

# Rampage FAQ/Walkthrough

by Apathetic Aardvark

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## Rampage

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#### i) Disclaimer (Legal stuff)

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#### ii) Version History

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1.0 - Pretty much did everything I wanted too.... This section seems useless.

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#### iii) How to Play

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Rampage is a very simple game. The main idea is to knock down all of the buildings in each level, generally 4 or 5 of them. Rarely there are 2,3, and 6 buildings. They range in size from three floors high to ten floors high and are always two or three square wide. 1/3 of these squares must be damaged for the building to fall. Some types buildings take one square more than 1/3 if you attack it from the down-attack angle.

Levels in Rampage are divided into days. Each day you will attack a town, many towns are large and require several days work to destroy. After you've taken out a large region of North America, you will see it get destroyed on a North American map.

There are two monsters to choose from in the NES version, George the Gorilla and Lizzie the Lizard. They have no advantages over each other, so pick which ever you like. George and Lizzie can punch their arms up, forward, backward and dig diagonally down. Buildings may only be damage while attached to the wall of it, or an adjacent building. If any normal punch is used, a black circle will be removed from a building. There is a chance it may be replaced with some sort of item. Many of these can be eaten. Most items are good, but there are some bad ones. Generally, anything which looks like food is good and will restore some life. Dollar signs give points, but do not give back lost life. Bad items include candles, skulls and toilets. These will take a small amount of life away and cause your character to hesitate momentarily. If George or Lizzie are on a building as it collapses, they will fall to the ground leaving a large lump on their heads. Remember to jump off as the building starts smoking!

There are an infinite amount of lives, provided you remember to hit a button after being killed. The life bars are located just under the scores at the top of the screen. Every Seventh day there is a Search Bonus stage in which you must clobber a building looking for the sole piece of food. It will restore all lost life.

Rampage may seem fun to a player, but the citizens of the towns being smashed do not appreciate it. They will try to slow down George and Lizzie in any way they can.

Helicopter - The most common vehicle. Helicopters can fire bullets which do not do much damage. They do have a missile which may be fired straight down, if it hits George or Lizzie will be knocked off of the building they were holding on to and be stunned for a long amount of time on the ground. Helicopters are fairly slow moving, but if they are located up high can be hard to hit.

Tanks - Tanks are real powerhouses. They move on the bottom of the screen and when they are near either monster, will fire off a blast which will send the monster reeling backwards. It does a great deal of damage. Fortunately, if you are near the edge of the screen it will push you to the other side of the screen to avoid being pinned down. If a tank goes underwater, it will emerge from the other side. However, they seem unable to fire while underwater.

Police Cars - Pretty much the same as tanks except they move substantially faster.

Thunder Storms - These clouds hurl lightning bolts at the ground which can stun a monster if they hit.

Water - If George or Lizzie go underwater, they will slowly lose life. While underwater, no other damage is taken.

Bridge - Not really an enemy, but if they collapse they reveal water.

Paratrooper - These army men drop onto buildings and take aim at our.. ermm.. heroes.

Citizens with guns! - They will pop in and out of windows shooting at George and Lizzie. Sometimes they throw grenades as well, grenades do a decent amount of damage though they have limited range and poor speed. Gobble these guys up for a munchy snack.

Bomb Squad - These citizens are demolition team who will slowly walk into a level, drop a bomb, leave the screen and the bomb will blow up the building it

was placed under.

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iv) Walkthrough

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Day 001

Where: San Jose

Buildings: 3x2, 7x3, 8x3, 9x3

Hazards: Helicopters, People, Water

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Day 002

Where: Sacramento

Buildings: 6x3, 7x3, 8x3, 9x2.

Hazards: Helicopters, People

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Day 003

Where: Sacramento

Buildings: 2 7x3s, 5x2, 4x3

Hazards: Helicopters, People

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Day 004

Where: Fresno

Buildings: 6x3, 7x3, 2 9x3's, 8x2.

