Rampage 2: Universal Tour FAQ

by Dracoferret   Updated to v2.0 on Sep 18, 2005

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RAMPAGE 2: Universal Tour
A Dracoferret Guide

Version 1,
-Started the guide, first one for Rampage Universal Tour!

Version 2,
-Fixed some things, added some things...
-CAPTAIN! SHE'S GROWING AT AN EXTRAORDINARY RATE! SHE'S ALREADY TWICE HER
ORIGINAL SIZE!


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Introduction                    NTRDCTN

Hey, I'm Dracoferret Sigma, or Dracoferret Van Dyke, or whatever you'd like to
call me. This is my second guide, but I'm trying to make it as helpful as
possible. If you have any questions, comments, or information, get me at
neodracoferret@yahoo.com


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About the Game                  BTTHGM

 Rampage 2: Universal Tour is a very unfairly treated game. It still relies on
sprites, but before some of you go off and say '5pr1t35 5uxx0rz 11!1!eleven!1!',
know this: the sprites are more complex and detailed than any other sprites
today (I would know about complexity, I'm a spriter myself). The game, while
being a 2D sidescroller, and somewhat simple, is incredibly fun, and while the
characters are very much alike, you'll still want to play as everyone. The game
is basically a sequel to Rampage: World Tour. The three monsters (George,
Lizzie, and Ralph) have been captured, and imprisoned. Luckily for them,
however,a new group of mutants is spawned from Scumlabs, and the new trio head
out to save the originals. You travel through cities, destroying everything
there, before advancing to the next city. Eventually, you'll get to the city
where a monster resides. There, you must destroy the city, then the cage around
the monster. Then you get the password to play as that monster, and go on to the
next part of the world. Eventually you rescue an alien monster, and go off into
space, and eat aliens. Repetitious, but still very fun.
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Rampage 2:Universal Tour is MUCH better on the Playstation. I love Nintendo to
death, but the N64 could barely handle the game WITHOUT cutscenes and high
quality sounds. The quality in sounds isn't much different; the monsters
sound the same, and the Background music is only slightly degraded. What really
makes the difference is the cutscenes. Midway went ALL OUT on the humor, with a
disgruntled news anchor, a disgruntled alien news anchor, and the most famous of
all... the Flying Myukus.

 The game really does seem to be all about humor. The game would not sell at all
if it weren't for the feel of the game. All the monsters grin like psychopaths,
the cutscenes WILL bring a grin to your cold emotionless face, and the cringing
animations... I could go on and on. This game is full of silly gags, such as
monsters getting kicked in the one place you don't want to be kicked, monsters
flying by flapping their arms like a chicken, and a dancing lobster. Why a
dancing lobster? Because it's always funny to see a giant mutant lobster dance.

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How to Play   HWTPLY

 It's very simple, really. Do whatever you can to destroy every building in the
city. Each monster has the same abilites, but different stats, different
special attacks, and different favorite foods. Your can choose the controls
yourself. Your default abilites are...

 Punch: Break buildings while climbing them, and hurt other monsters (or flying
enemies). Can be used while Jumping.

 Kick: Damage a whole section of a building while climbing it, and hit lower
enemies. Also makes monsters cringe and grab their crotch in pain. When jumping
it makes you do a drop kick.

 Jump: Like it sounds. However, you can repeatedly jump to make your monster
flap his/her arms like wings, allowing you to slow your descent.

 Uppercut: Up+Kick. Knocks other monsters into the air and stuns them. VERY
useful for competetive multiplayer, useless in friendly multiplayer.

 Scoop: Down+Punch. Hits lower enemies and scoops up people. If you scoop
someone up, you will toss them into your mouth and eat them (^_^). If on top of
a building, you will punch the top, damaging it.

 Stomp: Down+Jump. Only works on top of a building. Damages the entire top
section of the building, or gets rid of it entirely.

 Special: Use your monster's special attack. Requires a full, glowing purple
energy meter. Uses entire purple energy meter.

 There are also a couple of powerups to know about. Powerups are always behind
animated windows. Food gives you green and purple energy (people count as
food). You also have your monster's mega food, which fills up almost a third
of your green and purple energy bars. There are clocks, which give you more
time. I think this means the jets will reset. There are small toys, which give
you safety (temporary invulnerability). Weights, Ton Irons, and boxing gloves
give you super punch. With this, your punches can clear out an entire floor of
a building if you're on top, or reduce it to a skeleton frame if you are on the
side. Finally, pepper and feathers make you sneeze, which clears out an entire
row.

 There are bad powerups too, though. Scissors, garbage, and radioactive waste

make you puke, and hurt you. Electrical sockets, lamps, and the like shock you if you touch them. Stoves and fireplaces set your hand on fire. And the ever famous bathtubs, toilets, and water coolers spray you with water and knock you off the building.

