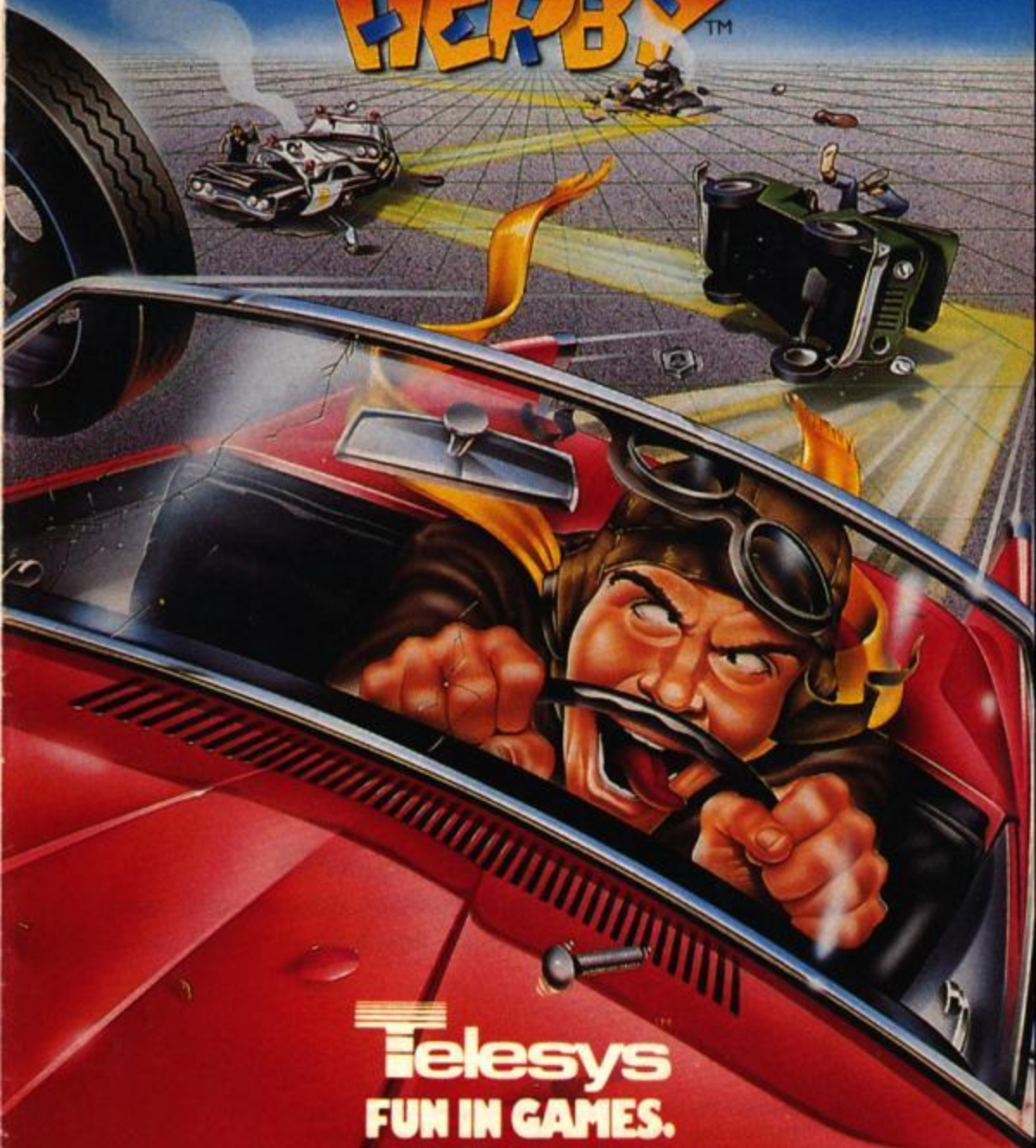


# GAME INSTRUCTIONS

Plays on the Atari® 2600 Video Computer System™  
and Sears Tele-Game® Video Arcade®

# DEMOLITION HERBY™



 **Telesys**  
**FUN IN GAMES.**

**EmuMovies**



## **RECKLESS WRECK ON THE LOOSE!**

**Wham, bam . . . Watch out, man!!!**

You're out to clear the tracks with Demolition Herby. But on your way bash! crash! knock anyone who gets in your way. If you don't, it's the junkyard for you!

Squash a squad car, trash a tow truck . . . shift into overdrive and give them the slip. But watch your fuel—even hot-shot hotrodders run out of gas!

Controlling this dastardly driver could drive you mad!!!

So just jump on the throttle and let him rip!!!

Demolition Herby. He'll turn you into a wreck.

## **OBJECT OF THE GAME**

Black out all the squares on the demolition course—and score as many points as you can—before you lose your last car.

## GETTING READY TO PLAY

Play with one or two players using the Joystick Controllers. Always be sure the power is off before inserting or removing the Demolition Herby cartridge from your video game system.

For a one-person game use the controller plugged into the LEFT CONTROLLER jack. Hold the controller so the red button is to your upper left. *The Difficulty Switch has no effect on this game.*

## TO BEGIN PLAY

There are a total of three Demolition Herby™ games (see game variations for details). Game number is indicated in lower middle of screen. Push game select button to choose the game you wish to play. Push red button on Joystick to begin or start a new game.

