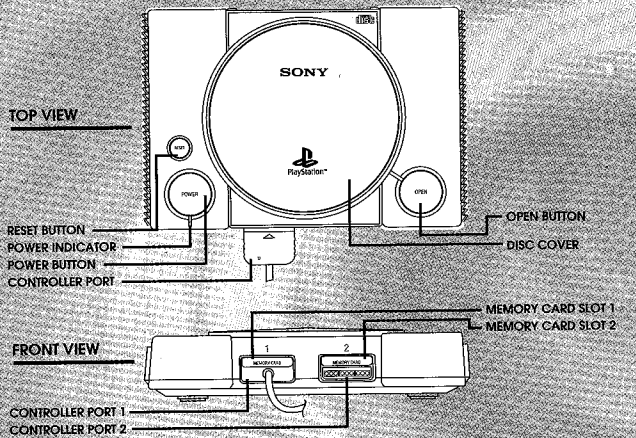

PlayStation
NTSC U/C
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CONTENT RATED BY
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RAMPAGE
THROUGH TIME
MIDWAY

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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® Through Time™) game disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



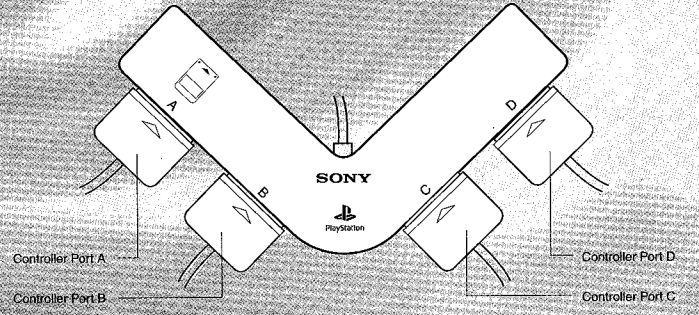
Press Start to pause the game. To quit a game in progress, press Start. The Pause Menu will appear. Select "QUIT", then select "Yes" again to confirm and exit the game, or select "NO" to return to your game.

GETTING STARTED

"Rampage Through Time" supports up to Three Players. If you choose to play a three-player game, you'll need the Multi Tap. This will allow all players to play at one time. The game supports the Memory card to save game data. Make sure that you insert your Memory card in Memory Card Slot 1 on your PlayStation® game console before turning the power on.

WARNING

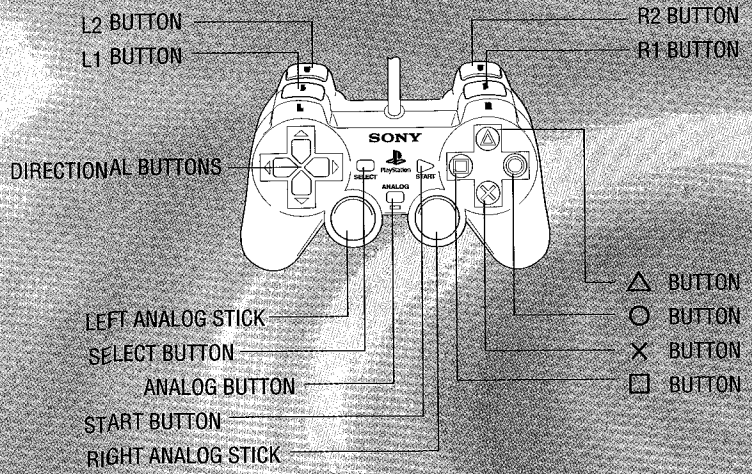
If you choose to use the Multi Tap, remember that a controller must be plugged into Controller Port A on the Multi Tap before you connect the Multi Tap to Controller Port 1on the PlayStation game console. Also, additional controllers must be connected in consecutive Controller Ports. If you are using a Memory card, be sure that you insert the Memory card into Memory Card Slot 1-A on the Multi Tap to save your game data.

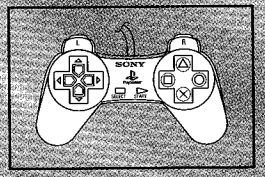


http://www.psxmanuals.com

CONTROLLER

DUALSHOCK™ analog controller





NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined on Page 6.

DEFAULT GAME CONTROLS

Here are the default controls for Rampage Through Time. Under the game's Options Menu, you can configure the controller five different ways. For more information, see Page 9. This game supports the DUALSHOCK™ analog controller. When the Analog button is pressed, it will light up. This means that the Analog Mode is activated.