 Another thing to remember are the bombers. There are three jets following you that will appear if you take too much time in a level. These will occasionally fly across the screen. The closer together they are, and the faster they fly, the more screwed you are. When they are all in one tight group, going across the screen at speeds you can barely register, they drop The Bombs. The Bombs take away an entire life. Only three things can stop this from happening. Either have safety turned on, Or don't take so long in the first place. The third only works if you are Ruby, and you have a special. Use the Lobster Can Opener just before The Bombs drop (try to time it). If you are in the middle of it, you take no damage.

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Characters   CHRCTRS

The character profile should look something like this...
Name: Take a guess
Walk :   For this section, anything from one to three stars may be given. One
Climb: star is very weak, two stars is average ability, three stars is uber
Punch: godlike power.
Food: The monster's favorite food.
Special: This is the monster's special move.
Description: This is a description of the monster.
Pose: The monster's little pose they do when they beat a minigame.

By the way, walk is how fast your monster moves. Climb is how fast they climb. And Punch is how powerful they are.

Name: Boris, the Rhino
Walk : **
Climb: *
Punch: ***
Food: Salad (looks like a bowl full of lettuce and some little orange things)
Special: RHINO CHARGE - Boris charges head on and slams into the first building he hits, destroying it completely. Save for any REALLY big buildings you find.
Description: Boris is strong and fast, but climbs REALLY slow. I wouldn't reccomend him for first timers unless you're playing with a friend, as he has a hard time making it up buildings. And considering you need to DESTROY the buildings... that's not good. But he can destroy them very quickly, so he makes up for it.
Pose: Boris flexes his muscles, and puts even Arnold to shame.

Name: Ruby, the Lobster
Walk : **
Climb: **
Punch: **
Food: Fish (looks like a dead blue fish)
Special: LOBSTER CAN OPENER - Ruby twirls around like a tornado, damaging any building she touches. You can control where she moves. If you do this on top of a building, you can float down slowly, which is much more effective.
Description: Ruby is... a very odd choice for a giant monster. However, she IS the best of the starter characters, being good at everything. Her special isn't as superpowerful as George or Boris' specials, but it can be good in a pinch.
Pose: Ruby dances. It's very hard to describe. Very worth seeing.

Name: Curtis, the Rat
Walk : ***
Climb: **
Punch: *
Food: Cheese (looks like a big wedge of bright yellow cheese)
Special: RAT BOTTOM FEEDER - Curtis opens his mouth wide, and runs around the stage. This destroys any human or vehicle in his path, and slightly damages buildings. Workable in one player, useless in multiplayer.
Description: The worst starter choice, Curtis can get places, but he can't do much to them.
Pose: Curtis turns toward the screen and starts to punch at the air. Funny coming from the weakest character.

Name: George, the Gorilla
Walk : *
Climb: ***
Punch: **
Food: Banannas (A big bunch of banannas. What else?)
Special: APE STOMP - George jumps high into the air, then smashes down on a building, destroying it instantly. Only works if you're on top of a building.
Description: George is a big old funky monkey, with a big old funky head, and a big old funky mohawk. George looks pretty wierd with this new style, but it fits in with the punk rocker look all the monsters have. George is INCREDIBLY useful, he climbs like his monkey butt is on fire. And he can do some damage too.
Pose: George beats his chest like the monkey he is. GO MONKEY GO!

Name: Lizzie, the Iguana
Walk : **
Climb: ***
Punch: *
Food: Eggs (Two fried eggs, with yolks and all)
Special: FIRE BREATH - Lizzie spits a fireball that does damage to whatever it hits. This can be used three times.
Description: If you mixed Godzilla with your old ex-girlfriend, you'd have Lizzie. Lizzie climbs and runs very well, but her strength is rather poor. Her insane specialty makes her the best character in the game, possibly even better than Big Al. Lizzie is the face of Rampage, the big momma. George has been in as long as Lizzie, but Lizzie has a HUGE following. Plus, Godzilla could kick King Kong's butt anyday :p
Pose: Lizzie throws her head back and screeches, shaking her head from side to side. She makes a BIG show of herself.

Name: Ralph, the Wolf
Walk : ***
Climb: *
Punch: **
Food: Steak (Looks like a bright red T-Bone)
Special: WOLF HOWL - Ralph howls, damaging buildings and monsters. It also makes monsters cringe and cover their ears for a while.
Description: Ralph is very useful, especially if you're playing to beat your friend. Ralph is fast and strong, and his special can be VERY useful in a fight. (Thanks to NESBoy216@aol.com for clearing up Ralph's Origins. Ralph really IS one of the original monsters.)
Pose: Ralph howls at the sky, back arched and arms stretched down. Cool.

