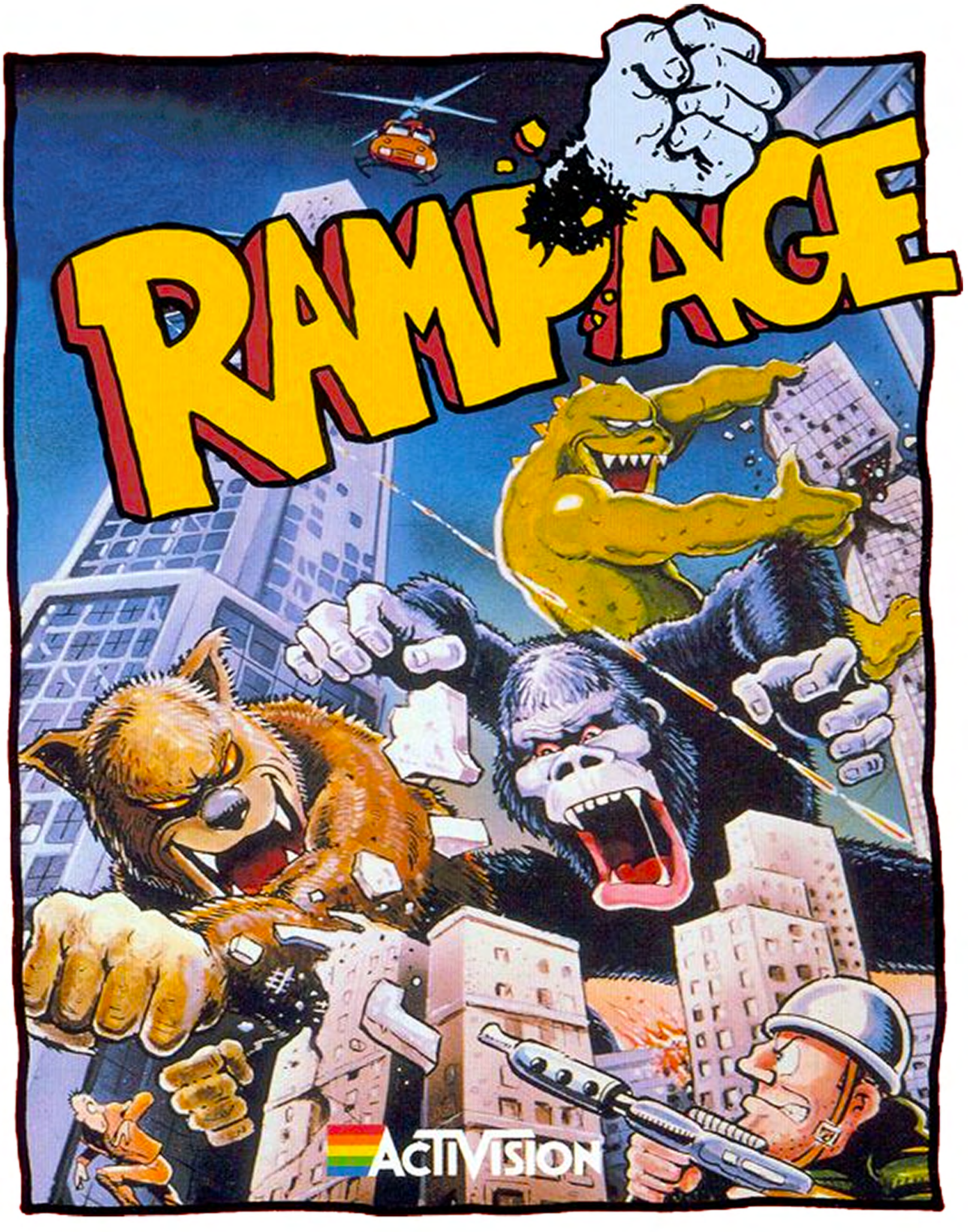

For the Atari® 7800™

ACTIVISION®

RAMPAGE was reprogrammed for the Atari 7800 by Spectral Dimensions.
Produced for Activision by Tom Sloper.
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Partners in Crime

You and your buddy are ready for a little mass destruction. You'll demolish buildings, grab and chomp horrified humans, and flatten puny helicopters and other antagonists who try to stop you.

But you won't stop at just one town. RAMPAGE has 132 cities for you to totally trash. And you can put together one riotous wrecking crew from the likes of George the Ape, Lizzie the Lizard, and Ralph the Wolf.

Getting Started

1. Connect up your video game system according to the manufacturer's instructions.

2. Plug in your joysticks. For a one-player game, use the left joystick.

3. With the power OFF, insert the RAMPAGE cartridge.

4. Turn the power ON. The RAMPAGE title screen will appear. Press your joystick button or move the joystick to go to the Monster Selection Screen.

Selecting Your Wrecking Crew

At the Monster Selection Screen, move the joystick up or down to highlight the name of your favorite monster, then press the joystick button once to select that monster. In a two-player game, the second player then selects one of the remaining monsters using the same procedure.

Once your monster has been selected, press the joystick button a second time to start a one-player game. In a two-player game, the game will start immediately after the second monster has been selected.

Trashing Cities

You can destroy as many as 132 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. You can also grab onto a building as you jump past it by holding the joystick up.

Punching

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

Chomping

Whenever you PUNCH certain enemies or innocent bystanders, you'll automatically GOBBLE them up.

Jumping

To JUMP, simply press the right 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. To transform back into a monster, press the joystick button before you exit the screen. If you have already exited or been eaten, press the joystick button and the Rampage Blimp will deliver your new monster. You may bring in a new monster and continue building on your current score two times only.

Keeping Score

Action Item	Points Awarded
Punching a Building Vertically	50
Eating a Pedestrian or Soldier	50
Punching a Building Horizontally	100
Punching a Taxi	100
Punching a Pickup Truck	200
Punching Another Monster	225
Punching a Tank	500
Punching a Police Car	500
Eating a TV (when it's turned off)	500
Grabbing Money	500
Eating Flowers	500
Punching a Trolley or Boat	750
Punching a Helicopter	750
Eating a Transformed Monster	1000

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.

- 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.

- 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.

- Don't spend too much time in the water. Your strength will drain rapidly.

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2. Write the name of the product and the type of game 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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