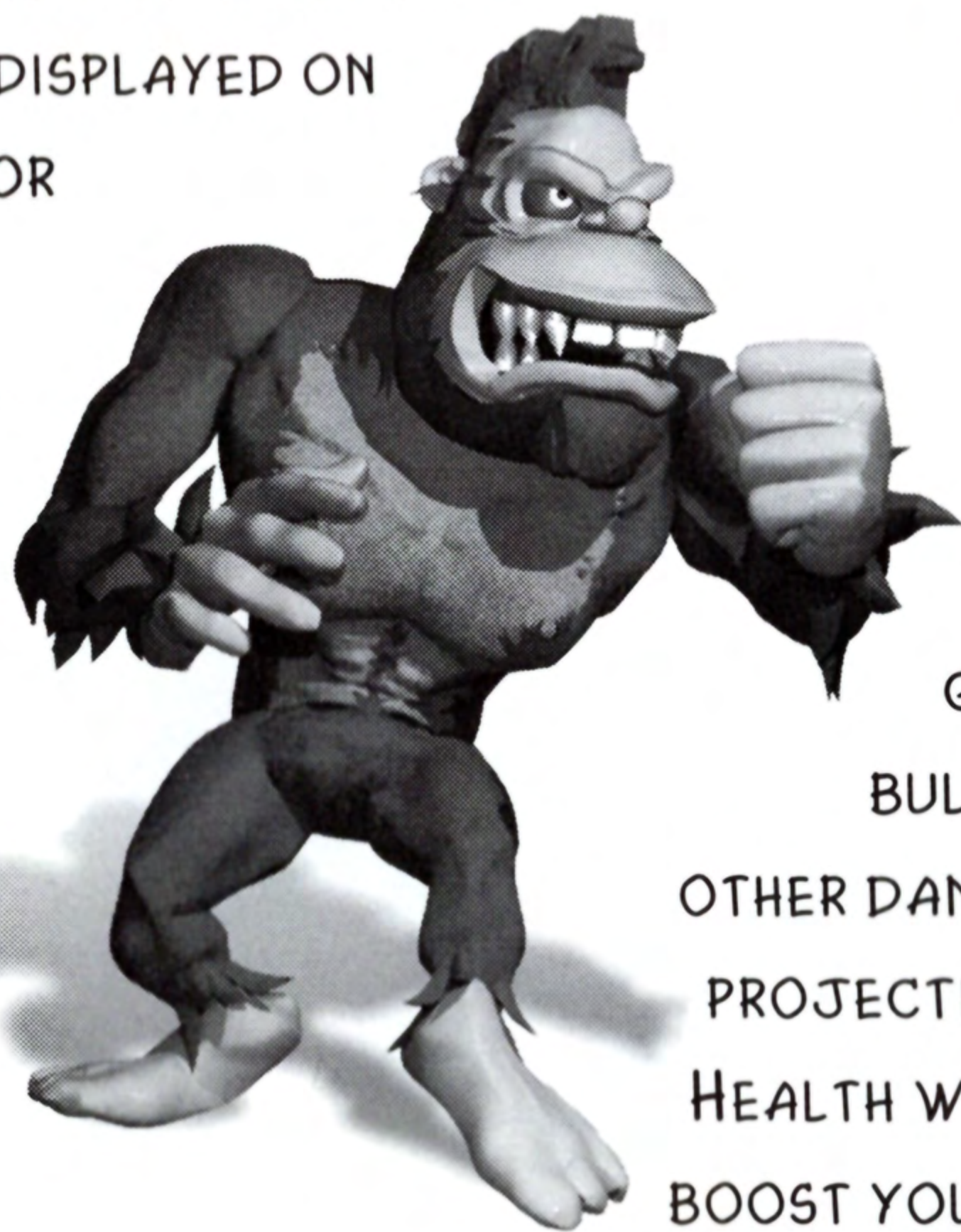
PRESS THE D-PAD LEFT OR RIGHT TO HIGHLIGHT ONE OF THE 3 HAPPY MONSTERS. AS YOU HIGHLIGHT CHARACTERS, THEIR GOOFY FACES WILL APPEAR ON SCREEN. WHEN YOU'VE FOUND THE CHARACTER YOU WANT, PRESS THE X BUTTON TO SELECT.

