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If your one of the designers or programmers of this Game, we'd love to have all the source code and tools you used to make the three PC Games. Please contact me.

This page is graphic intensive. Please be patient.



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R.T.C.M. FTP



Game: Redneck Rampage
a.k.a. - Redneck or RR

Fourteen different levels and multiple locations provide fast action fighting, with power-ups of pork rinds, whiskey, and beer aplenty. The rustic, quirky charm of the deep, DEEP South comes to life in hilarious detail in *Redneck Rampage* with rich SVGA graphics and guaranteed authentic redneck dialogue. A real kick-ass soundtrack features Mojo Nixon (*UFO's*, *Big Rigs* and *Bar-B-Que*), Beat Farmers (*Baby's Liquored Up*), and special tunes from The Reverend Horton Heat.

Leonard and Bubba gotta get back Bessie, their prize-winnin' pig who's been abducted by aliens in *Redneck Rampage*, a ruckus-raisin' riot of a first person 3D shooter set in the fictional town of Hickston, Arkansas.

Armed with up to nine impractical and occasionally illegal weapons ranging from a crowbar to an alien arm gun (to pull the trigger, yank on the tendon), blast your way with the boys through country bars and trailer parks. The aliens have been busy conducting experiments, cloning local folks like Hickston's resident drunkard, Billy Ray.

Now these ornery alien enemies lurk behind every outhouse and jukebox, scratching themselves and waitin' to whoop yer butt. If you thought navigating through a melted-down Los Angeles or sneaking around ogres' castles was tough, then just try your hand a-whompin' and a-stompin' the good ol' boys at Stanky's Bar & Grill. You'll find there's nothin' more terrifyin' than the deep chuckle of an inbred alien clone stalking you in the backwoods, with nobody to hear your teeth chattering but the fifty chickens milling around underfoot.

Suckin' Grits On Route 66

After rescuin' their prize pig Bessie from the aliens, the Rednecks need a vacation. The aliens, looking for revenge, send their evil clones to the most famous tourist spots in the South. Join Leonard and Bubba as they guzzle more moonshine and blast more alien critters in this official and authorized Redneck Rampage expansion pack.

Rides Again Arkansas

Well, after we crash-landed that UFO, Bubba and me found ourselves in the middle of the desert. Well Bubba said he wants to go home, and hell, I don't blame him 'cause there ain't no place like Hickston.

With a gang of aliens hot on our tail, I guess we're gonna have to blast our way through jackalope farms, DisGraceland, and a riverboat and brothel (Bubba can't wait) as well as all hell 'fore we get home again.

Guess we're gonna have to find us some kinda transpo'tation if we're gonna make it. Me, I'm jus' itchin' to get my hands on one of them big hog motorcycles or maybes a swamp buggy.

Redneck Deer Huntin'

Bag a big one! Redneck Deer Huntin' lets you hone your hunting skills and experience the thrill of the kill, all without ever wearing blaze orange. Made by the creators of Redneck Rampage™, this hunting game lets you explore the site and set up for the shot through the eyes of the hunter, not an overhead map. Featuring a variety of weapons, terrain, and animals to hunt, Redneck Deer Huntin' will keep even avid hunters home on the weekends.



Description



Redneck Rampage is a BUILD game tweaked for performance for hires textures and video modes. You won't see the blocky pixilated sprites, There drawn at high res. It even runs faster than Shadow Warrior. Overall Video performance is much better. It appears they took the Duke code (v1.3) and tweaked it out, or at least used it for comparison. The game comes with CONS and separate 'include' cons. The extra cons break down the coding, this allows easy error checking and enhancing (which any build game with cons can do). Everything is pretty much standard. The setup program, commit (v1.3), and the files formats.

Redneck Rampage is a ruckus-raisin' riot of a first-person 3D shooter set in the fictional town of Hickston, Arkansas. Armed with up to ten impractical weapons, players blast their way through country bars, trailer parks, and chicken processing plants in search of their missing pig who's been abducted by evil aliens. But they ain't gonna make it without enough fuel (pork rinds and whiskey) to fend off good ol' boys with sawed-off shotguns who aim to blow away their bony behinds.



Redneck Rampage - A Butt-Kickin', Gun-totin' 3D Romp Through Hickston, U.S.A.

Suckin' Grits On Route 66 - Additional Levels and Twice the Mileage!

Cuss Pack - Gin-u-Wine Redneck vocabulary add-on fer a more "colorful" experience.

Rides Again - The Hilarious Sequel to the Original with More Guns and Bigger Hogs! (A Standalone game)

Family Reunion - Ya'll invited to our family reunion! The guest list includes the o'iginal Redneck Rampage™, Redneck Rampage™ Suckin' Grits on Route 66, Redneck Rampage™ Rides Again, and the Cuss Pack™! With all this ammunisthun, aliens, barnyard animals, swamp buggies and pigs in one place, who can resist? See ya'll there! (March 1999)

Partial games on CD:

Possum Bayou - **Partial (=Rip off)** A limited version of *Redneck Rampage*, seven levels.

The Early Years - **Partial (=Rip off)** A limited version of *Redneck Rampage*, the first five levels and eight multiplayer death match levels.



Game:

Created using the "Duke Nukem 3D" engine.

- Weapons:

In the demo version you have four weapons:

1. Crowbar - A very personal way to beat the shit out of someone.
2. .454 Pistol - It packs a mean wallop, great for long range shoooin'...
3. Shotgun - Hold the fire key down to shoot both barrels at once!
4. Dynamite - Perfect for blowin' shit up...

