



Demolition Guide

For the Commodore® 64 and Commodore 128
Running in 64 Mode

ACTIVISION

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Credits

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Two's Company

You and your friend are going to see a little action tonight, aren't you? In fact, there's room for both of you to tear down the town at once.

But don't stop at just *one* town. This game has 132 cities for you to trash. And lots of them can be trashed more than once.

You can play any one of three terribly naughty characters – Ralph the Wolf, George the Big Ape, or Lizzie the Lizard. Ralph has the meanest punch. George is best at scaling buildings. And Lizzie – that Lizzie! – she's the fastest thing on four feet.

To see how to control any of these menacing monsters, refer to the instructions later in this guide.

Climbing the Walls

To climb the walls of a building, simply move RIGHT or LEFT to approach it. Then move UP to climb.

As you climb, you can PUNCH huge gaping holes in the building, grab and CHOMP people out of it – even snatch TVs, flower pots, and all kinds of yummy morsels. But remember, *some* of them can be quite hazardous to your health!

Picking Off Helicopters and Other Antagonists

Trashing cities wouldn't be as much fun if no one tried to stop you. But don't worry. They will.

Puny helicopters will try to lay into you with a round of machine gun fire. Just punch 'em right out of the air.

Swat men will try to knock you off with rifles and dynamite. Turn these pesky policemen into hors d'oeuvres. But stay away from the guy with the dynamite – eating TNT will give you a bad case of indigestion.

Tanks, trolleys, trucks, taxis, and police cars will scurry away in a panic. You can simply punch them out of commission.

Helpless pedestrians can't really hurt you. But don't let that stop you from devouring *them*.

Other Tasty Treats

In addition to those naughty helicopters and vehicles, there are other tasty little morsels hidden throughout the game. Most of them can be found inside the buildings — especially when the windows are open. And many of them must be gobbled up at just the right moment.

You'll gain valuable energy when you munch on the right thing at the right time. But you'll lose energy if you devour the *wrong* thing at the wrong time. Plus, there are other ways to gain and lose energy too.

The following list shows which is which:

GAIN ENERGY BY EATING:

- people
- SWAT men
- watermelon
- toast when up
- jug of water
- bowl of fruit
- turkey
- another monster
— after it's shrunk back
into a human

LOSE ENERGY BY:

- eating poison
- eating a bomb
- eating a candle
- getting hit by dynamite
- punching a light bulb when it's on
- getting punched by another monster
- getting shot
- getting too close to explosions
- punching a TV when it's on
- falling off a building
- falling in the water

Your Energy Level

The DAMAGE BAR directly under your score lets you know how you're doing. And if you run out of energy completely, you'll automatically turn into a measly human. At which point you'll quickly find out who your true friends are.

What's the Point?

What makes having so much fun even more fun is that you get points for almost everything you PUNCH or CHOMP throughout your escapade.

Here's what earns what:

Punching holes in buildings	75-250 points
Punching helicopters	225 each
Punching other vehicles	250-1000
Punching a TV when it's off	750
Punching a train	200
Picking up money	1000
Picking up a light bulb when it's off	500
Picking flowers	350
Eating food	250
Munching on SWAT men	300

Tips for Cheaters

- Beat up on your friends if you like. It will give you an added advantage.
- If you're caught on a building just as it's about to crumble, *jump*.
- To rack up the points, you and your friend can work some things over together. Like trolleys, tanks, and the like.
- Every town has its own strengths. *And* weaknesses. Get to know them — and use them to your advantage.
- Damaged monsters who turn into humans are fair game. Even if they *are* your friends.

