

RAMPAGE

TOTAL DESTRUCTION

Instruction
Booklet



MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

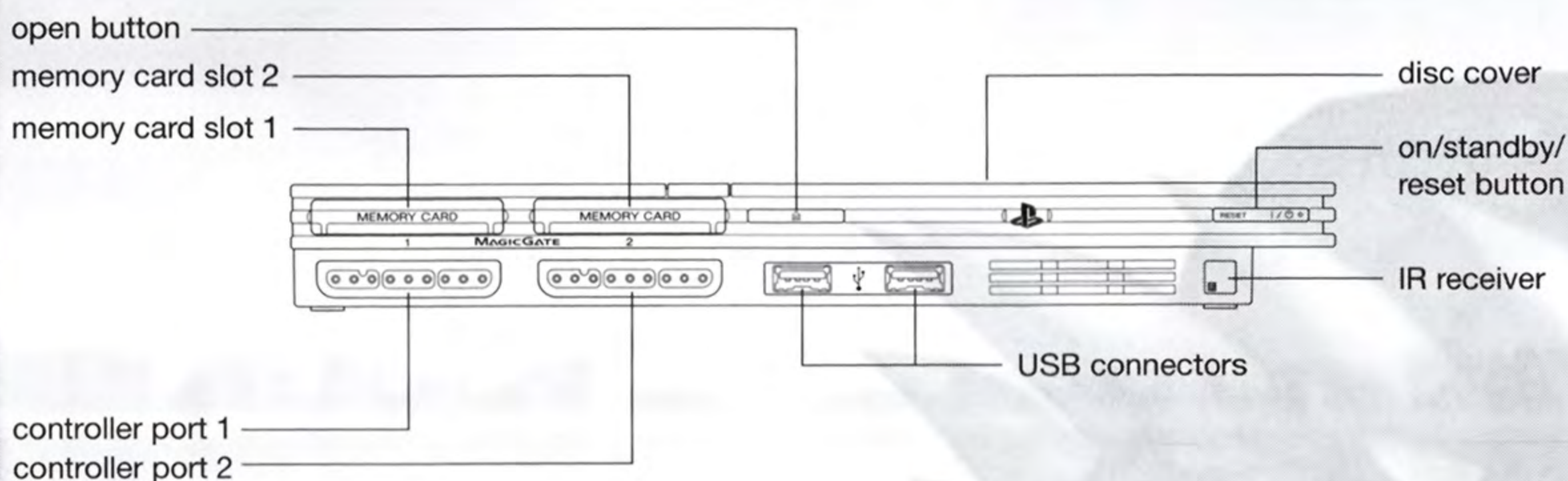
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

TABLE OF CONTENTS

Getting Started	2
Starting Up	3
Controls.....	4 - 5
Main Menu.....	6 - 9
Eve of Destruction.....	10 - 11
The HUD	12
Destroy, Destroy!	13 - 14
Upgrades	15
Points.....	16
Power-Ups	17
Hints & Tips	18
Credits	19
Warranty	21

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button.

When the power indicator lights up, press the OPEN button and the disc tray will open. Place the "Rampage: Total Destruction" disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MENU/SUB-MENU NAVIGATION

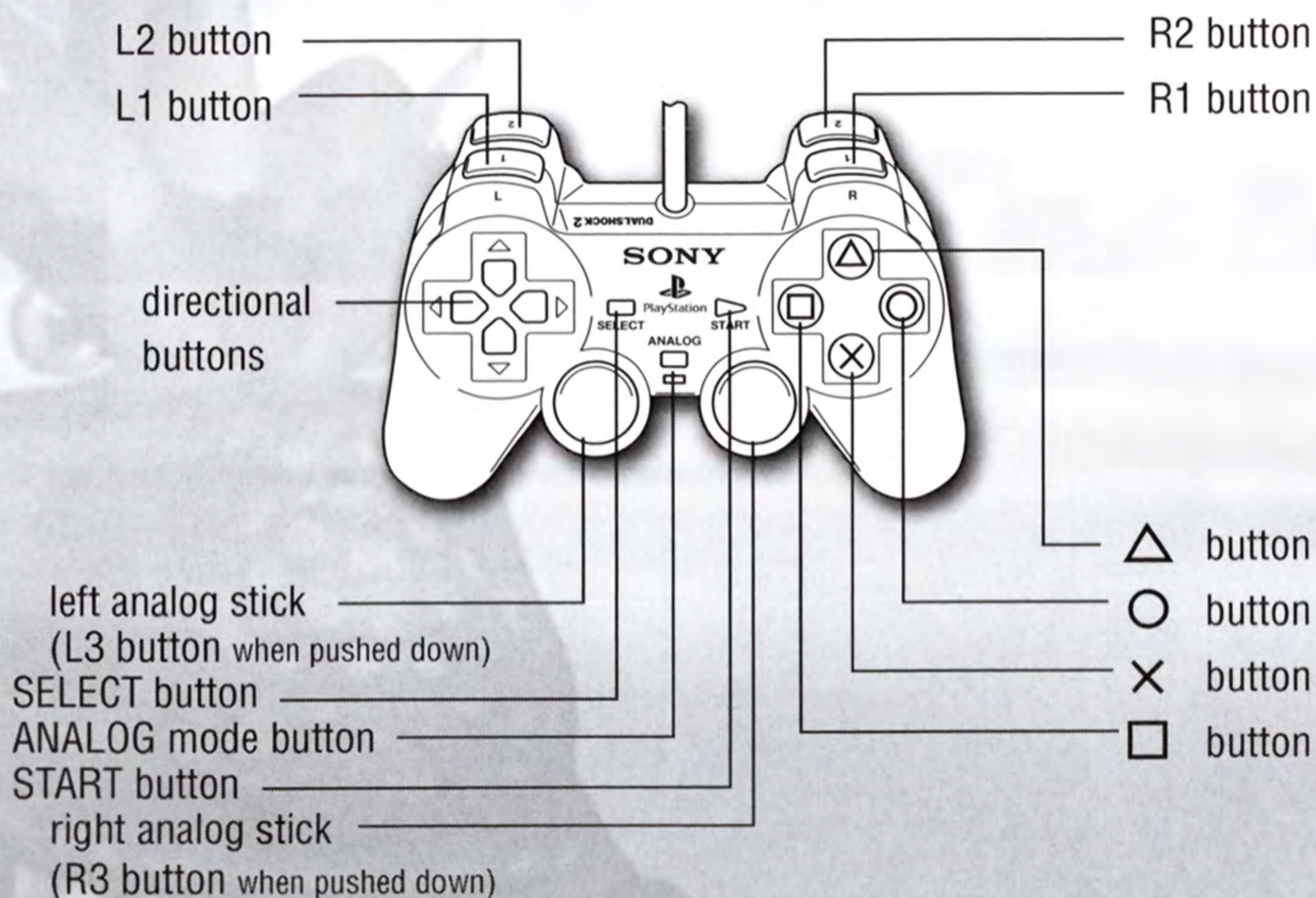
Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (**↑**, **↓**, **←** or **→** depending on the menu) to highlight a selection.