Hazards: Helicopters, People

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Day 005

Where: Burbank

Buildings: 5x2, 7x2, 4x3, 6x3, 7x3

Hazards: Helicopters, People, Storms

Map Event After Level

-----

Day 006

Where: Reno

Buildings: 7x2, 5x3, 5x2, 7x2, 6x2

Hazards: Helicopters, People

-----

Day 007

Where: Las Vegas

Buildings: 6x3, 7x3, 7x2, 9x3

Hazards: Helicopters, People, Police Cars

Search Bonus after level

-----

Day 008

Where: Salt Lake

Buildings: 8x3, 10x3, 6x3, 8x3

Hazards: Helicopters, People, Water

---

Day 009

Where: Salt Lake

Buildings: 2 7x3s, 3 9x3s

Hazards: Helicopters, People, Tanks

---

Day 010

Where: Phoenix

Buildings: 6x3, 8x3, 9x3, 10x3

Hazards: Helicopters, People, Tanks

Map Event After Level

---

Day 011

Where: Boulder

Buildings: 7x3, 8x2, 4x3, 3x2, 8x3

Hazards: Helicopters, People, Tanks

---

Day 012

Where: Denver

Buildings: 3x2, 3x2, 6x3, 7x3, 7x3

Hazards: Helicopters, People, Tanks, Paratroopers

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Day 013

Where: Denver

Buildings: 4x3, 5x2, 3x2, 6x3

Hazards: Helicopters, People

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Day 014

Where: Albuquerque

Buildings: 5x3, 9x2, 3x2, 6x3, 7x3

Hazards: Helicopters, People

Map Event and Search Bonus After Level

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Day 015

Where: Amarillo

Buildings: 5x2, 7x3, 3x2, 3x2, 7x3

Hazards: Helicopters, People

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Day 016

Where: Lubbock

Buildings: 9x3, 6x3, 10x3, 8x3

Hazards: Helicopters, People

---

Day 017

Where: Tulsa

Buildings: 3x2, 7x3, 3x2, 3x2, 7x3

Hazards: Helicopters, People

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Day 018

Where: Dallas

Buildings: 8x3, 10x3, 9x3, 8x3

Hazards: Helicopters, People, Signs, Tanks

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Day 019

Where: Dallas

Buildings: 9x3, 6x3, 8x2, 6x3, 10x2

Hazards: Helicopters, People

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Day 020

Where: Houston

Buildings: 6x3, 7x3, 8x3, 9x2, 6x2

Hazards: Helicopters, People, Tanks

---

Day 021

Where: Houston

Buildings: 7x3, 6x3, 4x3, 7x3, 4x3

Hazards: Helicopters, People

Map Event and Search Bonus After Level

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Day 022

Where: Lacrosse

Buildings: 5x2, 7x2, 6x3, 7x3

Hazards: Helicopters, People, Bridge, Water

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Day 023

Where: Little Rock

Buildings: 6x3, 9x3, 10x3, 8x3

Hazards: Helicopters, People, Signs

---

Day 024

Where: Baton Rouge

Buildings: 9x2, 6x3, 5x3, 6x3

Hazards: Helicopters, People, Bridge, Water

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Day 025

Where: New Orleans

Buildings: 4x3, 7x2, 10x2, 6x3, 9x3

Hazards: Helicopters, People, Bridge, Water, Tanks

---

Day 026