The full game has nine different weapons (some impractical, some illegal, some both), including dynamite, a crow bar, double-barrel shotguns, a rip saw gun, and an alien arm gun (you gotta see it to believe it).

- Fourteen levels set in and around Hickston, including the suburb of Taylor Town, the junkyard, the local insane asylum, and a smelting plant.
- Multiple fighting locations on each level, such as: Stanky's Bar & 'ill; the Eden Court trailer park (under perpetual barrage by tornadoes); abandoned uranium mines (now inhabited by aliens); Grimley's Mortuary; J. Cluck's Poultry Processing Plant (home of the cream-filled chicken eclair) and the local sewage treatment facility (yech!).
- A bevy of weird hostile alien enemies incarnated as local folks, including Billy Ray Jeter, Skinny Old Coot, Sheriff Hobbes, and the Turd Minions.

Suckin' Grits On Route 66

The Official Level Pack for Redneck Rampage!

More Locations! Features 12 all-new levels So pack your bags, load the shotgun, and get ready as the Rednecks ride again! Follow the Rednecks through hilarious locations like these:

- Jake's Gator Farm and Carnival of Terror
- Big Bertha's Truck Haven and Shooting Range
- Big Billy's World Famous Gut Bustin' Brewery
- World's Smelliest Flea Market
- Slaughterhouse and Meat Packing Plant
- Billy Bob's Mini Golf and Fun Park
- House of Ill Repute
- Mystery Dinosaur Cave and Pet Coffin Factory
- Campy Crystal Lake
- RV Show and Bigfoot Convention
- Hoover Dam Tourist Attraction
- Oddity Museum and Alien Crash Site
- More Humor! Leonard and Bubba head out for

	<p>a well deserved rest, Redneck Style!</p> <ul style="list-style-type: none"> ○ Can the country survive the alien onslaught sent to capture them? ○ Can the country survive Leonard and Bubba? ● More Killin'! In addition to Billy Ray Jeter, the Ol' Coot, and the ever-luscious alien Vixen, face new enemies! <p>Rides Again</p> <p>Bubba and Leonard are back and ready to party in Redneck Rampage Rides Again! After crash landing in an alien spaceship, they have to find their way home across America, leaving a path of destruction in their wake. With brand new levels and locations, redneck characters, motorcycles, swamp buggies, and twisted down-home weapons, you'll have more fun than a pig in slop.</p>
	<ul style="list-style-type: none"> ● More rednecks than the 'riginal. Folks like Billy Ray Jeter, Skinny Old Coot, Daisy Mae, Bikers, Pigs, Cows, Jackalopes and maybe even an Elvis sighting or two.

- Joyride a swamp buggy or motorcycle that are armed to the teeth and fit'n to run people over (yee-haw). And the vehickles have mounted machine guns or mortars that launch huge shells for those home-style explosions.
- Over 10 wicked weapons like a crossbow that shoots dynamite-loaded chickens to go along with the crowbar and shotguns.
- Good ol' redneck powerups like pork rinds, cow pies, and the kind of beverages you need an ID to purchase.
- Toe-tapping tunes by the outrageous and controversial Mojo Nixon.
- 14 new levels and locations that will satisfy even the most civilized of yer kin.
- 7 Levels Optimized for the Pissing Contest.
- Up to six rednecks can play at the same time over a LAN!
- Watch for Toxic orange cactus, trip you out for a short while.

Deer Huntin'


The only hunting game with a 3D engine (BUILD Engine / RR Game Engine) to let you walk the terrain instead of "sit & spin".

- Explore acres of photo-realistic terrain, including forest, snow, lake, and others. HUNTIN' GROUNDS include:

SNOWBUSH RIDGE

Snowbrush Ridge is home to deer and wild boar. It packs a fine powder of snow, so tracks and markings are easy to spot. There are two main hunting areas in which to hunt. If you don't like the one you're in, leave and come back in.

LAKE SWAMPY

	<p>Lake Swampy is the only place in Redneck Deer Huntin' where you can set up for a duck shoot. Drop your decoys in the lake and wait for the flock to settle in. The alternate location for Lake Swampy is the other side of the lake, so if your luck is running low, try a new perspective.</p> <p>OZARK FOREST</p> <p>Ozark Forest supports a wide variety of wildlife, but is best known for wild boar, which can only be found here. The trick here is not to get distracted by other game. You don't want to be drawing a 6-shooter on an angry boar. There are two areas of the Ozarks to explore.</p> <p>SAGEBRUSH FLATS</p> <p>Sagebrush Flats is home to Deer and Turkey. Don't get distracted by the beautiful fall scenery and concentrate on what you're huntin'. Dry branches are especially dangerous here, as one wrong noise sends the critters scampering up into the hills. The alternate location starts you deeper into the woods.</p> <p>SHOOTING RANGE</p> <p>The shooting range is a good place to warm up before setting off on a hunt. Practice loading and hitting the bullseye with your different weapons.</p> <ul style="list-style-type: none"> • Choice of 4 different animals to hunt: deer, duck, razorback, and wild turkey. • Hunt using a rifle, shotgun, pistol, or crossbow for varying difficulty levels. • Walk or quietly track your prey from the hunter's point of view, not overhead. • Track your game by actually spotting tracks, markings, droppings, and other tell-tale signs. • Starring Burton Gilliam as Leonard. • Play Leonard, a Redneck native guide, has plenty of commentary to help you bag the big ones. • Display your kills in the Redneck trophy room and compare with your friends! • Play the only hunting game with humor and personality! • The only BUILD Game to use the function keys and sticky keys such as kneeling. • Sounds for braches on the ground if you step on them. Also if you pass into a tree you hear the braches slap back. • Footsteps - You have footstep sounds for snow, grass etc... • Calls - Such as duck calls activate the Duck A.I. to choose to respond. • Status Bar - Has wind direction and a compass. Your smell or a scent you spray has an effect on the A.I. • Floating Sprite - A Duck decoy that floats on water. Bobbing up and down.
	<p>CON:</p> <ul style="list-style-type: none"> • Includes an extended CONTROL language.



