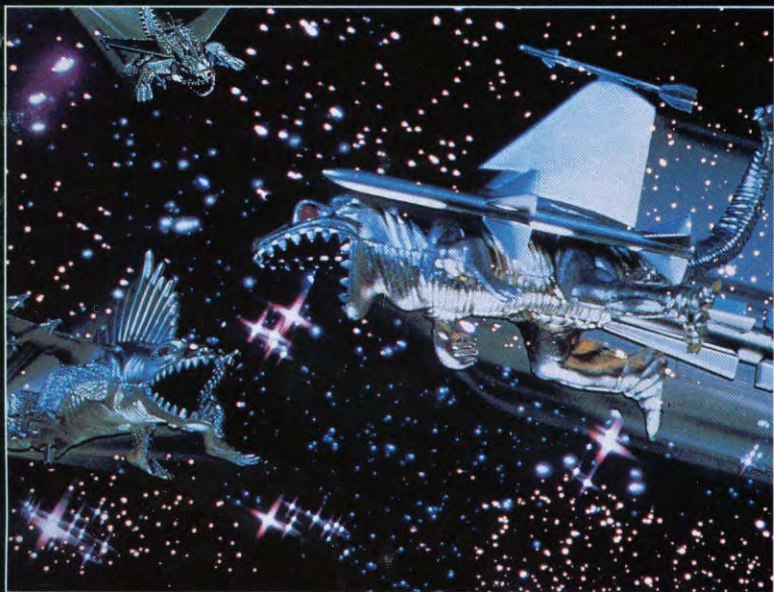


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# DEMON ATTACK™

GAME PROGRAM INSTRUCTIONS



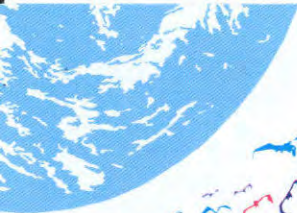
Earth lies in grave peril!

Winged terror screams across mute space. Legions of creatures bombard Earth's final outpost: Moon Station Tranquility. Intercept and destroy these garrisons which breed destruction – or Earth is doomed!

Survive the demon attack – then go on the offensive! Your Laser Cannon lifts off the lunar surface. You seek to track down Pandemonium, flagship of the Demon Armada. Its awesome bulk seems to fill space with menace. It spews vast armies of eternal night from its fiery Core.

Attack! End the tyranny of the Demon Armada.

You must prevail against monumental odds.



inged warriors and tentacled terrorists from the Demon Armada shower the moon with devastating weaponry.

Only your Laser Cannon stands between them and their planned conquest of the Earth! Annihilate successive waves of demons. Then lift off in relentless pursuit of Pandemonium, the demon flagship. Outmaneuver or destroy gallactic gangs of suicide patrollers flying straight from the Core of Pandemonium.

Erode the flickering shield that protects the demon base. A direct shot from your Laser Cannon through the revolving Window of Vulnerability and into the Core of Pandemonium will end their foul revolt – but not for long.

Flushed with victory, you return to the lunar surface. But you're not safe yet. Advanced waves of demons continue to pummel Moon Station Tranquility. And the Demon Armada keeps coming.

Can you destroy them this time?

And next time?

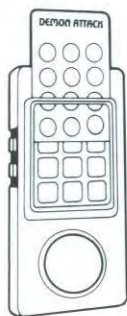
How long can you endure this punishing blitz? How many demon bases can you destroy?

Earth's safety hangs in frail balance. You must defeat them!



## Console Controls

- \* Insert cartridge in right side of console, label up.
- \* Turn power switch to **on**.
- \* To begin Demon Attack action, press one of the keypad buttons.  
(See Game Variations.)
- \* To begin action again at any point during Demon Attack, press Reset button.
- \* To pause action during the game, press keypad numbers 1 and 9 or 3 and 7 simultaneously.
  - \* Screen goes blank.
- \* To resume action: press any keypad number, side button or the disk.
  - \* Action resumes exactly where you left off.



- \* Remove left and right controllers from console.
- \* Slip one keypad cover securely into place over both the left and right keypads.