QUITTING A GAME IN PROGRESS

During the game, press the **START** button to display the Pause Menu. Press the directional buttons **↑** or **↓** to select Quit, then press the **×** button. To confirm exiting the game, press the **×** button again to go to the Main Menu.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Rampage: Total Destruction does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

PROFILES

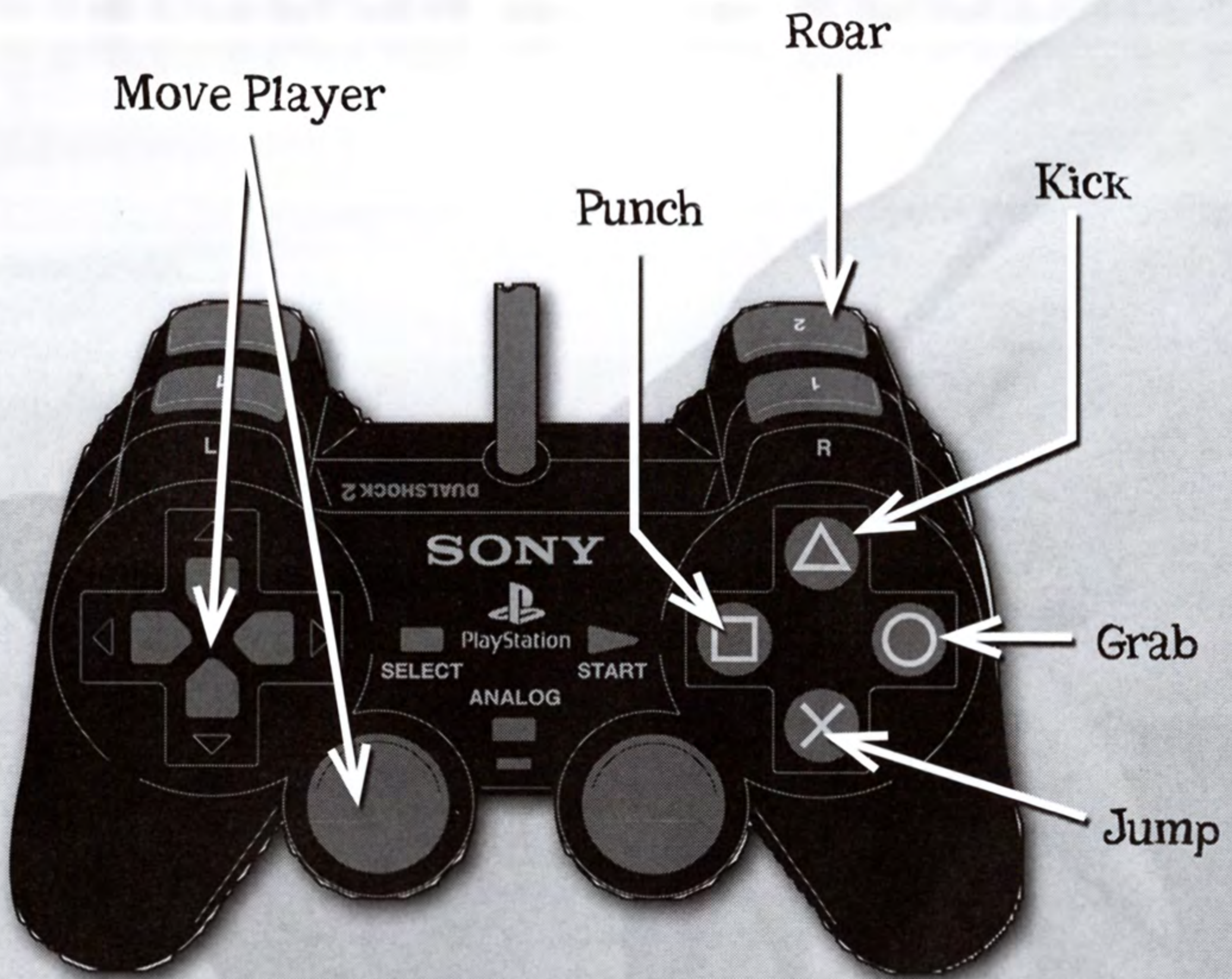
The Profiles option lets you save accumulated data to your memory card (8MB) (for PlayStation®2). Each time you start the game on your PlayStation®2 computer entertainment system, the game will read your memory card, making it available for saving data. For more details, see Profiles, pg. 9.

SAVING

Rampage: Total Destruction requires a memory card in MEMORY CARD slot 1 with 140KB of free space in order to save each Profile.

The game autosaves at the end of each block in Campaign mode. An icon will be displayed when the memory card in MEMORY CARD slot 1 is being accessed. Do not remove the memory card, controller or Reset/Switch off the console while the icon is displayed.

CONTROLS



CONTROLS

PUNCHING

- Overhead Swipe = □ button + ↑
- Ground Slam = □ button + ↓
- Jump Smash = × button, then □ (requires upgrade)
- Strong Punch = ○ button (while climbing a building)
- Multi Spin = × button, then ○ x3 (requires upgrade)
- Spin Attack = × button, then ○ button
- Charge Punch = Hold ○ (while climbing/ requires upgrade)
- 1,2 Combo = □ button twice
- 1,2 Finishing Combo = □ button three times
- Kidney Punch = □ button + ↓ (while on a building)
- Backhand Punch = directional button away + □ button (while on the side of a building)

KICKING

- Punting = △ button
- Heel Crush = △ button (while on a building)
- Jump Kick = × button, then △ button