Art:

- High-resolution sprites/textures, rendered 3D model SVGA graphics, attention to detail. The art work is 3d modeled instead of flat images on sprites. Weapon art work is increased compared to other games in the genre. Art is done to actually support higher resolution game settings.



More Details(RR and RA):

- Pushing objects:
There is currently one object in the 'Redneck Rampage' demo that you can 'push'. Look for the shelf located in the back room of the country store. Simply walk up to the left side of the shelf and move your character against it and it will move out of the way to reveal a secret area in the back. There are other objects in the full game you can push too.
- Exploding silo:
To get into the silo, toss a stick of dynamite at the bullseye! Once opened, you'll be able to walk right in.
- Ladders:
The 'Redneck Rampage' demo also has a ladder that you can climb. When you find it, simply use the 'up' key to ascend, and the 'down' key to descend. Some ladders are small enough to walk up, (its an invisible lift)
- Power-ups:
When your health is getting low from taking too much buckshot, find yourself a bag of pork rinds or a moonpie for a quick power up. Also, if you find a bottle of whiskey, you can take it with you and use it whenever needed by simply pressing the 'W' key. You can drink beer too but don't get too drunk or you'll get your ass shot off pretty damn quickly.
Hint: when you get drunk eat some food ... it'll sober your ass up pretty quickly.
- The alcohol and gut meters:
Drinking heals you, just like in real life. It also gives you a greater sense of courage and strength by reducing your intellect and inhibitions. If you become really shit-faced, however, you will experience adverse effects, just like in real life. You'll see...
Hint: get into the green zone of both the alcohol and gut meters. When you're a little buzzed and have a little food in your gut, you'll kick more ass and take less damage.
- Weapons have recoil especially the full auto "huntin' rifle"
- Tornado Storms that lift you up and drop you again. Hurting you of course.
- Mirrors without extended rooms behind.
- Muddy surface that slow player movement.

Weapons



WEAPONS



Crowbar There is nothing so satisfying as the bone-jarrin' feeling of a cold piece of steel laid across a warm skull.
Max Ammo: Unlimited



.454 Casull pistol This ain't no pea-shooter, boy. She packs quite a punch and is real accurate from a distance.
Max Ammo: 198 Bullets



Scatter Gun The primary weapon for some up-close and personal killin'. Tap her gently to let off a single load, or lean on her to empty both barrels.
Max Ammo: 50 Shells



Ranch Rifle Pssst... Don't tell sheriff Hobbes now, but we done modified this baby to be fully automatic. Remember, fire in controlled bursts if ya don't wanna be shootin' at the sky...
Max Ammo: 200 Bullets



Dynamite Light them, throw them, then go the hell out of there. Don't wait to long. :) The box of dynamite can be shot.
Max Ammo: 30 Sticks



Crossbow This is a very good long distance weapon.
Max Ammo: 30 Sticks (Uses the same Ammo as dynamite)



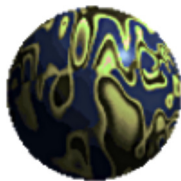
Rip Saw This here is your dual-purpose killin' machine--one mode gives ya that close-up chainsaw action, while the other is perfect few some long-distance mutilation. Best watch out for that nasty rebound now.
Max Ammo: 30 Saw Blades



Alien Arm Gun Well know, them tendons is a little slimy, and the fireworks it lets out'll burn the hair on your arms clean off , but I'll be damned if this thing won't crispify just about anything.
Max Ammo: 99 Bolts



Power Keg Them give new meanin' to the phrase "Handle with care." I wouldn't even recommend fartin' too close to these things. You can set 'em off with just about anything... Just make shore you shoot 'em from a safe distance.
Max Ammo: 1 Keg



Bowling Ball This is a not really a weapon... does no damage, but it is a funny weapon still... Try this one out on chickens!
Max Ammo: 1 Bowling Ball



Alien Bra Gun (Teat) Use this weapon only if there are lots of enemies around you. Then they are all dead. :)
Max Ammo: 200 bra bullets



Detonator

Rides Again Only



Swamp Buggy with mortar weapon.



Motorcycle with machine gun weapons.



Sling Blade You find this weapon at a level start.

Deer Huntin' Only: WEAPONS & AMMO

After you choose the place you want to hunt, you may choose from four weapons. You can load different ammo out in the field whenever you want.



PISTOL

A six-shot .44 Magnum. Never tried handgun shooting before, have you? Give it a try. You get six shots before you have to reload. The bullets travel less quickly than a rifle bullet and have a shorter range.