Getting Ready

To load RAMPAGE into your computer, follow these steps:

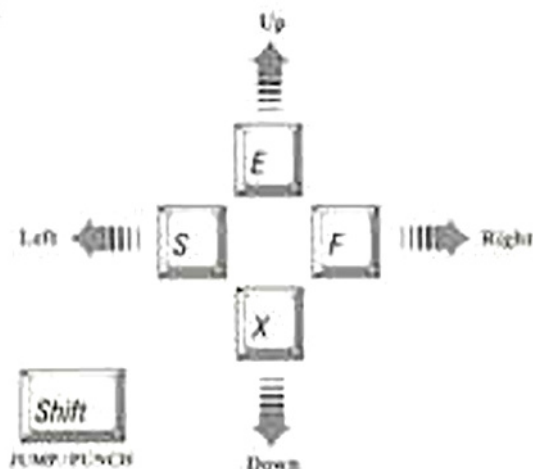
1. If you're using joysticks, plug them into your computer.
2. Place the RAMPAGE disk into your disk drive.
3. Turn the computer on.
4. When the READY prompt appears, type:

LOAD "*",8,1 and press RETURN

Taking Control

To help you on your *RAMPAGE*, you'll have a choice of three controllers:

- JOYSTICK 1
- JOYSTICK 2
- KEYBOARD



Partners in Crime

In this version of *RAMPAGE*, up to two people can tear up the town at once. Each of you will be able to control one of three characters: Ralph the Wolf, George the Big Ape, or Lizzie the Lizard.

The title screen is displayed while the game is loading. When it has finished, you'll automatically be taken to the player selection screen, where all three monsters are displayed.

To join the game, press the joystick button or the left **shift** key (the computer will automatically recognize which of the three controllers you are using). A colored frame will appear around the first available monster, along with your player number and controller type. To select a different monster, move your controller LEFT or RIGHT. The frame will move to highlight the next available monster. Once you've made your selection, press the joystick button or the left **shift** key again to start the game.

NOTE: For a two-player game, don't press the joystick button or the left **shift** key again until both players have selected their monsters!

Playing the Game

To play the game, move your monster up and down buildings and through the town, punching and chomping as you go.

Use the monster controls as described above and other game controls described below.

Jumping and Punching

The joystick has only one button, which is used for both JUMPING and PUNCHING. To PUNCH, move your joystick in the direction you want to PUNCH and press the joystick button, or hold down the button and move the joystick. To JUMP, press *and* release the joystick button *without* selecting a direction, and you'll JUMP in the direction you're currently facing. (Unless you're on a building, in which case you'll jump in the opposite direction.)

If you're using the keyboard, to PUNCH, move in the appropriate direction and press the left **shift** key, or hold down the **shift** key and then press the appropriate keys for the direction you want to PUNCH. To JUMP, press and release the left **shift** key.

Special Options

During game play, you can press **RUN/STOP** to pause the game. While paused, you can press:

- Q to quit and go to the player selection screen
- S to toggle the sound on and off

Joining In and Starting Over

If only one player is playing *RAMPAGE*, another can join in. Between cities is a display that tells what city is coming up and offers hints and tips on game play. If JUMP/PUNCH is pressed (on a controller other than the current player's) during this display, the player selection screen will appear, allowing the new player to select a monster. Game play then resumes at the current city.

When at long last all players have perished, a flashing GAME OVER message appears. If you want to start the next game where this one left off, press JUMP/PUNCH while the GAME OVER message is still on the screen. You will be taken to the player selection screen where you can choose a different monster or another player can join in. Game play then resumes at the current city.

NOTE: Although you are starting the game at a higher level (either by joining in or restarting), your score is reset to zero.

High Score

When you're especially successful at trashing buildings and eating SWAT men and the like, you might accumulate enough points to earn the HIGH SCORE before the humans triumph and you shuffle away in shame. If this is the case, a high score message will appear at the top of the screen in place of the old score. Use your controller to enter your initials: move LEFT or RIGHT to select a letter, then press JUMP/PUNCH to enter it and move on to the next (up to 10). If you make a mistake, select the ← and press JUMP/PUNCH (you'll back up one letter for each press). When you're finished, select the OK symbol and press JUMP/PUNCH.

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2. Write the name of the product and the type of computer system you have on the front of the package.
3. Enclose your return address, typed or printed clearly, inside the package.

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