GRABBING

- Pick Up Human/Eat = ○ button
- Pick Up Vehicle/Throw = ○ button

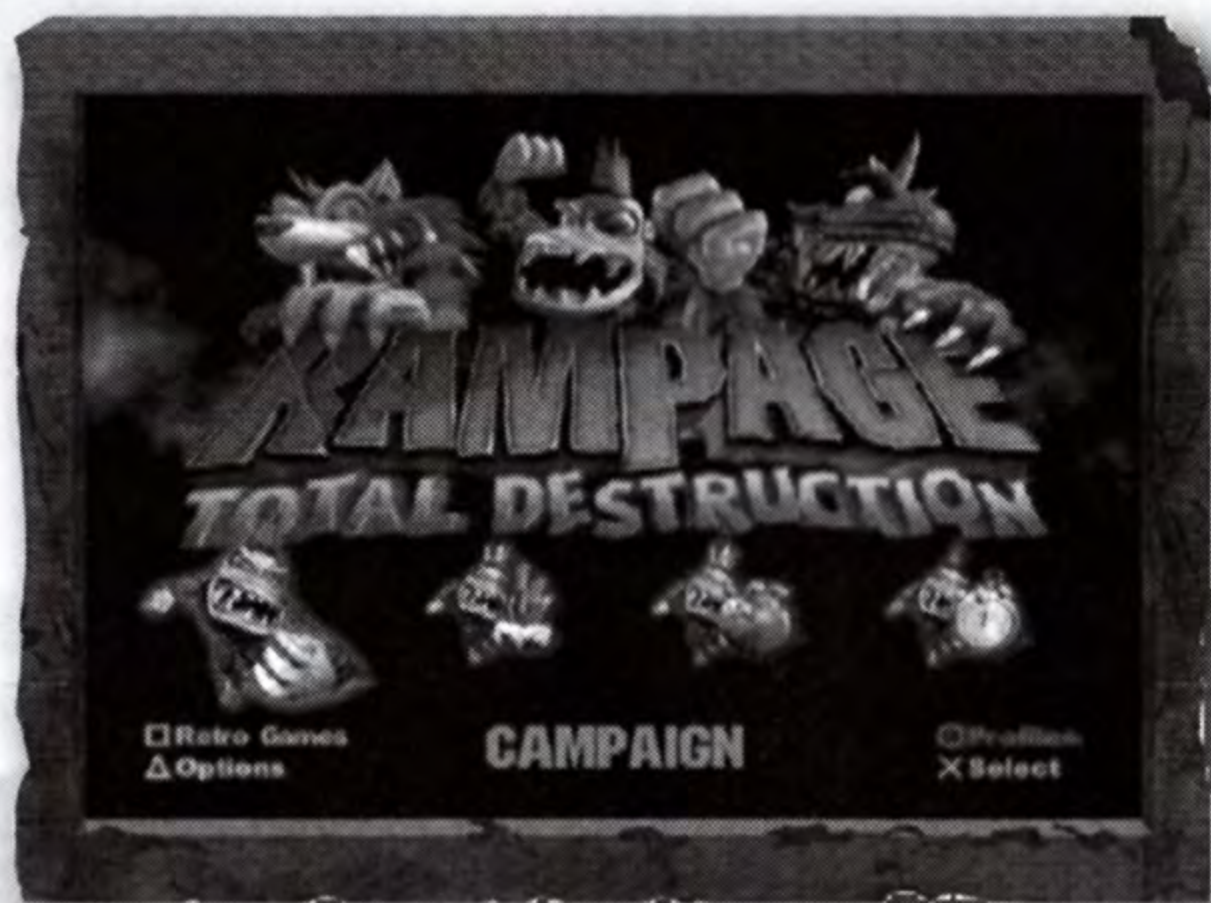
JUMPING

- Jump Up = × button (hold to jump higher)
- Double Jump = × button (while already in the air)
- Jump off building = × button
- Jump off building (low arc) = × button + → (in front of building)
- Jump off building (high arc) = × button + → (on side of building)
(Hold × button to jump higher)

ROARING

- Roar Attack = R2 button (requires upgrade)

MAIN MENU



CAMPAIGN (1 -2 Players)

Destroy the game's cities in an effort to locate and free hidden monsters created by the Scum Labs Corporation.

Each city is comprised of 8-10 blocks. During the final block of each city, you will encounter Dr. Vector - piloting one of his ingenious anti-monster vehicles. It is not necessary to defeat Dr. Vector before you demolish the city, but you should probably do it anyway. If Dr. Vector prevents you from leveling the city for 10 minutes, you will lose a life.

When all the lives are exhausted, the game is over for both players. The city block must be completely destroyed before you're allowed to proceed to the next block. You have a limited amount of time to destroy each block before planes bomb the city and destroy it.

You can receive Speed Bonus points for finishing a level quickly. All of the blocks have special bonus challenge conditions, such as smashing a certain amount of objects or eating a certain amount of humans.

When a city is defeated, the city score is tallied.

Campaign mode games can be saved to the memory card (8MB) (for PlayStation®2).

MAIN MENU

KING OF THE CITY

Two monsters compete to conquer a single city. Players compete to cause the most destruction to each city block. This game can be played with two human controlled monsters or one human controlled monster versus one CPU controlled monster.

After each block is destroyed, scores are compared, and the monster with the highest score is the winner of that round.

Monster-vs-Monster attacks can occur, since players will be competing for points. After selecting the 2 Player option, press the directional buttons **↑** or **↓** to toggle the Human and Computer player option.

KING OF THE WORLD

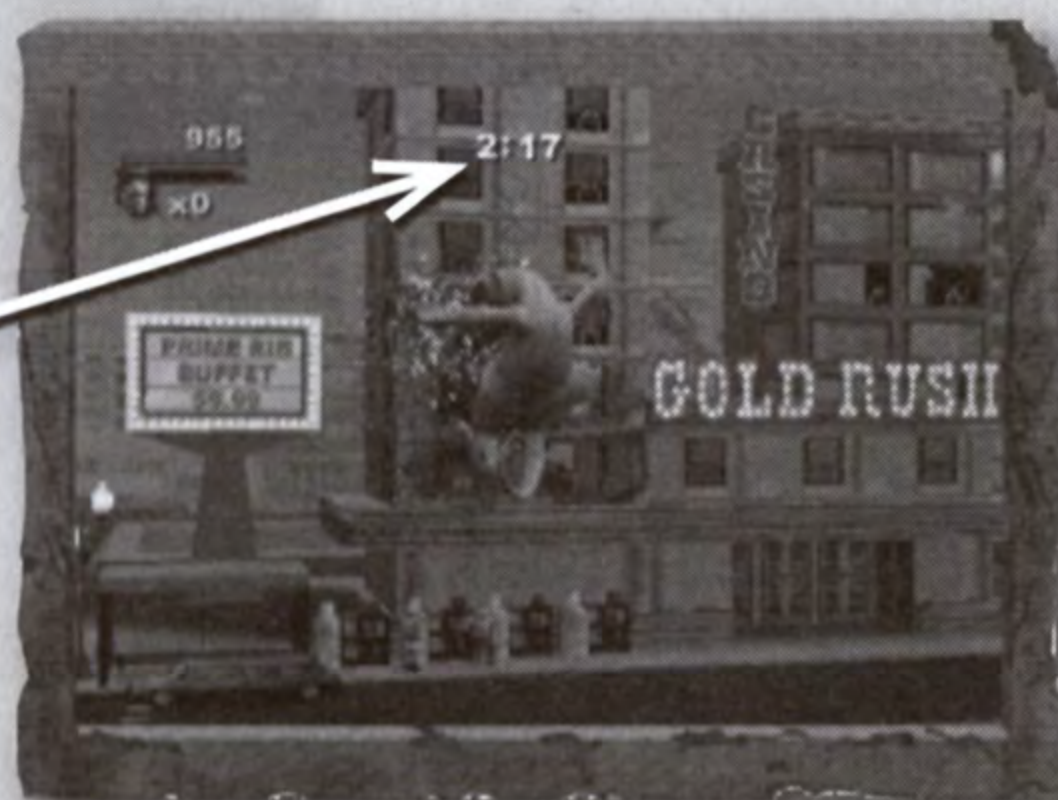
This is a challenge of multiple "King of the City" rounds. Each city is played once. When a player has been declared king of more than half of the available cities, they're declared "King of the World."

After selecting the 2 Player option, press the directional buttons **↑** or **↓** to toggle the Human and Computer player option.

TIMED RUN

You're challenged to destroy a single city in a set amount of time. If you destroy a city before time runs out, any time remaining on the current block carries over to the next block.