AMMO: Choose between the **jacketed soft pt.** 210 gr. jacketed soft point bullet, or the heavier **hollow soft pt.** 240 gr. hollow soft point. You'll need the heavier bullet to penetrate boar hide.





RIFLE

Your trusty bolt-action 30-06 deer rifle has longer range than a shotgun, and fires a single bullet rather than lots of shot. You will have to reload after each time you fire. You'll be taking the rifle hunting with you for deer and boar.



AMMO: hollow soft pt. 180 gr. hollow soft point bullets are designed for short- to mid-range impact, or you can switch to



soft pt. boattail 150 gr. soft point boat tail rounds for those long shots.



RIFLE WITH SCOPE

Stick a scope on top of the rifle and you've got a more accurate long-range weapon. Easier to aim and hit game from far away, and perfect for deer hunting - especially if you're a big fatso with footsteps like Paul Bunyan, and can't walk to half a mile of a deer without bolting.

AMMO: 180 gr. hollow soft point bullets are designed for short- to mid-range impact, or you can switch to 150 gr. soft point boat tail rounds for those long shots.



SHOTGUN

A 12-gauge, pump shotgun. Each time you pull the trigger, about a billion small lead shot pellets are fired, scattering once they emerge from the shotgun's barrel. Due to the scattering of the pellets, it is easier to hit a target with a shotgun than with a rifle. You can fire once before you have to reload. Shotguns are used in duck and turkey hunting, and sometimes in wild boar hunting as well.



AMMO: Load up a #4 bird shot #4 bird shot to bring down any bird. Bird shot may not always penetrate boar or deer



hide, though, so switch to 00 buck shot 00 buck for the 4-legged critters.



CROSSBOW

An exotic weapon, suitable for the worldly redneck. A crossbow can fire one bolt (an arrow for a crossbow) before you have to "reload". The semiautomatic crossbow has not yet been invented. Crossbow hunting is very challenging and can be used in any sort of hunting.



AMMO: The razor-tip arrow is ideal for most hunting, but you'll have to switch to the



fast-tip to penetrate boar hide.

Items



Pistol Ammo (speedloader)



ScatterGun Shells



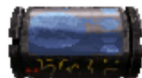
AK-47 (RanchRifle) Ammo



RipSaw Ammo



Teat Gun Ammo



Alien Blaster Ammo



Cow Pie - Adds Health (Inventory Item)



Large Pork Rinds - Adds Health



Goo Goo Cluster - Adds allot of Health



Whisky - Adds Health but can make you drunk. (the drunker ya get, the harder it'll be t'walk straight. An' the more gut ya get, the harder it'll be t'sneak up on them aliens.) (Inventory Item)



Beer - Adds Health but can make you drunk. (the drunker ya get, the harder it'll be t'walk straight. An' the more gut ya get, the harder it'll be t'sneak up on them aliens.) (Inventory Item)



Skelton Keys - Three keys that all look alike, unlocking different doors or mechanisms.



Hip Waders - Protective against harmful surfaces, speeds you up on muddy/turd surfaces. Auto activated.



Vacuum Cleaner Hose Snorkel System - Works like scuba air tank. Auto activated.



Mooshine - Speed boost and Melee damage boost. (Inventory Item)



Bubba, find him and hit him with the crowbar to end the level. Don't kill him or you have to start over. He'll be calling out to you and waving his arms. Not all end levels will require Bubba to be present.

Rides Again Only



Chicken Crossbow Ammo. If you shoot the pick-up then it will explode, so be careful.



Motorcycle Gun Ammo



Swamp Buggy Mortar Ammo



Enemies

These varmints are our natural born enemies! So allways "Shoot first THEN take a drink of

beer. NEVER both at once"!

Animals

These maybe be your pets/food but, if they attack you KILL 'EM! Then you'll eat 'em.



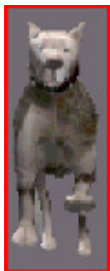
Mosquito You may have heard a yarn or two about the size of the insect life here in the deep south. Now, I suggest ya don't take these stories too lightly, 'cause I've seen some mosquitoes in my time that could suck a full-grown steer bone dry. Hell, some farmers 'round these parts even claim that a 'skeeter can carry off a javelina if it gets hungry enough. Ain't no bug repellent in the world gonna keep these bastards away, so ya best be keeping a loaded shotgun handy if'n you're gonna go traipsin' through the backwoods.



Chicken Chickens really don't make good huntin', 'cause they just ain't much of a challenge. Now I reckon ya might be able to get 'em riled up enough to provide some decent target practice, but as far as I'm concerned, they's generally just a pain in the ass, and is constantly gettin' in yer way. Nope, if ya ask me, a chicken is at its best when its floatin' way down at the bottom of a J. Cluck's deep fryin' vat.



Cow It always amazes me how many slugs you can pump into a cow before she'll go down. Hell, I hit one with my truck once and it took the radiator and grill completely out. Damn thing just kept on walkin' cross the road too, as if it never paid me no mind. I'll tell ya, them animals make for some great cover when yer ass is in a bind. They ain't so bright though; I tipped one over once and it took it nearly a whole day to figger out how to get back up.



Dog Dogs round here ain't like them lazy city dogs; they gots t' earn their keep. You be might careful not to go messin' round with no farm dogs, 'cause they're awful temperamental about strangers bein' in their territory. Ya best pay attention to what I'm sayin' now, 'cause if ya get one of them mongreloids after yer ass, you'll be prayin' fer the fastest cowboy boots that's ever graced the face of this earth. Very tuff dogs and their bites do alot of damage.