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# DEMON ATTACK™

Regular Speed 1 2 3

Advanced Speed 4 5 6

Regular Speed with Tracer Shots 7 8 9

Advanced Speed with Tracer Shots 10 11 12

MOVE  
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1 Player Games  
2 Player Games  
Co-op Games

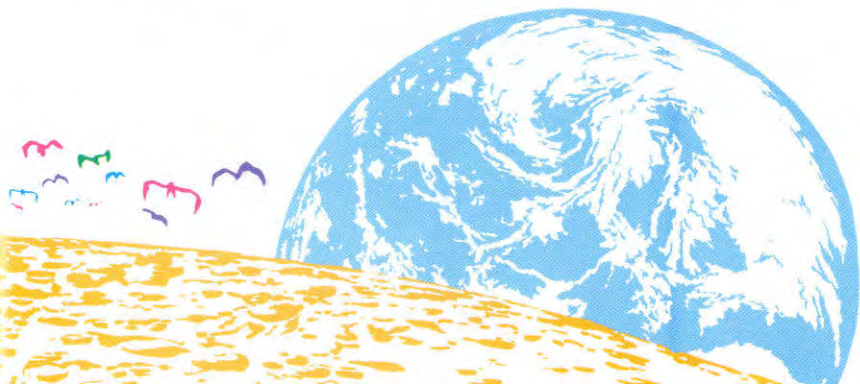




## Your Arsenal

### Laser Cannon

- ★ Your Laser Cannon has unlimited firing power.
- ★ Dodge left or right to avoid enemy fire while shooting at aggressive aliens.
  - ★ To move left: press left edge of disk.
  - ★ To move right: press right edge of disk.
- ★ To fire Laser Cannon: press any side button.
- ★ Automatic Firing Option
  - ★ After selecting a Demon Attack game, press any keypad number at any time during a game.
    - ★ Your Laser Cannon will automatically fire.
  - ★ To cancel the automatic firing option, press any side button.



- \* Accumulate reserve Laser Cannons. You begin with 3.
  - \* Earn an additional Laser Cannon, to a maximum of 6, for each full wave of 8 demons you survive without being blasted.
  - \* Every time a demon hits you, you lose a Laser Cannon. A new Laser Cannon from your reserves will replace it.
  - \* When hit, your new Laser Cannon appears in the middle of the screen.
  - \* When your Laser Cannon reserves reach zero, another alien hit will vaporize you.

**Note:** To change the location of Laser Cannon reappearance: press right or left on the disk before the new Laser Cannon appears. Laser Cannon will reappear at right or left of screen.

### Tracer Shots

- \* Tracer shots, once fired, follow the location of the Laser Cannon. Shoot one and direct it anywhere by shifting the position of your Laser Cannon.
  - \* Regular speed: your tracer shots assume a steady pace.
  - \* Advanced speed: your tracer shots fly with incredible speed to intercept accelerated demons.



## Moon Base Tranquility Defense

Moon Station Tranquility has intercepted signals from Demon Base Pandemonium. Use this intelligence wisely.

Demon squadrons are of 4 types:

\* Winged Warriors



\* Tentacled Terrorists



\* Bound Bombers



\* Suicide Patrollers  
(only at Demon Base)



- \* Earn 25 points for each Lunar Demon you destroy.
- \* Earn 25 points for splitting Tentacled Terrorists.
- \* Earn 1 point for each Suicide Patroller you destroy.

Demons fire 3 types of bombs:

- \* Pellet Pulverizers: concentrated bombs
- \* Jagged Juggernauts: they explode and scatter shrapnel. They appear after the first Demon Base has been destroyed.
- \* Heat-Detecting Detonators: these track your Laser Cannon and appear after the third Demon Base has been destroyed.
- \* All bombs gain speed and potency as you destroy more Demon Bases.
- \* Take calculated risks: Moon Station Tranquility has learned that when the last demon in a wave is destroyed, any bombs it may have dropped will be vaporized with it.









*L. Hunt*



## On the Offensive

Eliminate 3 full waves of descending demons. When – and if – you survive their assault on Moon Station Tranquility, go on the offensive.

Your Laser Cannon blasts off in pursuit of the demon flagship, Pandemonium.

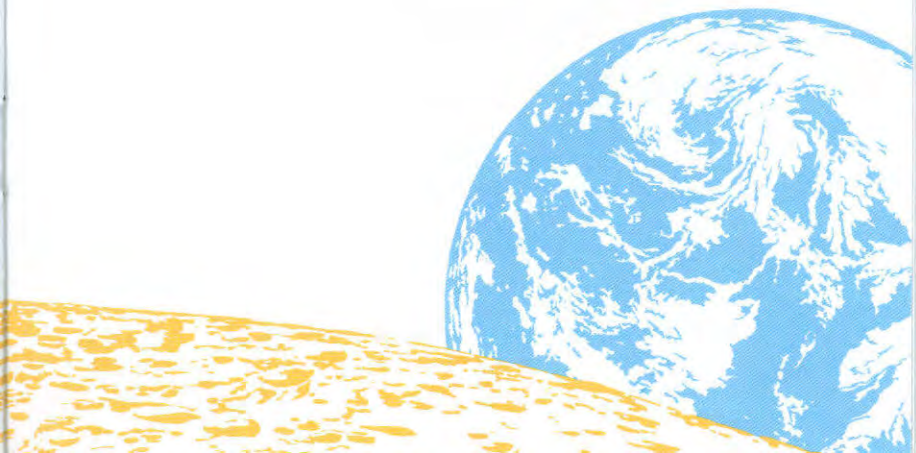
- \* **Suicide Patrollers** defend Pandemonium. They fly out of its fiery Core.
  - \* Destroy them with Laser Cannon fire.
  - \* Or you can try to outmaneuver them. Avoid contact at all costs, or you'll lose a Laser Cannon.