Clock



MAIN MENU

BONUS CONTENT



Rampage: Total Destruction includes two of the previous Rampage games from Midway's past. At the Main Menu, press the  button to access the Bonus Content menu. You can select the original Rampage game or our later game, Rampage World Tour.

RAMPAGE CONTROLS

Move Monsters: directional buttons or left analog stick

Jump:  button

Punch:  button

RAMPAGE WORLD TOUR CONTROLS

Move Monsters: directional buttons or left analog stick

Jump:  button

Kick:  button

Punch:  button

Within each game, press the  button to view the Pause Menu. You can then view Controls, adjust the Screen Size or Exit the game.

MAIN MENU

OPTIONS

At the Main Menu, press the  button to view the Options Menu. Press the directional buttons  or  to highlight Sound, Music or Vibration. Press the directional buttons  or  to adjust the volume or turn the Vibration feature On or Off.

PROFILES

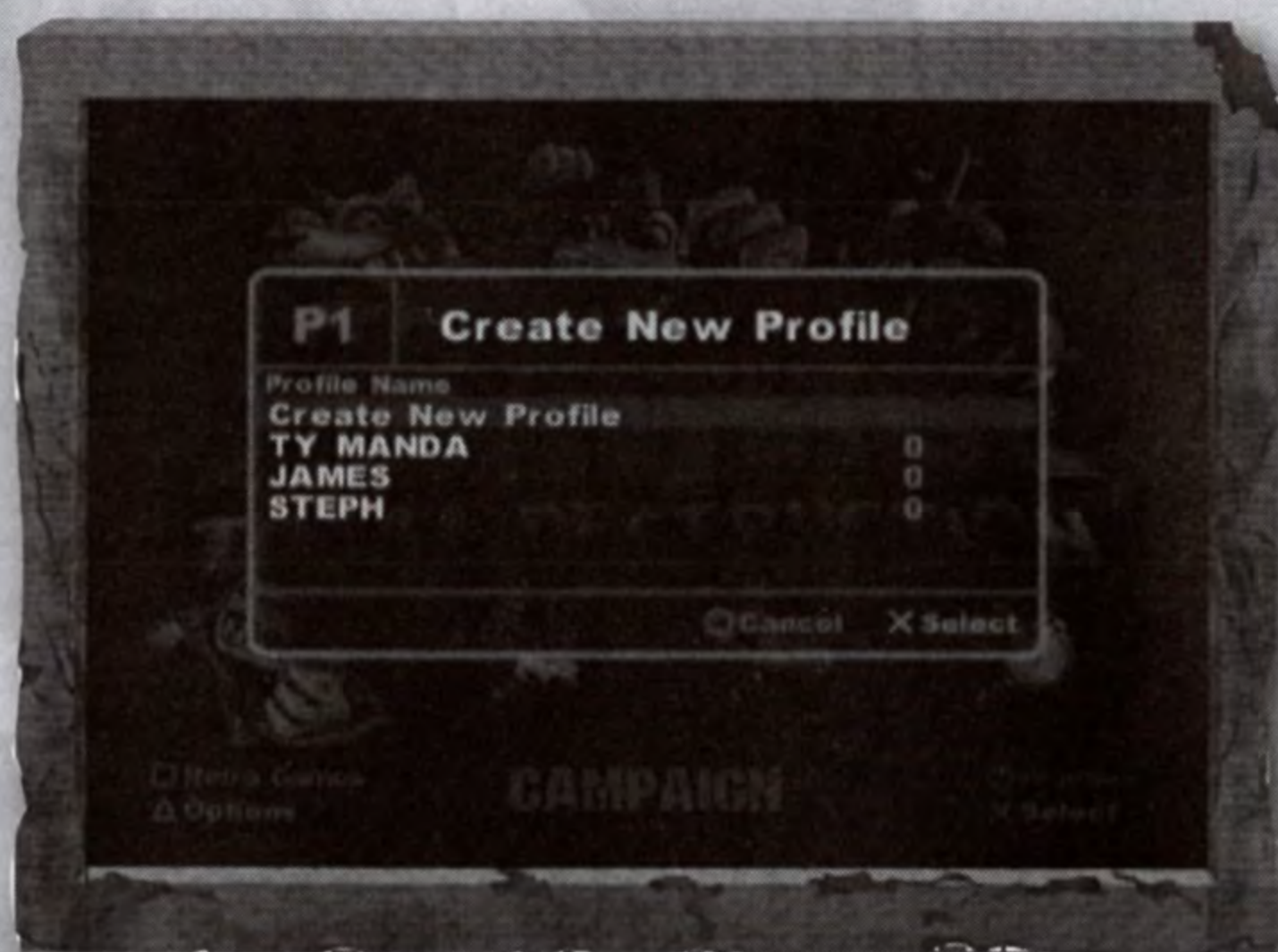
The Profiles option lets you save accumulated data to your memory card. Each time you start the game on your PlayStation®2 computer entertainment system, the game will read your memory card, making it available for saving data.

Create-A-Profile

At the Main Menu, press the  button to enter the Profile menu. Select the Create New Profile to bring up the keyboard. Use the directional buttons to navigate the keys, then press the  button to select a character. Once you have entered the name, select Done.

Load a Profile

If you have already created a user Profile and saved it to your memory card, it will be listed when you choose the Profile option. Highlight the Profile listed on the memory card, and then press the  button.



EVE OF DESTRUCTION

MONSTER SELECT

At the Monster Select Screen, press the directional buttons $\leftarrow$ or $\rightarrow$ to view the available monsters. Press the $\otimes$ button to make a selection.



LOAD MONSTERS

By accessing a memory card in MEMORY CARD slot 1, player 2 can load unlocked monsters and special moves from their saved Profile by pressing the **R2** Button at the Character Select screen. After accessing the memory card, a selection can be made from any Profiles listed.

Note: The Profile for Player 1 is the only Profile that can be saved. Other Profiles can be loaded in order to select Monsters and have access to unlocked abilities, but progress will only be saved to the Profile of Player 1.

FLIP CARD

Press the $\blacksquare$ button to flip the picture and view that monster's statistics. It displays the monster's Crush, Jump and Run strengths. Each monster's statistics differ, so you may want to view them all before making a selection. Press the directional buttons $\leftarrow$ or $\rightarrow$ to view statistics of all the available monsters.

The card also displays the monster's Upgrade moves. For more information on Upgrades, see page 15.

