



For the Atari® 2600™

 **ACTIVISION**

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Each player begins the game with three lives.

Trashing Cities

You can destroy as many as 85 North American cities. Your goal is to demolish every building in each city while trying to avoid enemy fire.

As you CLIMB a building, you'll PUNCH holes in the walls and GRAB and CHOMP people and other delectables. Keep an eye out for helicopters, trolleys, boats, police cars, and tanks. A good PUNCH will lay 'em out cold.

Stalking Through the City

To WALK right or left, move the joystick in the direction you want to move.

Scaling Skyscrapers

To CLIMB a building, move RIGHT or LEFT to approach it, then move the joystick UP to climb.

Punching

To PUNCH, hold the joystick in the direction you want to punch, then press the joystick button.

Chomping

Whenever you PUNCH certain enemies or innocent bystanders, you'll automatically GOBBLE them up. *Keep in mind that soldiers and civilians that appear inside buildings can be eaten only if they're a different color from that of your monster.*

Jumping

To JUMP, simply press the joystick button with the joystick centered.

Your Energy Level

The DAMAGE BAR directly under your score lets you know how you're doing.

If you run out of energy completely, you'll automatically turn into a measly human and lose one of your lives. If you have any lives remaining, the RAMPAGE Blimp will deliver your backup monster.

Keeping Score

Action Item	Points Awarded
Punching a Building	50
Eating a Pedestrian or Soldier	50
Punching Another Monster	250
Punching a Tank	250
Punching a Police Car	250
Punching a Pickup Truck	250
Punching a Trolley or Boat	250
Eating a TV (when it's turned off)	500
Grabbing Money	500
Eating Flowers	500
Punching a Helicopter	750
Punching a Sign	1000
Eating a Transformed Monster	1000

You earn an extra life for every 100,000 points you score.

Playing Tips

- Try to eat as much food as possible to keep up your energy level. But beware! Some delectables—like cactus, toasters, bottles of poison, and TVs (when turned on)—may give you a bad case of indigestion. You'll soon learn that flickering objects, in general, can give you one bad bellyache.
- If you're in a hurry, **JUMPING** is much faster than **WALKING**.
- To avoid enemy fire from police cars and tanks, try to position your monster behind each such vehicle and then destroy it with a powerful punch.
- You'll need to climb on top of the tallest building in order to punch a helicopter.
- In a two-player game, punch the other player's monster to reduce his remaining strength, as indicated by his **DAMAGE BAR**. If he's transformed into a helpless human, gobble him up to gain extra strength and bonus points.

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