MOVE PLAYER - Directional buttons or Left Analog Stick
PUNCH - ⊗
KICK - ▣
JUMP - △
SPECIAL - ○
UPPERCUT - Up + ▣ (while on the ground)
STRAIGHT PUNCH - Left or Right + ⊗
STRAIGHT KICK - ▣
FLYING KICK - ▣ (while in the air)
BUILDING KICK - ▣ (while hanging on side of building)
GRAB/EAT STUFF - ⊗ (towards object)
BUILDING STOMP - Down + △ (must be on the building's roof)
ROOF PUNCH - Down + ⊗ (must be on the building's roof)

TERROR IN TIME!

The evil Scumlabs Corporation is at it again. After witnessing the galactic destruction caused by their creations, they created another beast! Harley the Warthog is a vile mountain of monster ready to go tusk to toe with Scumlabs. With the entire planet Earth (and a few other planets in the galaxy) against them, Scumlabs scientists create a time machine so powerful, they can reach any time period in the galaxy. With this new ability to warp in and out of time zones, Scumlabs can now conquer the galaxy era by era. That is, unless their own monstrous creations can stop them!

Boris the Rhino, Curtis the Rat and Ruby the Lobster were successful in rescuing their imprisoned comrades (the original wrecking crew, George, Lizzy and Ralph). With their combined strength, the six beasts stopped Scumlabs from taking over the universe. Now the Scumlabs threat calls for even more power in their lineup. Harley sides with the monsters as does the one-eyed alien Myukus. Will eight behemoths be enough to stop the corporate juggernaut bent on mastering the past and future? Is it too late to stop their evil plans?

MAIN MENU

At the game's title screen, press START to access the main menu. The main menu contains the following sub-menus:

START GAME: Begin a new game.



SAVED GAMES: Load a previously saved game from a Memory card (if one is inserted). Saved games are accessed by highlighting Saved Games and pressing ⊗. The game will automatically locate a Memory card (if one is inserted and it contains saved game data) and display the game information. Highlight the game to load and press ⊗. You can store up to six saved games per Memory card.

PASSWORD: Enter passwords to unlock hidden game modes or cheats! Highlight Password and press ⊗ to access the Password Menu. To enter letters or numbers, press Up and Down on the Directional buttons or Left Analog Stick to view them. Press ⊗ to lock your letter or number into that column and do the same for remaining columns. If done correctly, you will hear a confirmation sound and you will exit the Password Menu.

OPTIONS: Adjust different options in the game.

To select any of the Main Menu sub-menus, highlight the sub-menu using the Directional buttons or Left Analog Stick (if activated) and press ⊗.

OPTIONS MENU

At the Main Menu, highlight **OPTIONS** and press ⊗. This will access the game's Options Menu. The Options Menu allows you to change the configuration of your controller, adjust different sounds in the game and change other game modes.

CONTROLS

This option allows you to change the configuration of your controller. The default settings are listed on Page 6. There are five different control settings to choose from.



To change the controls, press Left or Right on the Directional buttons or Left Analog Stick. When you have found the configuration you want to use, press ⊗ to select it and return to the Options Menu.

NOTE: If more than one player is in this menu, all players must press ⊗ to lock in their configuration and return to the Options Menu.

SOUND

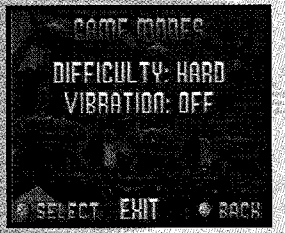
This sub-menu allows you to adjust the volume of the game's Sound Effects and Background Music. Highlight the sound you want to change and press Left (Lowers Volume) or Right (Raises Volume) on the Directional buttons or Left Analog Stick (if activated) to adjust the volume.



GAME MODES

Here you can adjust the difficulty level of the game or turn the Vibration Function (of your DUALSHOCK™ analog controller) ON or OFF.

There are three levels of difficulty (EASY, MEDIUM and HARD) in the Game Modes Menu. Press Left or Right on the Directional buttons or Left Analog Stick (if activated) to switch difficulties.



If you are using a DUALSHOCK™ analog controller, you can turn the Vibration Function ON or OFF. Press Left or Right on the Directional buttons or Left Analog Stick to select.