Where: New Orleans

Buildings: 10x3, 5x3, 10x2, 6x2

Hazards: Helicopters, People

---

Day 027

Where: New Orleans

Buildings: 9x2, 6x3, 5x3, 6x3

Hazards: Helicopters, People, Bridge, Water

Map Event After Level

---

Day 028

Where: Tampa Bay

Buildings: 4x3, 9x2, 7x3, 9x3

Hazards: Helicopters, People, Water

Search Bonus After Level

---

Day 029

Where: Miami

Buildings: 9x3, 6x3, 10x3, 8x3

Hazards: Helicopters, People, Signs, Police Cars

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Day 030

Where: Miami

Buildings: 3x2, 7x3, 5x2, 3x2, 7x3

Hazards: Helicopters, People

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Day 031

Where: Miami

Buildings: 9x3, 6x3, 8x2, 6x3, 10x2

Hazards: Helicopters, People, Police Cars

---

Day 032

Where: Tampa Bay

Buildings: 4x3, 7x3, 10x2, 6x3, 9x3

Hazards: Helicopters, People, Water

---

Day 033

Where: Daytona

Buildings: 10x2, 7x2, 5x3, 7x3

Hazards: Helicopters, People, Water

Map Event After Level

---

Day 034

Where: Mobile

Buildings: 8x2, 7x3, 4x3, 7x3, 3x2

Hazards: Helicopters, People, Storms, Tanks

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Day 035

Where: Tuscaloosa

Buildings: 9x3, 6x3, 9x2, 8x3

Hazards: Helicopters, People, Signs

Search Bonus After Level

---

Day 036

Where: Atlanta

Buildings: 6x3, 7x3, 8x3, 9x2, 6x2

Hazards: Helicopters, People, Storms, Tanks

---

Day 037

Where: Atlanta

Buildings: 9x3, 5x3, 9x3, 9x3, 10x2

Hazards: Helicopters, People

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Day 038

Where: Savannah

Buildings: 4x3, 9x3, 4x3, 3x2

Hazards: Helicopters, People

---

Day 039

Where: Savannah

Buildings: 9x3, 6x3, 9x2, 7x3

Hazards: Helicopters, People

Map Event After Level

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Day 040

Where: Memphis

Buildings: 9x3, 4x3, 10x2, 4x3

Hazards: Helicopters, People, Bridge, Water

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Day 041

Where: Memphis  
Buildings: 9x3, 6x3, 8x2, 6x3, 10x2  
Hazards: Helicopters, People, Tanks

---

Day 042

Where: Nashville  
Buildings: 7x2, 5x2, 7x2, 5x3, 6x2  
Hazards: Helicopters, People  
Search Bonus After Level

---

Day 043

Where: Nashville  
Buildings: 6x2, 7x3, 9x2, 9x3, 8x2  
Hazards: Helicopters, People

---

Day 044

Where: Charlotte  
Buildings: 5x2, 7x3, 3x2, 3x2, 7x3  
Hazards: Helicopters, People

---

Day 045

Where: Raleigh  
Buildings: 9x3, 3x3, 7x2, 6x3  
Hazards: Helicopters, People, Tanks  
Map Event After Level

---

Day 046

Where: Knoxville  
Buildings: 7x3, 6x3, 4x3, 7x3, 4x3  
Hazards: Helicopters, People, Paratroopers

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Day 047

Where: Chattanooga  
Buildings: 8x2, 4x3, 5x2, 7x3  
Hazards: Helicopters, People, Signs

---

Day 048

Where: Richmond  
Buildings: 7x3, 3x3, 10x3, 9x3  
Hazards: Helicopters, People, Bridge, Water