Name: Myukus, the Alien
Walk : **
Climb: *
Punch: ***

Food: Ice Cream (Vanilla, with chocolate syrup and a cherry)
Special: EYE BOMB - Myukus' eye pops out and explodes like a bomb, damaging
any building caught in the blast. Myukus then grows his eye back.
Description: Myukus is found right before you go into space. He is powerful,
and very fun. His one big eye and interesting special make him stand out amongst
the other monsters. There are three versions of Myukus, each very hard to find.
Pose: Myukus flexes and his eye grows HUGE! I'm talking bigger than he is!

Name: Big Al, the Cyclops
Walk : ***
Climb: ***
Punch: ***
Food: Same as Myukus
Special: BIG EYE BOMB - Big Al's eye pops out of his head, bounces, and
explodes, much like Myukus' Eye Grenade. Big Al's Big Eye Grenade is somewhat
stronger than the regular Eye Grenade.
Description: Big Al, the strangest character in the game. He's really just a
purple Myukus with maxed stats, but his name is a mystery, as it is all in alien
letters. Some people call him Pucous because of the Game Boy version of the
game, although the widely accepted name is Big Al, because of his code (B1G4L).
Big Al is very hard to get, as he can only be unlocked by going through Area 51
as Myukus. Normally you would unlock Myukus, but because you are playing as him,
you get Big Al.
Pose: Same as Myukus.

Name: Noobus
Walk : *
Climb: *
Punch: *
Food: Same as Myukus
Special: EYE GRENADE - Noobus' eye pops out and, you guessed it, explodes. This
attack is somewhat weaker than the regular Eye Bomb.
Description: Noobus is the hardest character to get in the game. Why? He isn't
IN the game, per se. There is no way to get Noobus' code through the game. You
have to look it up on the internet, or in a cheat book. Noobus is incredibly
weak, and is great for adding ANOTHER level of challenge to this already
challenging game. This character is only reccomended for the elite players.
Pose: Same as Myukus.

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Cities   CTS

 In Rampage 2: Universal Tour, there are lots of cities. Each level is a
different city. There are five sections to the game. Parts 1-3 can be played in
any sequence. These are the USA, England, and Asia. Part 4 is the rest of the
world, and this automatically starts once you beat the last starting section.
The last part is the rest of the solar system, plus the secret planet Drapheus.
Each part has 25 cities, and five minigames. After five cities, you play a
minigame (an exception is the last one, it takes place after the 24th city). It
would be futile to list every city's exact layout, as the only differences are
the number of buildings, and size of buildings, and background/foreground.
After each part you unlock a monster, with the exception of Part 5 (that's when
you beat the game).

 Oh, and if your city happens to be on any of the lists, don't eat yourself. It
gets confusing if you do.

PART 1: U.S.A.
-Salt Lake City

-Denver
-Seattle
-San Francisco
-Los Angeles + Minigame 1
-San Diego
-Las Vegas
-Pheonix
-Dallas
-San Antonio + Minigame 2
-Houston
-Kansas City
-New Orleans
-St. Louis
-Miami + Minigame 3
-Atlanta
-Cincinnati
-Cleveland
-Chicago
-Pittsburg + Minigame 4
-Detroit
-Philadelphia
-Boston
-Wasington D.C. + Minigame 5
-New York City + Monster

PART 2: EUROPE
-Madrid
-Barcelona
-Monte Carlo
-Geneva
-Brussels + Minigame 1
-Paris
-Luxemborg
-Amsterdam
-Hamburg
-Frankfort + Minigame 2
-Munich
-Zurich
-Florence
-Rome
-Athens + Minigame 3
-Vienna
-Prague
-Warsaw
-Berlin
-Copenhagen + Minigame 4
-Stockholm
-Edinburgh
-Dublin
-Manchester + Minigame 5
-London + Monster

PART 3: ASIA
-Beijing
-Pyongyang
-Seoul
-Shanghai
-Hong Kong + Minigame 1
-Taipei
-Kaoshiung

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-Guangzhou
-Hanoi
-Rangoon + Minigame 2
-Bangkok
-Phnom Penh
-Kuala Lumpur
-Singapore
-Jakarta + Minigame 3
-Brunei
-Mahila
-Fukuoka
-Osaka
-Yokohama + Minigame 4
-Kobe
-Nagano
-Sopporo
-Sandai + Minigame 5
-Tokyo + Monster

PART 4: INVASION
-Delhi
-Perth
-Melbourne
-Sydney
-Honolulu + Minigame 1
-Mexico City
-Havana
-Panama City
-Caracas
-Lima + Minigame 2
-Buenos Aires
-Rio de Janeiro
-Johannesburg
-Nairobi
-Abu Dhabi + Minigame 3
-Cairo
-Moscow
-Helsinki
-Istanbul
-Lisban + Minigame 4
-Toranto
-Calgary
-Anchorage
-Vancouver + Minigame 5
-Area 51 + Secret Monster