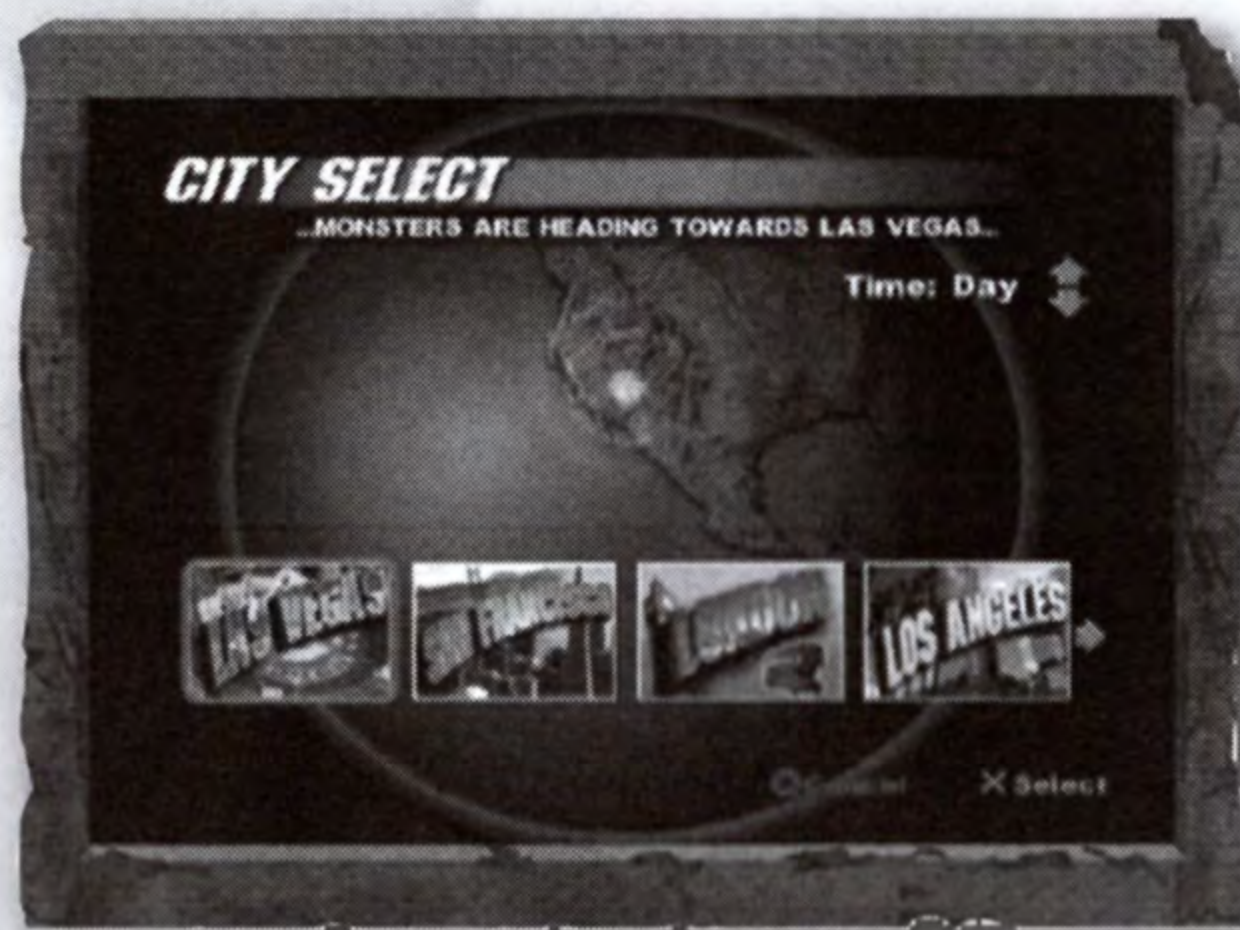
CARD SHEET

Press the $\triangle$ button to view a wider view of all the available monster cards. After selecting a monster card, you can press the $\triangle$ button again to zoom in and out.



EVE OF DESTRUCTION

CITY SELECT



Press the directional buttons ◀ or ▶ to cycle through the available cities. You can select any of the cities in King of the City and Timed Run mode. In King of the World and Campaign modes, you'll need to destroy a city before you can move onto the next city.

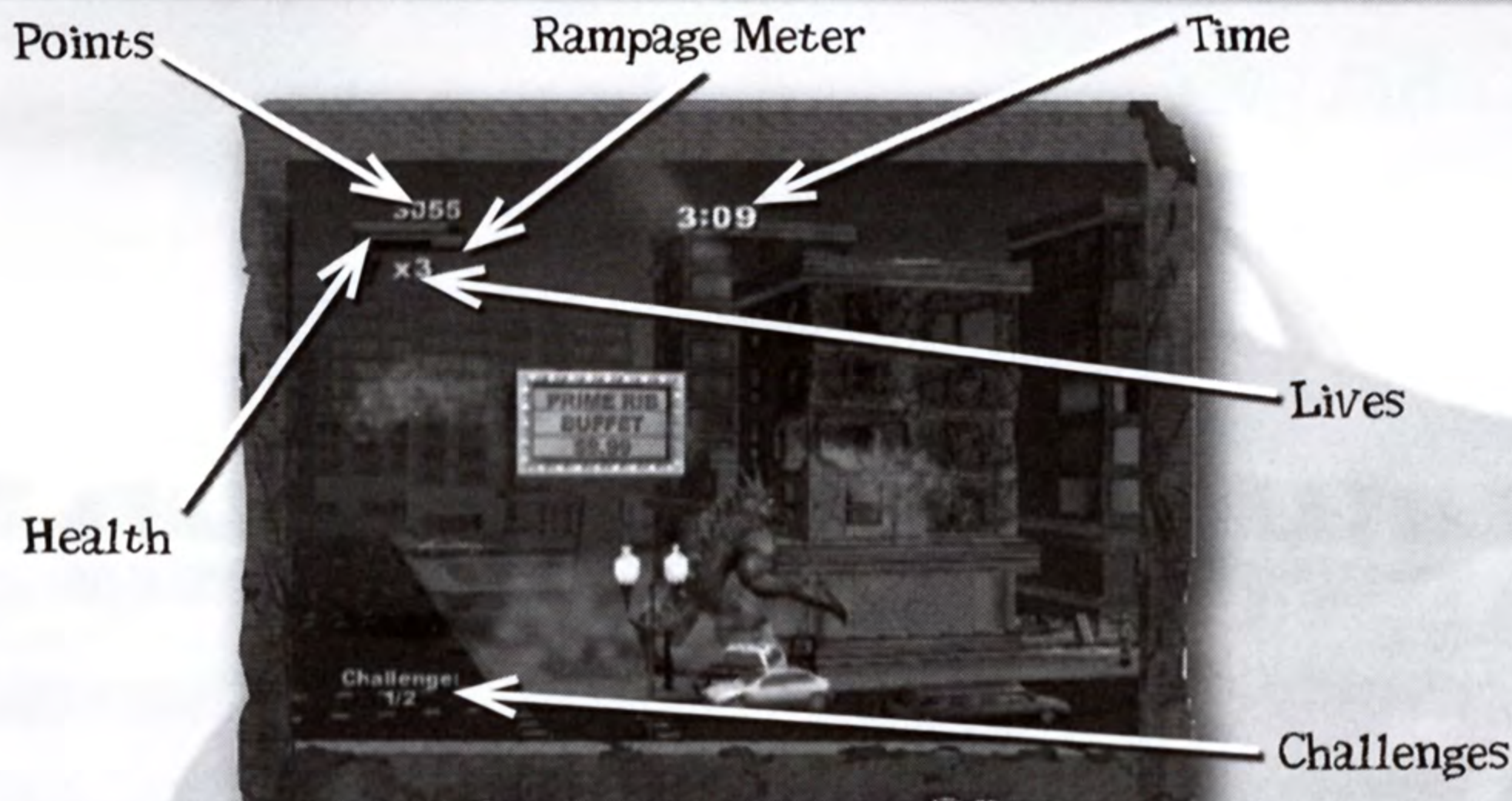
In a Campaign mode, players progress through the cities. When you first start this mode, all cities are locked and must be completed in a predetermined sequence. As each city is destroyed, it becomes unlocked and can be replayed at anytime in order to meet missed objectives.