---

Day 049

Where: Richmond  
Buildings: 8x2, 4x3, 5x2, 7x3



Hazards: Helicopters, People  
Search Bonus After Level

---

Day 050

Where: Baltimore

Buildings: 9x3, 4x3, 10x2, 4x3

Hazards: Helicopters, People, Bridge, Water

---

Day 051

Where: Baltimore

Buildings: 4x3, 7x3, 8x2, 4x3

Hazards: Helicopters, People

Map Event After Level

---

Day 052

Where: Manhattan

Buildings: 7x3, 5x2, 7x3, 4x3

Hazards: Helicopters, People

---

Day 053

Where: Boston

Buildings: 7x3, 9x3, 9x3, 7x3, 9x3

Hazards: Helicopters, People, Signs, Paratroopers, Tanks

---

Day 054

Where: Bangor

Buildings: 7x2, 5x2, 7x2, 5x3, 6x2

Hazards: Helicopters, People

---

Day 055

Where: Boston

Buildings: 10x3, 5x3, 10x2, 6x2

Hazards: Helicopters, People, Tanks

---

Day 056

Where: Manhattan

Buildings: 7x2, 5x3, 10x3, 5x3, 7x3, 5x2

Hazards: Helicopters, People, Water, Tanks

Search Bonus After Level

---

Day 057

Where: Boston

Buildings: 4x3, 7x3, 8x2, 4x3

Hazards: Helicopters, People, Tanks

---

Day 058

Where: Manhattan

Buildings: 9x3, 6x3, 10x3, 8x3

Hazards: Helicopters, People, Tanks

Map Event After Level

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Day 059

Where: Montreal

Buildings: 9x2, 5x3, 5x2, 7x2

Hazards: Helicopters, People, Bridge, Water

---

Day 060

Where: Montreal

Buildings: 7x2, 9x3, 7x2, 10x2, 10x2

Hazards: Helicopters, People, Bridge, Water

---

Day 061

Where: Quebec

Buildings: 9x2, 5x3, 5x2, 7x2

Hazards: Helicopters, People, Bridge, Water, Tanks

---

Day 062

Where: Ottawa

Buildings: 4x3, 9x2, 7x3, 4x3

Hazards: Helicopters, People, Bridge, Water

---

Day 063

Where: Toronto

Buildings: 6x2, 7x3, 9x2, 9x3, 8x2

Hazards: Helicopters, People

Search Bonus After Level

---

Day 064

Where: Toronto

Buildings: 8x3, 10x3, 9x3, 8x3

Hazards: Helicopters, People

Map Event After Level

---

Day 065

Where: Philadelphia

Buildings: 6x3, 9x3, 8x2, 9x3, 7x3

Hazards: Helicopters, People, Signs

-----  
Day 066

Where: Philadelphia

Buildings: 7x3, 3x2, 3x2, 7x3

Hazards: Helicopters, People

-----

Day 067

Where: Philadelphia

Buildings: 6x2, 7x3, 8x2, 8x3, 7x2

Hazards: Helicopters, People, Tanks

-----

Day 068

Where: Newark

Buildings: 9x3, 6x3, 9x2, 8x3

Hazards: Helicopters, People, Clouds

-----

Day 069

Where: Pittsburgh

Buildings: 4x3, 9x3, 3x3, 3x2

Hazards: Helicopters, People, Bridge, Water

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Day 070

Where: Pittsburgh

Buildings: 4x3, 7x2, 8x2, 5x2, 9x3

Hazards: Helicopters, People