## PLAYING THE GAME

You control Herby—the little green car that starts out at the top of the screen. Use your Joystick to move him up, down, left and right. You don't have to follow any set course, but he only travels on the lines, not within the squares.

You'll notice the white lines turn red as Herby goes over them. When you've changed all four lines around a square to red, the square gets blacked out. You earn points and get more fuel. The bar at the bottom of the screen is your gas gauge. You'll hear a warning tune when you're nearly on empty. If you hit empty, you'll have to use one of your extra cars.

But you've got more to worry about than running out of gas! There's no way you can just go on your merry way, blacking out squares undisturbed.

Just when you think you've got a square done, here come the chase cars. These guys could be your undoing! If they go over a line you've turned red, they change it back to white! They also try to bash right into you. If they do, they can knock you off the track. You'll have to get a new car when that happens.

So rear-end them first! You'll stay on track and earn bonus points besides!

**NOTE:** *When a chase car is on the same line as Herby, its speed doubles.*

When you do manage to black out all the squares on the screen, you've completed a lap and the action stops. Push the red button on your Joystick and you'll start all over—but this time your pursuers are really on your tail. The better you get at outwitting them, the smarter and faster they get.

## **COLLISIONS**

You begin the game with three spare cars, indicated by the three cars at the bottom of the screen. Everytime Herby gets knocked off the track, you lose one car.

When you see a chase car coming at Herby, get out of the way! Anytime they're heading toward you and hit you, you get knocked off the track. To knock the chase cars away and stay on the track yourself you have to hit them from behind (while they're going away from you).

Watch for ricocheting racers too! They can bash you just the same.

If you do get hit, Herby will come to rest at the screen's edge. Just move your Joystick to get him back on track.

## **SHIFTING INTO OVERDRIVE**

To really step on the gas, push the red button on your controller and Herby shifts into overdrive.

Use this carefully, because in overdrive you use fuel up a lot faster. And you no longer change the color of the track—unless you've knocked out all the chase cars.

**NOTE:** *If you knock all three chase cars off the track, you can shift into overdrive and the track will still change color. This is your chance to really rack up some points. So put it in high gear and go for it! Chase cars stay off the track for 8-10 seconds.*

## TWO PLAYER GAME

You can turn Demolition Herby into a two-player game by just moving the Joystick plugged into the right side of the game console. When you do, you control all three chase cars.

And you're the spoiler. You can really get in the way of Herby's progress.

Pick out the fastest chase car and set him in hot pursuit of Herby. You can move in all directions, but can only change directions at intersections. So all three chase cars will move the way you shift the Joystick when they individually reach their next intersection.

## SCORING

Black out a single square—32 points + fuel

Complete two squares with one line—145 points + more fuel

Ram a chase car—117 points

For each 1000 points you score you get an additional car, up to six maximum.

## GAME VARIATIONS

There are three game variations.

### # 1—Children's Race

The other demolition racers are fairly slow. The speed stays the same every lap.

### # 2—Beginner's Course

Pace starts out slow, but gets progressively faster with each lap. After 7 laps, the other racers get going so fast, they don't even erase your red lines—they don't need to!

### # 3—Dastardly Derby

Start out quick, and then try to keep the pace! After just two laps, your opponents don't bother to erase the red lines anymore. They're just after you!

## HELPFUL HINTS

- As often as possible, set yourself up to complete two squares with one line.
- After you bash a chase car, get away so you don't get hit when he ricochets.

## STRATEGIES

After playing Demolition Herby a while, you'll find yourself developing your own style of play. There is no one best approach, but here are some game strategies you might consider:

***The Slippery Shifter***—Evade those chase cars at all costs and concentrate on blacking out squares. Try using overdrive right at the beginning to get to the opposite end of the track. (This is especially effective at the first few levels, when your pursuers are slower and not so smart.)

***The Bashing Crasher***—Get those chase cars out of your hair—and rack up points—by going after them first. Then use overdrive to black out all the squares you can. (When the chase cars get really fast, this strategy might be a necessity!)

***The Trail Blazer***—Play around and find a strategy we haven't. (Then drop us a line and let us know how you beat this crazy game!)

## INSIDE INFO

Here's a little peek at how the chase cars and Herby are programmed to stack up at each level of game play.

You'll notice quotients on the chart below, for example:

Game #	Level	Car 1	Car 2
1	1	25/25	25/25
2	2		50/25
	3	75/25	90/25
	4		90/25
	5	25/50	75/50
	6		50/50
3	7	75/50	50/65
	8		90/50
	9	25/65	25/80
	10		50/65
	11	75/75	90/80
	12		90/65
	13	25/80	90/80
	14		50/80
	15	75/95	90/95
	16	90/95	90/95

25/25. The first number is the intelligence, or IQ of the car.  
The second number is its speed.

Herby's speed is 100. You determine his smarts. You'll notice that no chase car's IQ reaches 100, or perfect. We like our computers to be at least *slightly* human.

Car 3	Car 4	Chase cars erase	Chase cars don't erase
25/25		X	
25/25	25/25	X	
25/50		X	
25/50	50/50	X	
25/65		X	
90/50	50/65	X	
25/80		X	
75/65	50/80	X	
90/80			X
50/80	90/80		X
90/80			X
90/80	90/80		X
90/80			X
90/80	90/80		X
90/95			X
95/95			X

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