When you are finished adjusting the Game Modes, press ⊗ to activate your configurations and return to the Options Menu.

SET DEFAULTS

This will restore all options to their default settings. Highlight **SET DEFAULTS** and press ⊗.



ADVENTURE MODE

Adventure Mode is an arcade-style romp through the history books. Select a character and travel to an era of time. Although it is a single-player game only, your character will be joined by two other AI (Artificial Intelligence) characters.



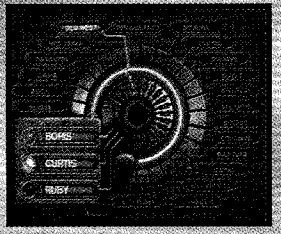
Each time period features three cities to conquer. After all three cities (called smash rounds) are destroyed, you will have to compete in a Bonus Round of play. Bonus Rounds are mini-games that test your skill against the AI opponents. You must defeat the other monsters in the bonus round in order to advance to the next time period. For more information on Bonus Games, see Page 13.



Adventure Mode will take you to every time zone that Scumlabs can reach. In order to completely finish the game you must eradicate all twenty time zones, winning all 17 bonus games and 3 Boss Levels.

NOTE: No 2 games are exactly the same. The order of time zones is randomized for each new game.

You are awarded stars for finishing first in each of three categories: Destruction of People and Vehicles, Destruction of Buildings and Monster Damage (beating up on the other monsters). For more information about stars, see Page 18.



TOURNAMENT MODE

Tournament Mode allows players to compete in a series of events to declare the supreme monster. At the Main Menu, highlight Tournament Mode and press ⊗. After each player selects their monster, you can set the number of rounds you will play in order to determine a winner. Press Left and Right on the Directional buttons or Left Analog Stick to raise or lower the number of rounds. You can select from 2 to 6 Rounds of play.

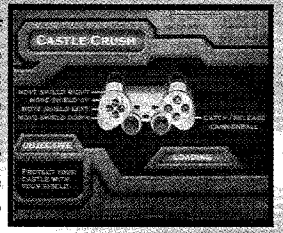


Each round consists of 3 cities to destroy, followed by a Bonus Game. In order to win a round, you must be victorious in the Bonus Game at the end of the time zone. The first player to win the set amount of Bonus Games will win the tournament. Earning stars in the smash rounds will give you an advantage in the Bonus Game to follow.

Tournament Mode supports up to three players. Remember that in order to play a Three-Player game, you will need a Multi Tap. A player will be chosen at random to select the time zone to play in. Press Left or Right on the Directional buttons or Left Analog Stick to move the time machine's dial to the time zone you want. Press ⊗ to access that time zone. Once the selected time zone and Bonus Game are completed, they will no longer be selectable.

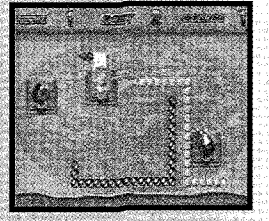
The 3 time zones with Boss Levels in place of Bonus Rounds are not accessible in Tournament Mode.

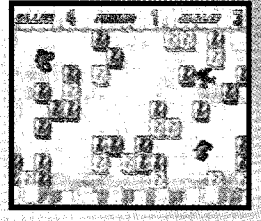
CHALLENGE MODE

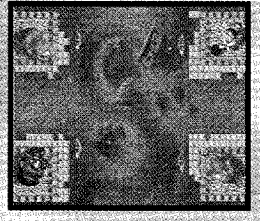


Challenge Mode allows you to immediately play any of the 17 multi-player Bonus Rounds. Some games are easier to win than others, but each will test your skills as you compete against the other monsters. Some games take a good strategy to win while others will require you to be more aggressive (you are a monster after all). The objective of each Bonus Game could be to score the most points in a given time, the first to reach a certain point total or just to survive the round. Unlike Tournament Mode, each time zone can be accessed as many times as you want.

A player will be chosen at random to select a time zone's Bonus Game. Before each Bonus Game is started, you will see a display screen for that game. This screen will show the controls for the game as well as the objective of the game. When you are ready to play, press ⊗.