Search Bonus After Level

-----

Day 071

Where: Charleston

Buildings: 9x3, 6x3, 9x2, 7x3

Hazards: Helicopters, People, Tanks

-----

Day 072

Where: Charleston

Buildings: 5x2, 10x3, 7x2, 9x2

Hazards: Helicopters, People

Map Event After Level

-----

Day 073

Where: Cincinnati

Buildings: 7x2, 9x3, 7x2, 10x2, 10x2

Hazards: Helicopters, People, Bridge, Water

-----

Day 074

Where: Cincinnati

Buildings: 8x3, 10x3, 6x3, 9x3

Hazards: Helicopters, People, Police Cars

---

Day 075

Where: Cleveland

Buildings: 7x3, 6x3, 4x3, 7x3, 4x3

Hazards: Helicopters, People, Storms, Tanks

---

Day 076

Where: Cleveland

Buildings: 3x2, 6x3, 7x3, 3x2, 7x3

Hazards: Helicopters, People, Water

---

Day 077

Where: Lexington

Buildings: 3x2, 6x3, 7x3, 3x2, 7x3

Hazards: Helicopters, People, Signs

Search Bonus After Level

---

Day 078

Where: Louisville

Buildings: 6x3, 9x3, 7x3, 7x2

Hazards: Helicopters, People

---

Day 079

Where: Indianapolis

Buildings: 6x3, 9x3, 7x3, 7x2

Hazards: Helicopters, People, Signs

Map Event After Level

---

Day 080

Where: Kalamazoo

Buildings: 8x2, 4x3, 5x2, 7x3

Hazards: Helicopters, People, Signs

---

Day 081

Where: Detroit

Buildings: 7x3, 3x3, 10x3, 9x3

Hazards: Helicopters, People, Bridge, Water

---

Day 082

Where: Detroit

Buildings: 9x3, 5x3, 9x3, 9x3, 10x2  
Hazards: Helicopters, People, Tanks

---

Day 083

Where: Detroit

Buildings: 8x3, 10x3, 6x3, 9x3

Hazards: Helicopters, People, Signs, Tanks

Map Event After Level

---

Day 084

Where: Peoria [Peolia in some bad translations]

Buildings: 5x3, 9x2, 6x3

Hazards: Helicopters, People

Search Bonus After Level

---

Day 085

Where: Joliet

Buildings: 7x3, 5x2, 10x3, 7x2

Hazards: Helicopters, People, Signs

---

Day 086

Where: Chicago

Buildings: 4x3, 7x2, 8x2, 5x2, 9x3

Hazards: Helicopters, People

---

Day 087

Where: Chicago

Buildings: 6x3, 7x3, 8x3, 9x2, 6x2

Hazards: Helicopters, People, Tanks

---

Day 088

Where: Mackinaw

Buildings: 8x2, 7x3, 4x3, 7x3, 3x2

Hazards: Helicopters, People, Water

Map Event After Level

---

Day 089

Where: Chicago

Buildings: 6x3, 7x3, 8x3, 9x2, 6x2

Hazards: Helicopters, People, Tanks

---

Day 090

Where: Homewood

Buildings: 5x2, 10x3, 7x3, 9x3

Hazards: Helicopters, People

---

Day 091

Where: Aurora

Buildings: 7x3, 5x3, 7x3, 4x3

Hazards: Helicopters, People, Signs

Search Bonus After Level

---

Day 092

Where: Plano

Buildings: 6x3, 5x3

Hazards: Helicopters, People, Signs

This is the smallest level in the game!