Pig Don't you be shootin' no pigs now, ya hear. Some of my most favorite things on this earth is made from them critters. Somehow, them animals always seem to lift me up when I'm feelin' down. 'Sides, they ain't quite as dumb as chickens and cows ya know. Piss off a javelina and she might just gnaw yer foot off if'n ya ain't careful.



Rides Again Only



Jack o'lopes

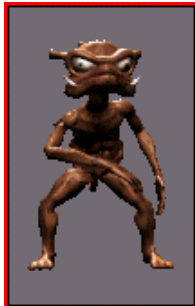
Route 66 Only



Alligator

Aliens

These aliens are the thieves that stole our pig! So go kick some out-of-this-world @\$\$!



Turd Minion Rumor has it that them turd minions is actually made from alien fecal matter. Yup, you heard right, alien shit! Seems them buggers have found some kind a way to recycle their own crap. They bring it to life and use them little buggers to do all their work for 'em. Damn, I'm startin' to think I'm on the wrong side here. I mean, can ya imagine it? You could take a dump and have the little turd go plow the back 40! Ah, just as well, those little freaks probably would never get a lick o' work done, the way they always be hoppin' around like that. Nope, more likely they wouldn't be worth... Well, worth a shit I imagine.

They fire turds and rush you to exploded on you.

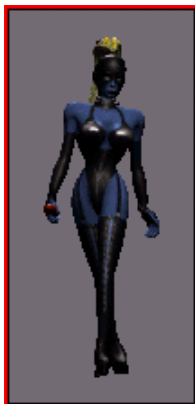


Alien Hulk Guards Well now, them alien critters don't appear to be the sharpest pencils in the box, but I'll be damned if they ain't the biggest. Not only that, but they is armed to the teeth (and I think even those might be weapons too). Far as I can tell, those bastards is some kind of half critter, half machine type thing. All I know fer sure is that if you really wanna kill one, ya better blow his ass to bits. Otherwise, they seem to have some kinda backup battery contraption that keeps rechargin' after a while.

They Fire Energy Blasts and Proximity Spikes, and melee attack.



Ass Face



Alien Vixens It just pains my heart to have to fight such a luscious example of feminine beauty. Hell, half the time I don't know whether to shoot her, or to f... errr, kiss her. I guess when it comes right down to it though, I just cain't stomach gettin' my ass whupped by some leather wearin' bitch. I must admit though, them twin machine guns look purty appealin'. 'Course, you wouldn't never catch me tryin' to use a contraption like that... not in public anyhow.

Rides Again Only



Flying Saucer



Swamp Minions Toss frogs at you.



Lava Minions Toss fire lit turds at you.

Country Folk

These enemies MAY look like some of your kin, but don't be fooled, they ARN'T! They really clones! So KILL 'EM! (If you read this page, you would know what I was going to say ;)



Skinny Old Coot Most of the town folk are a bit scared of that skinny old coot. No one can say for sure how old he is, but he's been livin' round here since long before anyone else can remember. Folks say he's been touched by some bad mojo, and now he cain't be killed. A few people have even claimed that they've actually seen the old man die. Somehow though, he always manages to come back. To make things worse, the old fart hates trespassers, and thinks he owns the whole county. Hell, he's so damn old that maybe that's not so impossible to believe.



Billy Ray Jeeter Billy Ray has always been a bit of a loner, and doesn't care much for comp'ny (even though he does consider most folks to be his counsin, an' in his case, he's likely right). Like many folk round these parts, Billy Ray swims in the shallow end of the gene pool, if'n ya catch my drift. Because of several generations of... errrr... selective breedin', he is one mammoth of a man. That boy's skull is so thick, I swear you could crack a bowlin' ball on it.

I heard a rumor about Billy Ray recently. Word has it he was out frog giggin' in the swamp late one night, and one of them alien space ships sucked his big ass up. They say they done cloned that boy, but was so disappointed with the results, they dumped the whole lot back into the swamp. Now I guess there's supposed to be hundreds of them Billy Ray clones traipsin' about, and no one knows which is the original. Hell, I don't see what's so hard to figger out... just look for the one with the corn mash on his breath.



Sheriff Hobbes Sheriff Hobbes is not a man to cross when on the wrong side of the law. For that matter, he ain't a man to cross when on the -right- side of the law neither. Lester T. Hobbes makes it well known that he puts up with no guff in his county. You'd probably find his brand of southern justice is a might extreme, so be sure ya don't get on his bad side if ya don't wanna end up in the swamps feedin' the 'gators.



Rides Again Only



Groovy Old Coot Single pistol shooting.



Daisy Mae (cheerleader) Kicks and shoot fire from her baton.



Frank Doyle (biker) Double pistol shooting.

Deer Huntin' Only: TRACKING THE PREY



DUCKS

When duck hunting, stay quiet. You may see ducks fly in or take off from the water's surface--you can follow their movement up-down and side-side.

You can pick up decoys that you have previously deployed. if the ducks just aren't showing up, you should pick up all your decoys and try a different part of the lake.

Ducks usually travel in flocks. For this reason, always make sure you have a clear shot before firing, as your shotgun will scare the rest of the flock.

Ducks know the difference between a duck and a human with a gun. If you throw out a decoy and stand ten feet away, then you might as well order a pizza for dinner, because you're going to come home empty-handed.