PART 5: SOLAR SYSTEM
-Moon
-Mercury
-Venus
-Mars
-Phobos + Minigame 1
-Saturn
-Io
-Europa
-Neptune
-Jupiter + Minigame 2
-Halley's Comet
-Uranus
-Pluto
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-Drapheus
-Skinsonatti + Minigame 3
-Les Vegees
-Housteenk
-Cornholeans
-Spamburgh
-Uranelphia + Minigame 4
-Newd Yoke
-Wazelskown
-Yokmiyama + Minigame 5
-Flachulas + Insignificant Final Boss That Is Fought As If It Were A Building
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Minigames   MNGMS

 There are several minigames throughout the main game. These minigames will be
different if you are playing multiplayer.

 Minigame 1
 Destroy your buildings / Destroy your building before your opponent
 Single Player: Any monster CAN beat this. However, it is hardest with Curtis
and Ralph, because their best stat, Speed, isn't useful. Myukus does this best,
as he can climb well enough to get up the building fast enough, and can destroy
it in a matter of seconds thanks to his insane Power stat. There are two HUGE
buildings that you must destroy in time. The second is directly behind the first
building. Get up the first one, and pummel the top of it with punches. As soon
as you hear the building cracking rythmically, climb up the second building
behind you. You should reach the top in moments, thanks to the height of the
first building. Destroy this building the same way. It is quicker to start off
with a stomp to clear the top row, then lay waste to it.
 Multiplayer: You and your opponent each have a tiny building, maybe 4 floors.
Climb to the top and destroy it the same way as described above.
 Rewards: All or nothing. Destroy your building/buildings in time, you get full
green and purple energy, plus a life. Don't, and you get sent home empty handed.

 Minigame 2
 Fly to the farthest platform you can
 Single Player: This is INCREDIBLY easy, and INCREDIBLY hard. The higher your
speed is, the farther you can go. However, it all lies in your ability to STAY
in the air. You can just walk off the starting building, and you'll get green
energy refilled. But if you want more, you have to gamble. Touch the platform,
and you get prizes. Hit the water, and you lose it all.
 Multiplayer: Same as above. Just more people.
 Rewards: The first platform refills your green energy, and is impossibly easy
to get to (just walk forward, don't jump). The second platform refills both
energy bars. The third refills both energy bars, and gives you a life. I've
never gotten farther than this, but every platform afterword should refill both
energy bars and give you two, three, and even four lives (if it's possible to
get that far). There is no real winner, everybody can get a prize.

 Minigame 3
 Kick people all over the place
 Single Player: Everyone has an even chance at this. You are in a city with
indestructible buildings, and people fall out of a window about every half
second. Kick them. Easy enough.
 Multiplayer: Same as above, but WAY harder. Divide the score you COULD get by
two or three, and you realise how screwed you are.
 Rewards: Five people refills your green energy bar. Ten refills both bars.
Fifteen refills both bars and gives you an extra life. For every five after that

just slap on another life. Once again, there is no real winner.

 Minigame 4
 (Soon to come) / King of the Hill
 Single Player: (Soon to come)
 Multiplayer: Everybody has a fair chance at this. Stay on top of 'The Hill'
alone to gain points. Try to stay on alone. Classic stuff, really.
 Rewards: The person with the most points wins all the usual stuuf in
Multiplayer. Don't know what the single player is, I'm always playing with
friends.

 Minigame 5
 (Soon to come) / Deathmatch
 Single Player: (Soon to come)
 Multiplayer: Yes, you FINALLY get to kill your friend without him getting angry
and hitting you in real life. Simple enough. Last one standing wins.
 Rewards: Whoever is still alive after the match gets full green and purple
energy, plus a life. Once again, I don't know the single player, I'm playing
with my friends too much.

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Cheats   CHTS

All of the cheats are basically twisted versions of a related word.

Ralph - LVPVS (Lupus, which means wolf)
George - SM14N (Simian, like a monkey)
Lizzie - S4VRS (I think it means Saviors, because you save her...)
Myukus - N0T3T (Not ET, cause he's an alien. Get it?)
Big Al - B1G4L (Big Al, like his name)
Noobus - SRY3D (Sorry 3D, because he's flat looking. I think...)
Cheat Menu - BVGGY (Buggy)

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Thanks   THNKS

Aside from the usual thanks to the creators of the game, I'd like to thank...
-NESBoy216@aol.com for clearing up Ralph's origins.
-Bakemano for the list of cities.
-Everyone who reads my fancomics on the TKT Forum, and likes them.
-That kid on all those Harry Potter forums who stole my name. I can't go
anywhere now without hearing a Harry Potter reference. Thank you so much. Jerk.

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   -And all of you comedians and webcomic authors, the world needs entertainment.
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