Map Event After Level

---

Day 093

Where: Milwaukee

Buildings: 8x3, 10x3, 6x3, 9x3

Hazards: Helicopters, People, Tanks

---

Day 094

Where: Milwaukee

Buildings: 8x3, 10x3, 9x3, 8x3

Hazards: Helicopters, People, Signs

---

Day 095

Where: Milwaukee

Buildings: 7x3, 3x3, 10x3, 9x3

Hazards: Helicopters, People, Tanks

---

Day 096

Where: Green Bay

Buildings: 4x3, 7x3, 10x2, 6x3, 9x3

Hazards: Helicopters, People

---

Day 097

Where: Green Bay

Buildings: 10x3, 5x3, 10x2, 6x2

Hazards: Helicopters, People, Water

Map Event After Level

---

Day 098

Where: Duluth

Buildings: 7x2, 5x2, 7x2, 5x3, 6x2

Hazards: Helicopters, People, Bridge, Water  
Search Bonus After Level

---

Day 099

Where: St. Paul

Buildings: 3x2, 7x3, 5x3, 3x2, 7x3

Hazards: Helicopters, People

---

Day 100

Where: Des Moines

Buildings: 3x3, 7x3, 9x3, 7x3

Hazards: Helicopters, People, Storms

---

Day 101

Where: St. Louis

Buildings: 4x3, 9x2, 7x3, 9x3

Hazards: Helicopters, People, Bridge, Water

---

Day 102

Where: St. Louis

Buildings: 8x3, 10x3, 9x3, 8x3

Hazards: Helicopters, People

Map Event After Level

---

Day 103

Where: Wichita

Buildings: 5x2, 10x3, 7x3, 9x3

Hazards: Helicopters, People

---

Day 104

Where: Kansas City

Buildings: 5x2, 7x2, 6x3, 7x3

Hazards: Helicopters, People, Bridge, Water

---

Day 105

Where: Kansas City

Buildings: 4x3, 7x2, 8x2, 5x2, 9x3

Hazards: Helicopters, People

Search Bonus After Level

---

Day 106

Where: Lincoln

Buildings: 4x3, 7x2, 8x2, 5x2, 9x3

Hazards: Helicopters, People

---

Day 107

Where: Omaha

Buildings: 5x2, 10x3, 7x2, 9x2

Hazards: Helicopters, People, Signs

---

Day 108

Where: Custer

Buildings: 5x2, 10x3, 7x2, 9x2

Hazards: Helicopters, People

---

Day 109

Where: Bismarck

Buildings: 9x3, 6x3, 10x3, 8x3

Hazards: Helicopters, People, Tanks

Map Event After Level

---

Day 110

Where: Billings

Buildings: 3x2, 6x3, 7x3, 3x2, 7x3

Hazards: Helicopters, People, Tanks

---

Day 111

Where: Cheyenne

Buildings: 8x3, 10x3, 9x3, 8x3

Hazards: Helicopters, People

---

Day 112

Where: Boise

Buildings: 3x3, 7x3, 9x3, 7x3

Hazards: Helicopters, People

Map Event and Search Bonus After Level

---

Day 113

Where: Spokane [That's in Washington State, if you have never heard of it]

Buildings: 7x2, 5x2, 7x2, 5x3, 6x2

Hazards: Helicopters, People

---

Day 114

Where: Portland

Buildings: 7x2, 5x3, 10x3, 5x3, 7x3, 5x2

Hazards: Helicopters, People

---



Day 115

Where: Portland

Buildings: 7x3, 3x3, 10x3, 9x3

Hazards: Helicopters, People, Bridge, Water

---

Day 116

Where: Seattle

Buildings: 4x3, 6x3, 5x2, 6x2

Hazards: Helicopters, People, Water, Tanks

---

Day 117

Where: Seattle

Buildings: 9x3, 3x3, 7x2, 6x3

Hazards: Helicopters, People, Water

---

Day 118

Where: Seattle

Buildings: 6x2, 7x3, 9x2, 9x3, 8x2

Hazards: Helicopters, People

Map Event After Level

---

Day 119

Where: Anchorage

Buildings: 5x3, 9x2, 3x2, 6x3, 7x3

Hazards: Helicopters, People, Tanks

Search Bonus After Level

---

Day 120

Where: Nome

Buildings: 7x2, 5x2, 4x3, 6x3, 7x3

Hazards: Helicopters, People

---

Day 121

Where: Fairbanks

Buildings: 7x3, 6x3, 4x3, 7x3, 4x3

Hazards: Helicopters, People, Tanks, Paratroopers

Map Event After Level

---

Day 122

Where: San Diego

Buildings: 4x3, 7x3, 8x2, 4x3

Hazards: Helicopters, People, Water

---

Day 123  
Where: Honolulu  
Buildings: 7x2, 5x2, 7x2, 5x3, 6x2  
Hazards: Helicopters, People, Police Cars

---

Day 124  
Where: Maui  
Buildings: 4x3, 7x3, 8x2, 4x3  
Hazards: Helicopters, People, Water  
Map Event After Level

---

Day 125  
Where: San Diego  
Buildings: 7x3, 9x3, 9x3, 7x3, 9x3  
Hazards: Helicopters, People, Signs

---

Day 126  
Where: San Diego  
Buildings: 6x3, 9x3, 10x3, 8x3  
Hazards: Helicopters, People, Signs  
Search Bonus After Level

---

Day 127  
Where: Los Angeles  
Buildings: 6x3, 7x3, 8x3, 9x2, 6x2  
Hazards: Helicopters, People, Storms

---

Day 128  
Where: Los Angeles  
Buildings: 7x2, 5x3, 10x3, 5x3, 7x3, 5x2  
Hazards: Helicopters, People, Paratroopers  
Map Event After Level  
You win!

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\*\*\*\*\*  
v) Credits  
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GameFAQs - For hosting.

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