WILD BOAR

Rushing a boar takes bravery, but it's a good technique. Boars aren't as sensitive or swift as deer. Just make sure you have a potent enough gun to do the job.



DEER

At Snowbush Ridge, you can track deer by following their footsteps in the snow.

If you see a deer, try to get upwind of it and deploy your attractant scent. The deer will be all excited and come toward you. When it gets close enough, shoot it.



TURKEY



FROG



SOUNDS & MOVEMENT

Animals have a keen sense of hearing. Loading your weapon early may avoid scaring off a target, what with the noise of the barrel or the insertion of the shell.

Be cautious in your movements and footsteps when stalking an animal. If you step on a twig, don't be surprised if you spook your prey into the next county.

You can also crawl toward the animal. This makes it less likely you will scare it off with the noise of your footsteps.

Always keep an eye out for droppings - they're usually near an animal.

Pay attention to the wind direction and your compass heading. Deer are like walking noses and they'll bolt if they sense your B.O.

Cheat Codes



- While playing enter the codes, use the pause key if needed.

Redneck Rampage

Code	Description
~	Respawn player
rdall	All items, keys, weapons, ammo and full health
rdkeys	All three keys
rdclip	Toggle clipping mode (walk through walls)
rddebug	Debugging information on/off
rdelvis	God mode on/off
rdfuckngoxyy	Go to episode (x) and map (yy)
rdgofuckinxtoy	?? X rated mode ???
rdmeadowxyy	Go to episode (x) and map (yy)
rdguns	All weapons (cycle through weapons with ; and ' keys)
rdinventory	All inventory items
rditems	All items
rdmonsters	Toggles enemies on/off
rdteachers	"You were all wrong!" message Toggles enemies on/off
rdcritters	Toggles enemies on/off (Toggles Monster Respawning)
rdcluck	Spawns Chicken Feathers when the use key is pressed
rdrate	Shows frame rate
rdshowmap	Shows Map
rdyerat	Show Coordinates
rdskill#	Change skill number # (number from 0-4) 0=no items or enemies
rdunlock	Toggle all locks
rdbeta	"Eat me!" message
rdhounddog	"Elvis is dead!" message (God Mode)
rdmaxx	"Maxx rules" message
rdmoonshine	Toggle Moonshine mode
rdrafael	"For your grandpa!" message
rdview	3rd person view (F7 Key also)
rdtime	Slower Game

Rides Again



rdjoseph	Motor Bike
rdarijit	Boat
rddonut	Boat
rdwholeslagle	Makes you sober (Toggle??)
rdgary	Turn into a chicken
rdtony	Shrinks enemies, more and more
rdvan	Larger enemies, more and more
rdkfc	Chicken Mode
rdaaron	Mushroom mode
rdgreg	Toggle boat rocking
rdmrbill	Increase Damage
rdrhett	Kills player
rdnocheat	Disables Cheat Mode
rdnoah	Lowers weapon (alternate debug info)
rdmikael	All items

Deer Huntin'

While playing the game, enter one of the following codes to activate the corresponding cheat function:

spork1 - Stealth Turbo Mode (allows you not to be detected by the animals)