TIME

Press the directional buttons ↑ or ↓ to toggle between day and night.

Note: This option is not available in Campaign Mode and King of the World.

THE HUD



TIME

Time counts down from a predetermined amount of minutes. The sooner you can meet your objective, the higher the bonus.

POINTS

Points accumulate as you destroy a city. See the Points section on page 16 for more information.

HEALTH

Keep an eye on your health, because you'll begin with only three lives. Your health diminishes as you take on damage. You can replenish your Health meter by eating people or other special health-boosting power-ups (food items) hidden within buildings.

LIVES

You'll begin with three lives. The number counts down to zero as you lose lives.

CHALLENGES

In Campaign mode, there are preset Challenges you'll need to meet in order to unlock monster abilities and gain more points.

RAMPAGE METER

See Rampage Mode, pg. 14.

DESTROY, DESTROY!

WHAT IS RAMPAGE: TOTAL DESTRUCTION?

You take on the role of humans mutated into giant monsters by the Scum Labs Corporation. As a giant monster, your goal is to progress through a series of city environments, causing as much destruction as possible. Locate and free hidden monsters created by the nefarious Scum Labs scientists, then destroy Dr. Vector's latest monster-neutralizing vehicle.

YOUR GOAL

Your goal in each level is to destroy buildings and collect bonuses before the timer runs out or you run out of lives. The challenge is to find out how to destroy buildings in the most efficient manner. This will maximize each level score. If the timer runs out, you'll move on to the next level. If the timer runs out on a Boss level, you will return to the start of that level.

ABOUT THE ENEMY

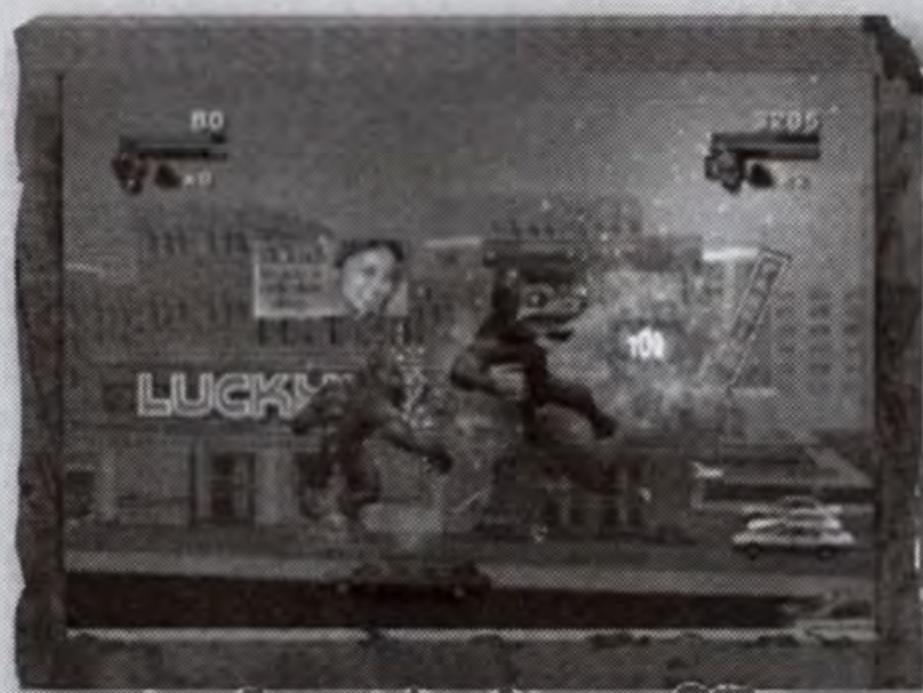
While attempting to destroy each city, you'll come under attack. You must destroy the attackers, or try to avoid them. Attackers come in the form of Humans with weapons, Military Vehicles (and aircraft) and level Bosses.

HOW DO YOU SCORE POINTS?

You're awarded points for destroying buildings, any vehicles and eating humans. Bonus pickups are uncovered in buildings, and additional points are awarded based on the speed of level completion. Boost your score by taking out multiple floors quickly for a combo bonus.

TOTAL DESTRUCTION

To destroy buildings, you must climb the available surfaces and employ a variety of attacks. Inflict damage to individual cells (windows) or entire floors. When a building sustains a certain damage threshold, it collapses.



DESTROY, DESTROY!



RAMPAGE MODE

In addition to a Health meter, each monster can go on a Rampage. The Rampage Meter fills as you destroy buildings. When the meter becomes full, your monster enters a Rage state, becoming temporarily enhanced to destroy buildings twice as fast. You may also use all of your upgrade attacks, even if you have not yet unlocked them..

For the duration of Rampage mode, the monster is highlighted with a glowing effect.

HIDDEN/COLLECTIBLE MONSTERS

In Campaign Mode, you can find and release captive monsters hidden within some levels. Once released, the new monsters are added to your Profile's collection of playable monsters.

Collectible monsters are miniaturized and encapsulated within cryo-tubes hidden in one of the city's levels. It's up to you to uncover and smash the capsule to release the new monster.



HAZARDS

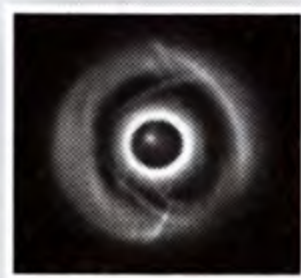
As you cause damage to buildings, you also create hazardous obstacles that reduce health. Punching a hole in a building might produce a fire, electrical short or damaged water pipe. If you punch at the hole again, the monster catches fire, is electrocuted or sprayed off the building with a blast of water.



UPGRADES

MONSTER UPGRADES

You can upgrade a monster with four new attacks by locating special upgrade Powerups hidden throughout the game.



At the beginning of each new block, you will be given an upgrade challenge. Completing this challenge reveals an Upgrade Orb, which grants your monster a new powerful ability. If your monster has already gained the upgrade associated with a particular block, the upgrade challenge is replaced with a valuable 5000 point bonus challenge.

Upgrade moves are common for all monsters. They are:

Charge Punch

This upgrades the Strong Punch, allowing you to hold the button to charge up a tremendous blow. Like the Strong Punch, this attack must be used while climbing a building.

Multi Spin

This upgrade allows your monster to execute up to three Spin Attacks before falling back to the ground. While Spinning, your rate of fall is greatly reduced.

Roar Attack

This allows your monster to convert a small amount of Rampage Energy into a shock wave that damages buildings and nearby foes.

Jump Smash

This allows your monster to interrupt a jump with the button and drop directly to the ground with tremendous damage. This attack is especially damaging to Buildings.