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!

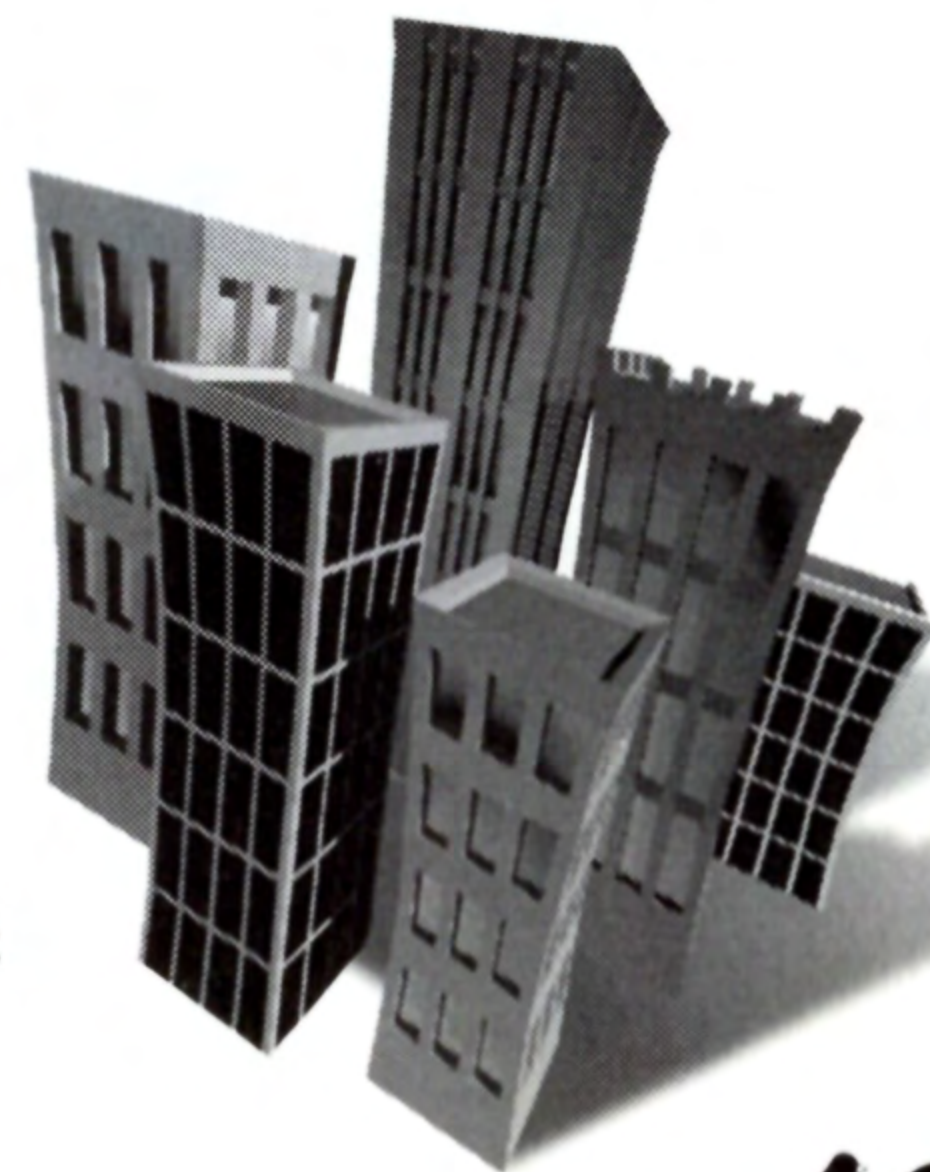


# THE MADNESS!

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



MEGA FOODS

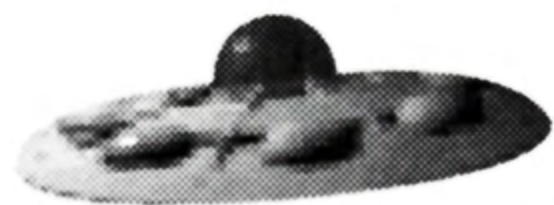


SECURITY BONUS



MORE POWER