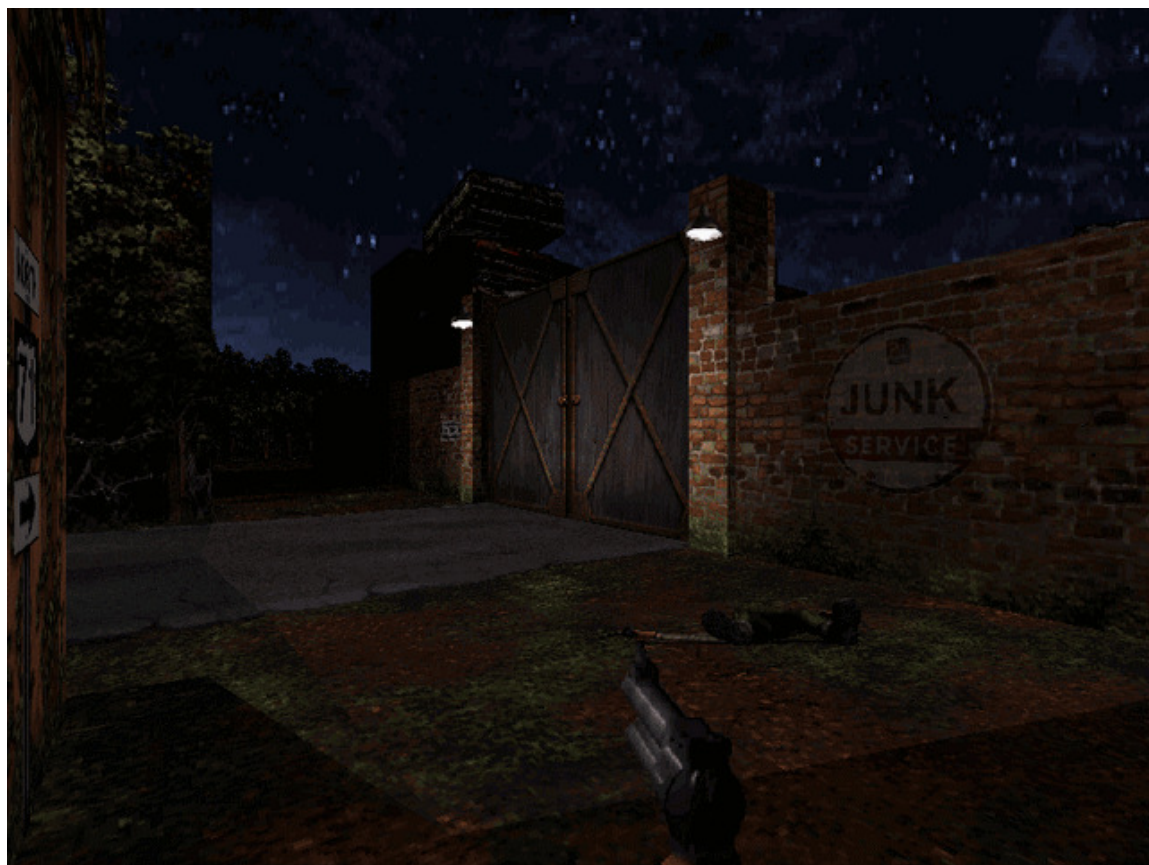
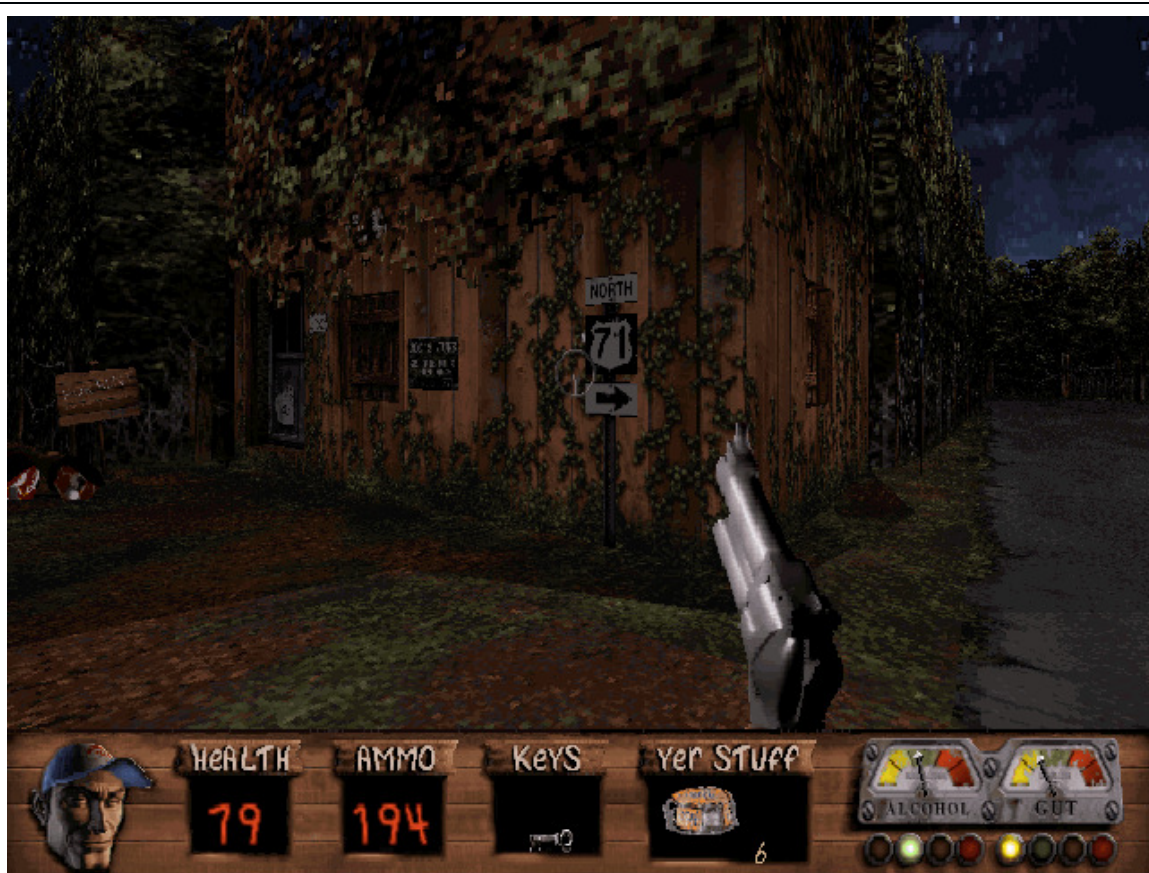
spork2 - Shows tracking locations of animals on the map

dhcome - Attracts Deer to you

Screenshots







































Redneck Rampage Credits

Original Concept, Design And Direction Drew Markham
Produced By Greg Goodrich
Game Programming Rafael Paiz
Art Directors Claire Praderie, Michael "Maxx" Kaufman
Lead Level Designer Alex Mayberry
Level Design Mal Blackwell, Sverre Kvernmo
Senior Animator And Artist Jason Hoover
Technical Director Barry Dempsey
Motion Capture Specialist And Character Animation Amit Doron
Additional Animation George Karl
Character Design Corky Lehmkuhl
Map Painters Viktor Antonov, Matthias Beeguer, Stephan Burle
Sculptors George Engel, Jake Garber, Jeff Himmel