Available Monster Upgrades are displayed at the Monster Select Screen (see Monster Select, pg. 10).

GEORGE	
MUTATION:	App
CRUSH	
JUMP	
RUN	
UPGRADES:	
★ CHARGE PUNCH	
★ MULTI-SPIN	
★ ROAR ATTACK	
★ JUMP SMASH	

POINTS

Time Bonus



TIME BONUS

Each player gains points during gameplay. They're displayed after each city is destroyed. The faster you complete a level, the more points you'll be awarded.

The Role of Points

In Campaign Mode, enough points will earn you a valuable completion star. In Competitive game modes, points are used to determine a victor.

Destruction points

These are the basic points your monster gains when you inflict damage on a building. A low number of points is given every time you cause damage to a building. Completely destroying a window gives more points. Collapsing an entire floor gives more points, and causing chain-reactions of collapsing floors gives a tremendous combo bonus to your destruction score.

Bonus points

Some powerups give 100, 250 or 500 bonus points. Completing a bonus challenge or defeating Dr. Vector give even larger bonuses.

Vehicle Points

You'll get points for each car, tank, helicopter or any other vehicle you destroy.

People Points

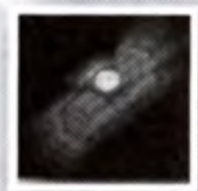
Eating humans helps restore your life, and it also gives you a hefty point boost.

POWER-UPS



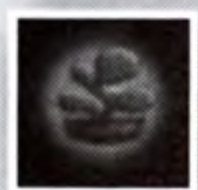
Bananas

10 points. 20 health.



Bomb

-55 health. -0 energy.



Cactus

-40 health. -25 energy.



Cat

-20 health.



Cherry

15 points. 10 health.



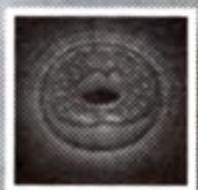
Chile Pepper

-10 health.



Cockroach

-20 health.



Donut

10 points. 10 health.



Electricity

-35 health. -25 energy.



Fire

-25 health. -25 energy.



Fish

10 points. 20 health.



Hamburger

10 points. 20 health.



Hazard

-40 health. -25 energy.



Hotdog

10 points. 20 health.



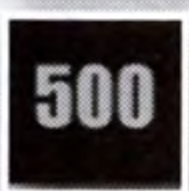
Lemon

-25 health.



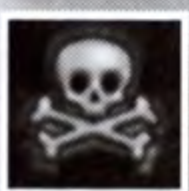
Money

500 points.



Numeric Pickups

Hazard Points: 100, 250 & 500



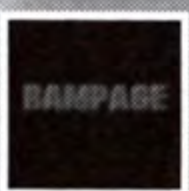
Poison

-40 health. -25 energy.



Radiation

-40 health. -25 energy.



Rage

50 points. 100 energy
(instant rage + 20% speedup)



Speedometer

25 points. 50% speedup.



Steak

10 points. 50 health.



Syringe

-60 health.



Turkey

10 points. 50 health.



Water

-10 health. -50 energy.

HINTS & TIPS

1. Playing as different monsters increases your chance of finding cryo-tubes.
2. Be certain to switch monsters periodically to unlock as many as possible.
3. Learn to avoid harmful powerups in buildings. If you see a red glow, - beware!
4. You can attack multiple times in the air.
5. Eliminating military threats quickly is often more effective than simply ignoring them.
6. Learn to use your roar attack to quickly take out large groups of enemies.
7. Smashing buildings from the roof is a great way to bring a city down quickly, but you won't score as many points.
8. Roaring during a Rampage requires no energy.
9. Learn the unique traits of your favorite monsters. Have you tried to collect a leaky pipe with Gilman?
10. A high "Crush" rating allows a monster to defeat enemies much more quickly.
11. If a boss encounter is giving you trouble, try using a monster with a higher Crush rating.
12. Learn to punch up and down while standing on the street. Helicopters and Tanks fear those attacks.
13. Hold down the jump button to jump higher. You might be surprised at how high you can ascend.
14. If something is hidden in a building, it will always be hidden in the same place.

CREDITS

Developed by Pipeworks, a Division of Foundation 9 Entertainment

Programming.....Donald Rayl, Richard Rayl, Ian Sabine, Solomon Sliwinski & Dan White
Scripting.....Zach Vorhies & Shelby Wills
Art/Animation.....Chris Chin, Ron Clayborn, Kelle Deforrest, Jarrett Jester, Vance Naegle,
Stephen Philpott, Will Short, Byron Stiles, Ryan Trowbridge & Armando Wilderman
Design.....Mark Crowe & Simon Strange
Sound FX.....Score! Music & Sound Design, Inc. & Forest Ingram
Credit Music.....Score! Music & Sound
Producers.....Dan Duncalf & Ken Embery
System Tools.....Chris Lentini & Terry Farnham
QA.....Joseph Alfaro & Bryan Madigan
Admin/Support.....Sandy Dove-Thomas & Matt Schaub

Midway Production

Executive Director.....Michael Gottlieb
Executive Producer.....Mark Caldwell
Producer.....Jerry Huber
Associate Producer.....Devin Shatsky
Technical Director.....Mark Allen
Development Director.....Trevor Snowden
Art Director.....Craig Rundels
Animation Director.....Jimmy Almeida
Audio Engineers.....Alex Brandon & Drew Rydberg
Voice Actors.....Alex Brandon, Regan Kerwin, Jennifer Zodrow, Ryan Satrappe, Andi Smithers,
Shawn Pitman, Nate Birkholz, Sal Divita & Chris Edgerly
Movie Encoding.....Andi Smithers

Marketing

Senior VP of Marketing.....Steve Allison
VP of Marketing.....Mona Hamilton
Director of Marketing.....Tom McClure
Media Relations Manager.....Sarah Moschea

Legal

Rob Gustafson & Michael Burke

Creative Services

Ryan Braman, Stefano Dalu, Gary Gonzales, Myong Hong, Rare Macapayag, Jon Mongelluzzo, Sally Nichols,
Matt Schiel, Ron White & Yvonne White-Baptista

Creative Media

Michael Crawford, Rigoberto Cortes, Jack O'Neill, Bill O'Neil, Chris Skrundz, BethAnn Smukowski,
Dimitrios Tianis, James Vogel, Christa Woss & Larry Wotman

Additional Art

Active8, David Zhu & Steve Merghart

Cinematics

Shaded Box Animations

Music

Play it Again Studios - Sam Powell, Jim Soldi

QA

QA Director.....Paul Sterngold
QA Manager.....Malcolm Scott
QA Supervisor.....Curtis Barnes
TSA Supervisor.....Brien Atangan
Lead Product Analysts.....Jomel Fontanilla, Ronald Salleza, Travis Zander & Ben Esguerra
Product Analysts.....Peter Briones, Rick Carter, Mark Fontecha, , Adam Hanson, Robbin Huchison, Michael Iguico,
Mike Mengle, John Ryan, JB Sarao, Bryan Shaw, Jeff Stephenson & Tommy Woo
Technical Standards Analysts...Rommel Abalos, Ray Mitchell, Josh Palmer, Colin Payette & Ina Yamaguchi

