

A vibrant, comic-style illustration for the Rampage video game. The scene is set in a city at night, with tall buildings and a dark sky. In the foreground, a brown werewolf-like creature with sharp teeth and claws is roaring, its mouth open. Behind it, a large black gorilla is also roaring, its mouth wide open. Above them, a green dinosaur-like creature is shown in a dynamic pose, as if leaping or running. In the bottom right corner, a man wearing a white hard hat and a green uniform is holding a large, futuristic blue and silver weapon. In the background, two police cars with flashing lights are visible on the streets. The title 'RAMPAGE' is written in large, bold, yellow letters with a red outline, positioned across the upper middle of the image. A large, clenched fist is visible in the top right corner, appearing to punch through the title. The entire scene is framed by a thick red border.

RAMPAGE™

Commodore 64 / 128

1541 or 1571 Disk Drive

Joystick Required

DD-945-118

ACTIVISION

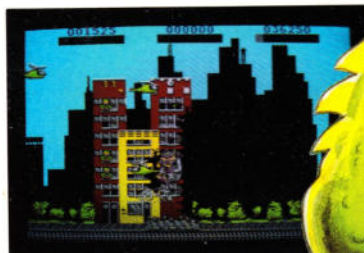
RAMPAGE



Don't expect the mayor to present you with the keys to the city—you'd just eat them, anyway.



When a fellow player turns into a helpless human, devour him on the spot.



This is definitely *not* urban renewal.

Smash and Trash.

Go ahead—get it out of your system.

Lose your temper.

Smash a skyscraper. Trash a city.

Have an office building for lunch.

Go on a RAMPAGE.

All the features of the original arcade hit including:

- 1 or 2 players (IBM/Tandy: 1 to 3 players).
- Choose any of three mischievous monsters to control.
- 147 different cities to turn to total trash.
- Landscapes you can lunch on: tanks, trolleys, highrises and helicopters, and lots of tasty civilians.
- Super-colorful graphics and arcade-style animation.

Adaptation by Monarch Software.



Helicopters and their pilots, trolley cars and their passengers make nifty between-meal snacks.

ACTIVISION