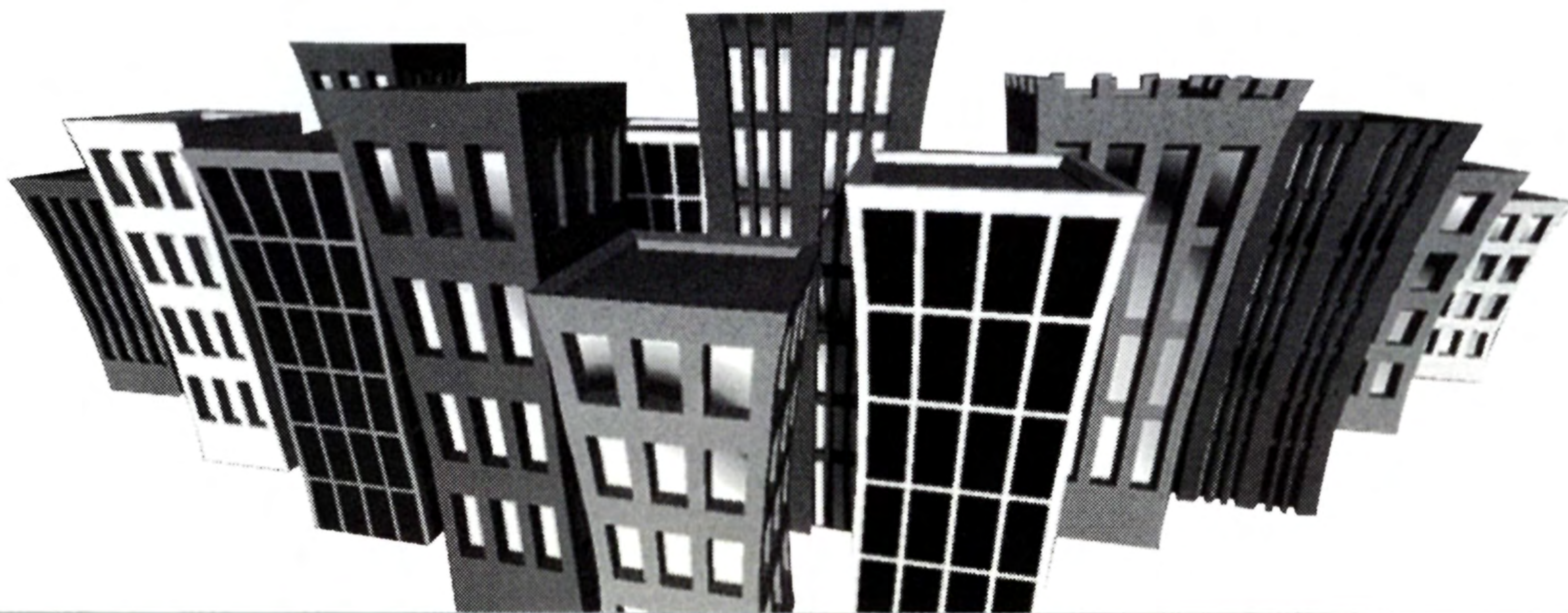




# HINTS



- ✓ 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 PLAYER ATTACKS.
- ✓ HIT KICK BUTTON TO USE BONUS POWERS.
- ✓ HOLD JOYSTICK 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!