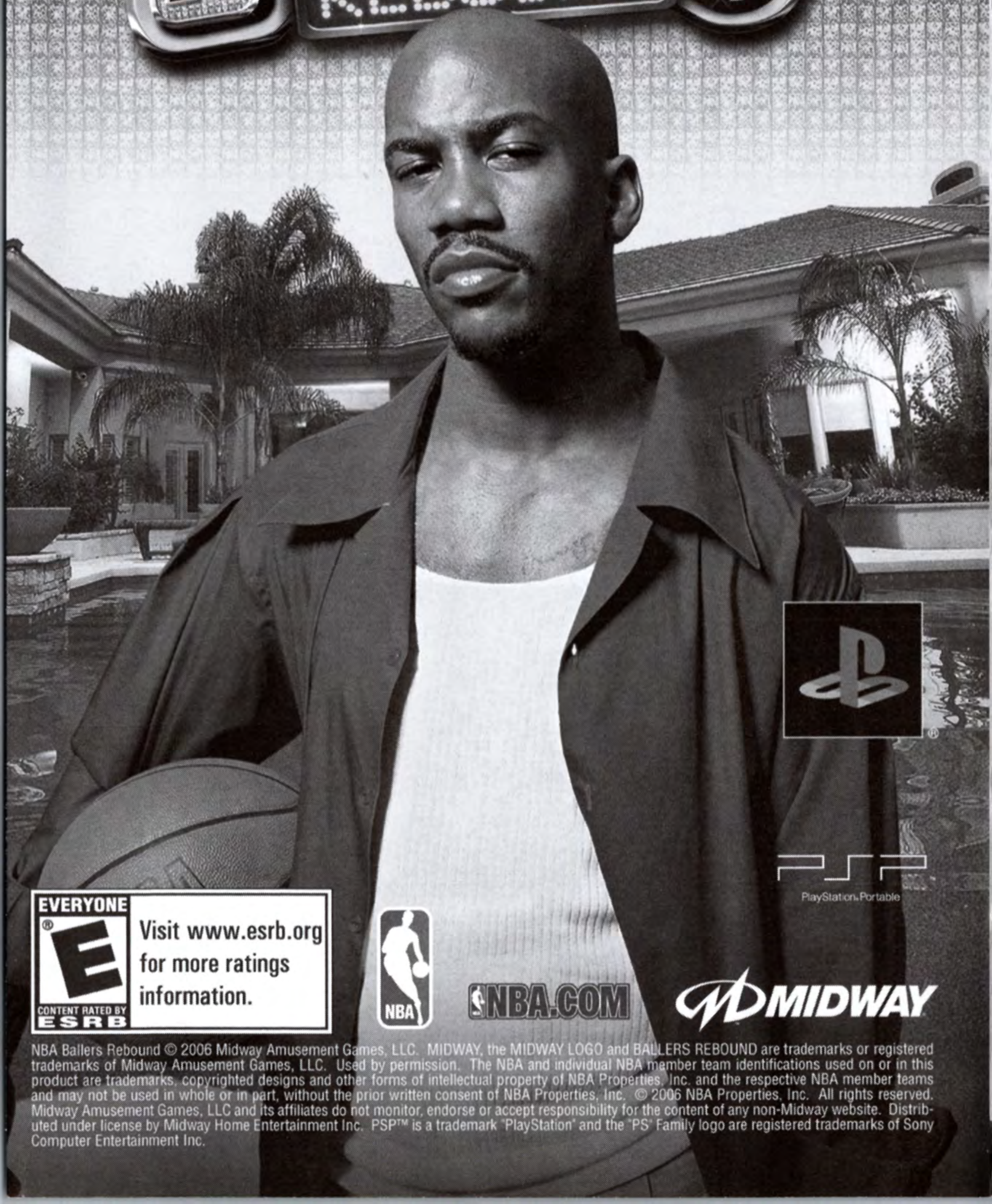
Special Thanks

Cameron Shatsky, Jack Huber, Sheridan Smith, Taylor Miller, Katja Sarain, Matthew Lefevre, Zach Shields, Austin Shields, Cody
Cline, Kelli Cline, Clifford Acedo, Walter Lloren, Winston Miranda, Ronald Pascual, Veronica Lemon, Anthony Lemon, Nico Bihary,
Jaime Bencia, Leroy Butler, Matt Vella & John Stookey

— ONLY ON —
PSP™ (PLAYSTATION® PORTABLE) SYSTEM

NBA Ballers

REBOUND™



PSP
PlayStation® Portable



Visit www.esrb.org
for more ratings
information.



NBA.COM

MIDWAY

NBA Ballers Rebound © 2006 Midway Amusement Games, LLC. MIDWAY, the MIDWAY LOGO and BALLERS REBOUND are trademarks or registered trademarks of Midway Amusement Games, LLC. Used by permission. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used in whole or in part, without the prior written consent of NBA Properties, Inc. © 2006 NBA Properties, Inc. All rights reserved. Midway Amusement Games, LLC and its affiliates do not monitor, endorse or accept responsibility for the content of any non-Midway website. Distributed under license by Midway Home Entertainment Inc. PSP™ is a trademark "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE Midway Home Entertainment Inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Midway Home Entertainment Inc.
Attn: Tech/Customer Support
6755 Mira Mesa Blvd., Suite 123-155
San Diego, Ca 92121

Toll Free: 1-866-588-GAME
9am - 6pm / Pacific Time
Direct: 858-450-8190
Fax: 858-658-9027
Technical & Customer Support at
<http://support.midway.com>

Rampage: Total Destruction © 2006 Midway Amusement Games, LLC. All rights reserved. RAMPAGE: TOTAL DESTRUCTION, MIDWAY, the Midway logo and all character names are trademarks or registered trademarks of Midway Amusement Games, LLC. Used by permission.

NBA Ballers Phenom

featuring
Chauncey Billups



PlayStation 2



Visit www.esrb.org
for updated rating
information.



NBA.COM

POWERED BY
gamespy

NBA Ballers: Phenom © 2006 Midway Amusement Games, LLC. All rights reserved. MIDWAY, the Midway logo, BALLERS and BALLERS: PHENOM are trademarks or registered trademarks of Midway Amusement Games, LLC. Used by permission. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used in whole or in part, without the prior written consent of NBA Properties, Inc. © 2006 NBA Properties, Inc. All rights reserved. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. Midway Amusement Games, LLC and its affiliates do not monitor, endorse or accept responsibility for the content of any non-Midway website. Distributed under license by Midway Home Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection and Memory Card (8MB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc.

Midway Home Entertainment Inc., 10110 Mesa Rim Road, San Diego, CA 92121.

Rampage: Total Destruction © 2006 Midway Amusement Games, LLC. All rights reserved. RAMPAGE: TOTAL DESTRUCTION, MIDWAY, the Midway logo and all character names are trademarks or registered trademarks of Midway Amusement Games, LLC. Used by permission. Developed by Backbone Entertainment. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. Midway Amusement Games, LLC and its affiliates do not monitor, endorse or accept responsibility for the content of any non-Midway website.