

BE A DEMON ATTACK EXPERT!

- Your television screen will go **blank** when the demons give up.
- But first you must last 84 waves.
- For maximum challenge try "A" Difficulty Level — Games 5,6,7 or 8.
- Game must be turned "OFF" once to start again.
Congratulations — you have joined a select few!



DEMON ATTACK

INSTRUCTIONS

Marooned on the ice planet Krybor, you watch legions of eerie creatures scream overhead. They hover ominously. Attack and destroy them — or be destroyed! Armed with your Laser Cannon, you confront the ultimate challenge: **Survive!**

OBJECTIVE

Destroy demons and accumulate points before you and your **Laser Cannon** meet with oblivion. Keep reserve bunkers intact and increase their number by avoiding your foes' fire. When the last bunker disintegrates, the next enemy hit will pulverize you!

GAME PLAY

- Your **Laser Cannon** has unlimited firing power.
- Dodge left or right to avoid enemy fire while pursuing aliens.
- Accumulate **reserve bunkers** (bottom left of screen). You begin with **3**.
- Each attack wave you survive completely untouched earns you an additional bunker, to a maximum of **6**.
- Every hit you absorb destroys a bunker.
- When all bunkers disappear, another alien assault will vaporize you.
- Your **joystick controller** allows you to maneuver. Position controller so that the **red firing button** rests in the upper left hand corner. To move the **Laser Cannon** left, push joystick left; for right mobility, lean joystick right.
- **To fire:** press red button.
- **1-player versions:** use left hand controller.
- Flip **Game Select Lever** to choose a **Demon Attack** game.
- **Game number** appears at top center of screen.
- Hit **Game Reset Lever** to begin action. Game begins again whenever **Reset Lever** is tapped.
- **Fire button** on left hand controller will reset game when previous game ends.
- **Right and Left Difficulty Levers** determine how aggressively the demons attack:
 - A = Aggressive Action
 - B = Basic Bombardment
 - 1 player:** set only **Left Difficulty Lever**.
 - 2 players:** set both **Left and Right Difficulty Levers**. (See Tips.)

VARIATIONS

	1 Player	2 Player	Description
Game #	1	2	Demon Attack
	3	4	Tracer Shot Demon Attack
	5	6	Advanced Demon Attack
	7	8	Advanced Tracer Demon Attack
		9	Demon Attack: Special Co-op Version
		10	Advanced Demon Attack: Special Co-op Version

1-Player Games

Games 1, 3, 5, and 7 pit you against progressively more difficult waves of alien adversaries. Pick up the pace: the higher the game number, the greater the challenge!

Games 3 and 7 feature special tracer shots. Your Laser Cannon powers fire all over the screen.

2-Player Games

Games 2, 4, 6 and 8 match your wits against more than waves of winged warriors!

Each Player:

- Takes on similar waves of demons
- Maneuvers a separate Laser Cannon — left joystick: red; right joystick: gold
- Has own reserve bunkers
- Registers an independent score which shows when your 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 bunkers and gets vaporized, the other continues on to succeeding waves.
- Both players' scores show at game's end, keyed to Laser Cannon color.
- Games 4 and 8 feature special tracer shots.

Special Co-op Versions

Games 9 and 10 allow 2 players to take turns against the same wave of attack.

- Laser Cannon control alternates every four seconds. Keep track of your color!
- Independent scores appear on screen.
- You share reserve bunkers; when they're gone, another blast ends the game.
Game 9: uses standard weaponry; Game 10: uses tracer shots
- If you are hit in games 9 and 10, your "partner" scores an additional 500 points.

SCORING

<u>Wave</u>	<u>Demons</u>	<u>Split Demons</u>	<u>Diving Demons</u>
1,2	10	—	—
3,4	15	—	—
5,6	20	40	80
7,8	25	50	100
9,10	30	60	120
11,12+	35*	70	140

* Highest point award.

For 2 Players:

Even the odds between players of varying skill.

- Expert players set the Difficulty Lever corresponding to their joystick to A.
- Beginners set the Difficulty Lever to B.