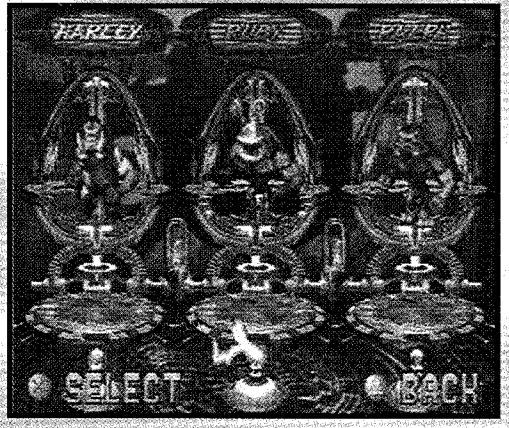


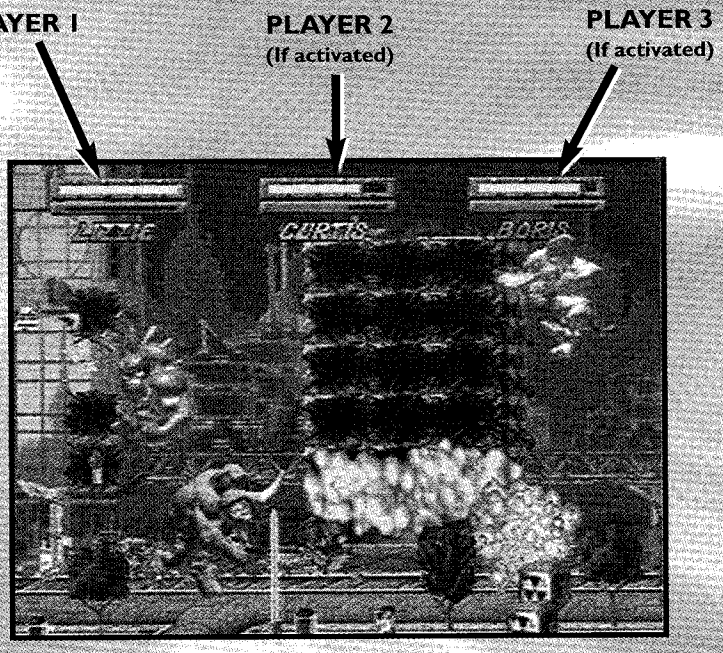


MONSTER SELECTION

Before you hit the history books the hard way, you have to select what monster to use. There are eight monsters to choose from.

Press Up or Down on the Directional buttons or Left Analog Stick to cycle through each beast. When you find the creature you want to destroy time with, press ⊗.





No matter what time period you may find yourself in, the object of the game does not change. DESTROY EVERYTHING YOU CAN! Buildings, armies, civilians, nothing is safe from these monsters. Remember that each era has three cities that must be destroyed before you can eradicate the time zone.

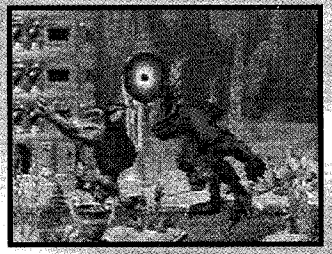
PLAYER HEALTH AND POWER

Each player has their own Health and Power Meters. These meters rise and fall during the game. When a player's Health Meter (the green bar at the top of the screen) is empty, they will become stunned for a short time and lose all of the power they have accumulated. Players can earn more Health and Power by eating food icons and people. The special Mega Food icons are unique to each character and will give a huge boost of Health and Power when eaten. Not everything can be consumed to your advantage though. Some icons will actually cause damage and make your character lose Health!

Power Meters can only be used when full. The Power Meter (the Pink Bar below the Health Bar) will flash. While the meter is flashing, press the button that corresponds to your character's Special Attack. Your monster will then perform a devastating super attack which will not only demolish a building or two, it will also cause damage to the other players. Power can be obtained by eating power-up icons and people.

SPECIAL ATTACK

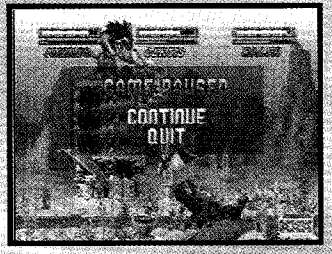
As mentioned before, each character has their own Special Attack. Use this attack to do the most damage in the least amount of time. To see what each monster's Special Attack is called, see The Monsters on Pages 19-22.



Here's an example of Myukus' Special Attack, the Explosive Eye!