CHARACTER VOICES
Leonard Burton Gilliam
Bubba, Billy Ray, Skinny Ol' Coot And The Turd Minion Drew Markham
Sheriff Lester T. Hobbes Mojo Nixon
Alien Vixen Peggy Jo Jacobs
Sound Design Gary Bradfield
Music Mojo Nixon, The Beat Farmers, The Reverend Horton Heat, Cement Pond
Additional Sound Effects Jim Spurgin
Motion Capture Actor J.P. Manoux
Motion Capture Vixen Shawn Wolfe
Production Assistance Minerva Mayberry
Nuts and Bolts Steve Goldberg, Marcus Hutchinson
Bean Counting Max Yoshikawa
Administrative Assistance Serafin Lewis
Location Manager, Louisiana Rick Skinner
Location Scout, Louisiana Brian Benos
Photographer Carlos Serrao
Additional 3D Modeling by 3 Name 3D, Viewpoint Datalabs International
Audio Recorded at Pacific Ocean Post, Santa Monica, C.A.
Cement Pond Tracks Recorded at Dreamstate Recording, Burbank, C.A.
3D Build Engine Licensed from 3D Realms Entertainment
Build Engine and Related Tools Created By Ken Silverman
Interplay Productions
A.I. Programming Arthur Attila Donovan

Lead Tester Darrell Jones
Testers Tim Anderson, Erick Lujan Tien Tran
IS Techs Bill Delk, Aaron Meyers
Compatibility Techs Marc Duran, Dan Forsyth Derek Gibbs, Aaron Olaiz Jack Parker
Directory Of Compatibility Phuong Nguyen
Assistant QA Director Colin Totman
QA Director Chad Allison
QA Team #2 Lead: Anthony Taylor
QA Team #2: Tymothi Loving, Chris Frankie Adam Chaney, Amy Presnell Chris Cayton
Interplay Producer Bill Dugan
Interplay Line Producer Chris Benson
Interplay Logo Tim Donley, Charles Deenen
Thanks Chip Bumgardner, Brad Grace, Kirk Tome
Marketing Manager Jim Veevaert
Public Relations Erika Price
Manual Written by Kelly And Greg Newcomb
Manual Graphics and Design Larry Fukuoka
Special Thanks From Xatrix Scott Miller, Todd Replogle, Chuck Bueche, Don Maggi
Extra Special Thanks Brian Fargo

Redneck Rampage Rides Again Credits

Original Concept, Design And Direction Drew Markham
Art Direction, Additional Design Corky Lehmkuhl
Produced By Greg Goodrich
Game Programming Joseph Aurili

Original Game Programming Rafael Paiz
Level Design Rhett Baldwin, Aaron Barber
Original Art Directors and Support Claire Praderie-Markham, Michael "Maxx" Kaufman
Computer Graphics Supervisor and Character Animation Director Barry Dempsey
Senior Animator And Modeler Jason Hoover
Motion Capture Specialist And Character Animation Amit Doron
Sound Design and Music Production Coordinator Gary Bradfield
Introduction Animation Dominique Drozd
Artist Matthias Beeguer
Additional Art Viktor Antonov
Production Coordinator Victoria Sylvester
Interplay Productions
Producer Bill Dugan
Line Producer Chris Benson
Interplay Title Sequence Tim Donley
Redbook, Autorun and Misc. Programming Darren Monahan
Programming Assistance Arthur Attila Donovan
Quality Assurance Project Supervisor Darrell Jones
Testers Tim Anderson, Primo Pulanco, Mark McCarty, Brian Axline
Director of Compatibility Phuong Nguyen
Compatibility Tech Jack Parker, Derek Gibbs, Marc Duran
Manual Scott Bennie
CHARACTER VOICES
Leonard Burton Gilliam
Daisy Mae Tara Charendoff
Bubba, Billy Ray Jeter, Skinny Ol' Coot, The Turd Minion and Frank Doyle Drew Markham

Other Various Ramblings Drew Markham
Sheriff Lester T. Hobbes Mojo Nixon
Alien Vixen Peggy Jo Jacobs
"Redneck Rampage" Written and Performed by Mojo Nixon
"Stanky's Blues" Traditional Banjo and Guitar Pickin' by John Schlocker, Howard Yearwood
"Ol' Joe Clark" Traditional Banjo and Guitar Pickin' by John Schlocker, Howard Yearwood
"Cybersex" Written and Performed by Mojo Nixon
"Cripple Creek" Traditional Banjo and Guitar Pickin' by John Schlocker, Howard Yearwood
"Disgraceland" Written by Drew Markham
"Disgraceland" Produced by Drew Markham, Jason Smith
"Disgraceland" Performed by Tiny D & The Sofa Kings (Drew Markham, Jason Smith, Howard Anderson, Michael Labrador)
"She A Good'n" Traditional Banjo and Guitar Pickin' by John Schlocker, Howard Yearwood
"Duelin' Banjos" Written by Arthur Smith
"Duelin' Banjos" Performed by John Schlocker, Howard Yearwood
Recording Engineer Dave Ahlert
Recording Assistance Jeff Gilbert
Motion Capture Actor J.P. Manoux
Motion Capture Actress Shawn Wolfe
Contributor Alex Mayberry, Mal Blackwell
Nuts and Bolts Steve Goldberg
Bean Counter Max Yoshikawa
Production Assistance Minerva Mayberry
Production Baby Pauline Marie Markham
Original Production Baby Alyson Kaufman
3D Build Engine License 3D Realms Entertainment
Build Engine and Related Tools Creator Ken Silverman