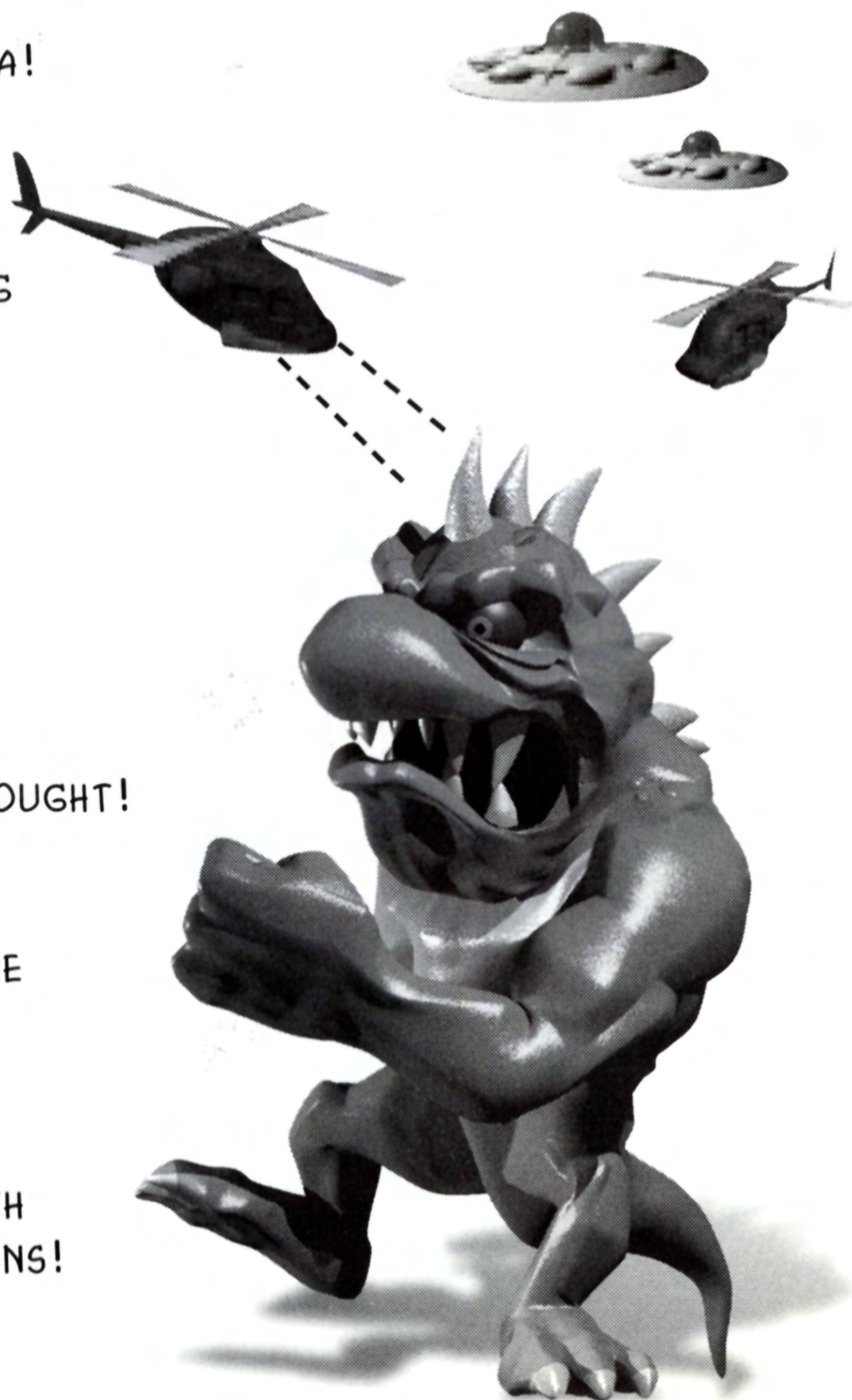
"BEELZEBORG"  
SCUMLAB'S "URBAN  
PACIFICATION" DREADNOUGHT!