PAUSING THE GAME

Press START to pause the game. The Pause Menu allows you to Continue playing or Quit the game. If you wish to exit the game, highlight QUIT and press ⊗. Next select YES or NO to confirm and press ⊗. You can also Exit the game by holding down SELECT and then holding down START for two seconds.

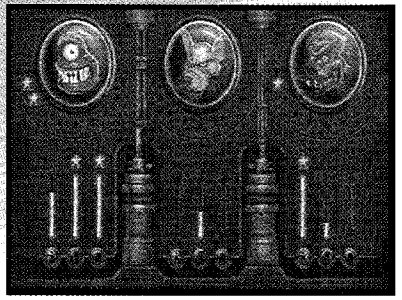


To continue playing, highlight CONTINUE and press ⊗.

DAMAGE TOTALS

After each smash round (city) of play, each monster will be judged based on the destruction they caused. Each monster will be judged on Human Consumption, Vehicle Destruction and Building Destruction. The higher the level of destruction, the more a monster's meter will rise. When a monster scores higher than the others in a certain category, they will be awarded a star.

To earn high damage totals, punch and kick everything you can. Use your monster's Special Attack to do a lot of damage at once. Eat as many people as you can to help boost that score. An easy way to destroy vehicles is to keep to the airborne ones. These can easily be picked off while you stand on a building or cling to the side of one. You can also jump and punch them while they are in the air.



STARS

A player can earn a maximum of 9 stars for every time zone they enter (3 per city). The stars you earn in the smash rounds will give you an advantage in the Bonus Game to follow. This advantage may be in the form of points awarded before you start, a better starting position or increased speed in the Bonus Game.



NAME: GEORGE

SUPER POWER: APE STOMP

MEGA FOOD BOOST: BANANAS



NAME: LIZZIE

SUPER POWER: FIRE BREATH

MEGA FOOD BOOST: EGGS

NAME: RALPH

SUPER POWER: WOLF HOWL

MEGA FOOD BOOST: STEAK

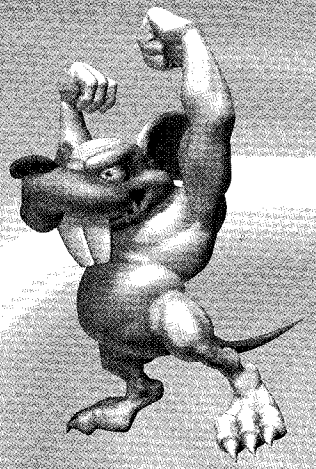




NAME: BORIS

SUPER POWER: RHINO CHARGE

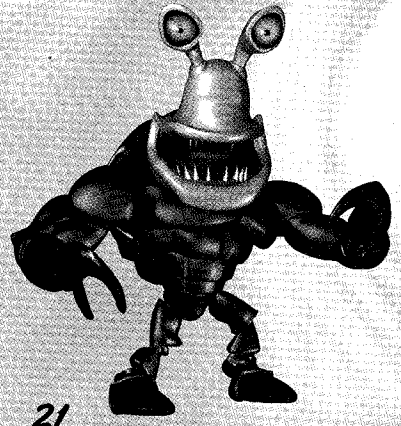
MEGA FOOD BOOST: SALAD



NAME: CURTIS

SUPER POWER: RAT BOTTOM FEEDER

MEGA FOOD BOOST: CHEESE



NAME: RUBY

SUPER POWER: LOBSTER CAN OPENER

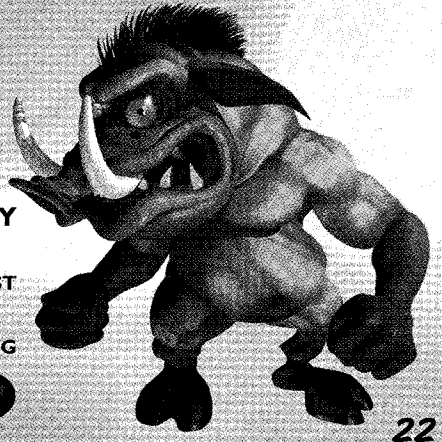
MEGA FOOD BOOST: FISH



NAME: MYUKUS

SUPER POWER: EXPLOSIVE EYE

MEGA FOOD BOOST: TURKEY



NAME: HARLEY

SUPER POWER: BOAR BUTT BLAST

MEGA FOOD BOOST: CHICKEN LEG