



ACTIVISION

Demolition Guide

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Two's Company, Three's a Riot

You and your friends are going to see a little action tonight, aren't you? In fact, there's room for all three 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 one of these three menacing monsters, see the command card for your system.

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.

Soldiers will try to knock you off with rifles. Turn these pesky GIs 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, boats, 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: LOSE ENERGY BY:

people
swatmen
goldfish
toast when up
milk

bowl of fruit

turkey

hamburger

another monster

 after he's shrunk

 back into a human

eating poison

eating cactus

eating candle

punching toaster alone

eating dynamite

punching light bulb when on

getting punched by another monster

getting shot

getting too close to explosions

punching TV when on

falling off building

getting all wet

being hit by thrown dynamite

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	50 - 250	points
Punching helicopters	225	each
Punching other vehicles	250-1000	
Punching TV when off	250-1000	
Punching a train	200	
Picking up money	250-1000	
Picking up light bulb when off	250-1000	
Picking up safe "Toilet"	250-1000	
Picking flowers	250-1000	

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 friends can work some things over together. Like trolleys, tanks, and the like.
- Every town has its own strengths. *And* weaknesses. Get to know them. To use them to your advantage.
- Damaged monsters who turn into humans are fair game. Even if they are your friends.

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