"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:

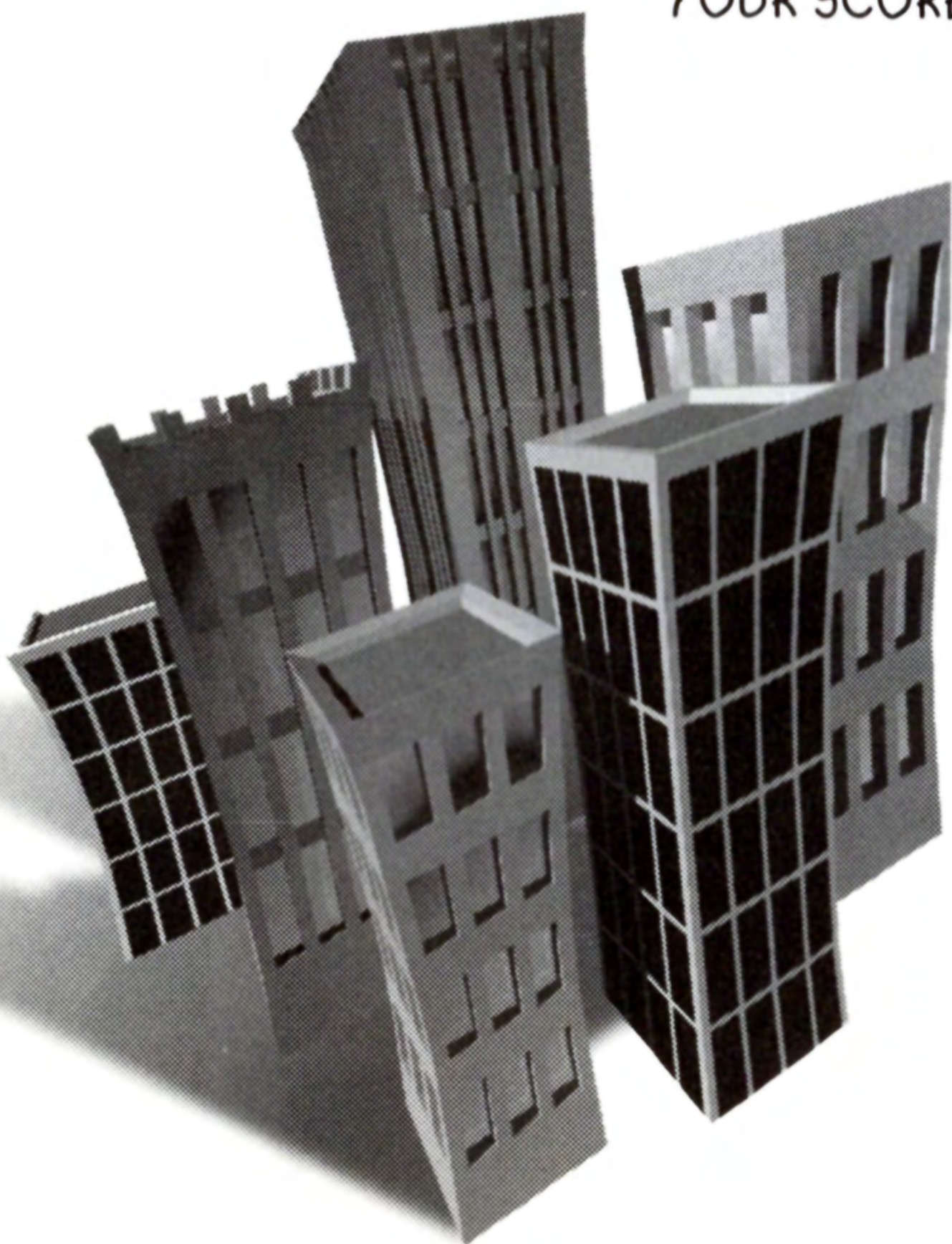
**PROPERTY DAMAGE** - YOUR DAMAGE POINTS ARE MULTIPLIED BY 100 AND ADDED TO YOUR SCORE.

**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 TOTAL.

**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!



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