- \* A **flickering shield** protects the bottom of Pandemonium.
- \* Erode it with repeated Laser Cannon fire at any point along the length of the shield.
- \* The **Window of Vulnerability** is exposed when the flickering shield disappears.
- \* Place a Laser Cannon shot directly into the fiery **Core of Pandemonium** through the revolving Window of Vulnerability and the Demon Base will disintegrate before your eyes.
- \* Earn 1000 points for each Demon Base you destroy.

**Note:** Your Laser Cannon shot must pass directly through the Window of Vulnerability and into the Core before you will have scored a direct hit.

Your Laser Cannon returns to Moon Station Tranquility.  
Mission accomplished?  
Not quite.  
Hordes of deadlier demons begin a fresh assault!  
Carry on!

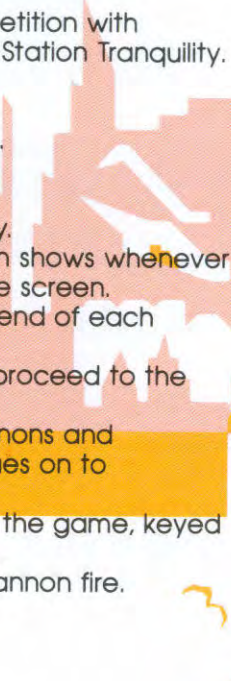


## Game Variations

### 1-Player Versions

- \* Games 1, 4, 7 and 10 pit you alone against vicious invaders.
- \* Games 1 and 4 feature regular Laser Cannon fire.
- \* Game 4 is tougher than game 1.
- \* Games 7 and 10 feature special tracer shots.
- \* Game 10 is tougher than game 7.

### 2-Player Versions

- \* Games 2, 5, 8 and 11 place you in competition with another Laser Cannon expert on Moon Station Tranquility.
  - \* Each player:
    - \* Takes on identical waves of demons.
    - \* Maneuvers a separate Laser Cannon.
      - \* Left controller: yellow
      - \* Right controller: red
    - \* Has own reserve Laser Cannon supply.
    - \* Registers an independent score which shows whenever player's Laser Cannon appears on the screen.
  - \* Play alternates between players at the end of each wave.
  - \* If both players survive the assault, they proceed to the next wave.
  - \* If one player loses all reserve Laser Cannons and gets vaporized, the other player continues on to succeeding waves.
  - \* Both players' scores show at the end of the game, keyed to their respective Laser Cannon color.
  - \* Games 2 and 5 feature regular Laser Cannon fire.
  - \* Game 5 is tougher than game 2.
  - \* Games 8 and 11 feature Tracer Shots.
  - \* Game 11 is tougher than game 8.
- 

## Special Co-op Versions

- ★ Games 3, 6, 9 and 12 allow 2 players to take turns against the same wave of attack.
  - ★ Laser Cannon control alternates every 4 seconds. Keep track of your color!
  - ★ Independent scores for each player appear on screen, keyed to the player's Laser Cannon color.
  - ★ You share Laser Cannon reserves. When they're gone, another demon hit ends the game.
- ★ Games 3 and 6 feature regular Laser Cannon fire.
- ★ Game 6 is tougher than game 3.
- ★ Games 9 and 12 feature Tracer Shots.
- ★ Game 12 is tougher than game 9.
- ★ If your Laser Cannon is hit in any co-op version, your "partner" earns 500 points.



## Hall of Fame

Score big against the demons – 999,999 – and you'll go into the Demon Attack Hall of Fame!

- ★ Your score will go back to zero – but don't get lazy! Those demons keep coming.

Congratulations! You've joined a select few. Write and tell us your strategic secrets.

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Imagic warrants to the original consumer purchaser of this Imagic video game cartridge that it will be free from defects in materials and workmanship for TWO YEARS from the date of purchase. If this cartridge is discovered to be defective within the warranty period, Imagic, at its option, will either repair or replace this cartridge free of charge, upon receipt of the cartridge, postage prepaid, with proof of date of purchase, at the following location:

**IMAGIC**  
Customer Services  
1875 Dobbin Drive  
San Jose, CA 95133

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of Keypad Overlays.

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Designed by Gary Kato

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