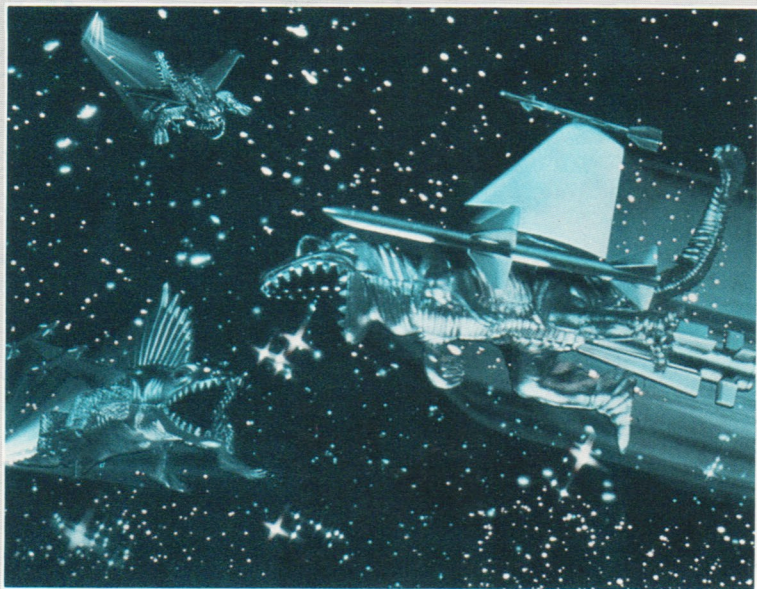


IMAGIC

DEMON ATTACK[®]

GAME PROGRAM INSTRUCTIONS



Here they come—a “Doomsday” attack of flying Demons! You’ve got just a few laser cannons, and your own courage. Destroy enough Demons on Earth’s last outpost, then take the battle to Pandemonium, and blast the enemy Leader out of the sky!

Get Ready . . .

- Insert DEMON ATTACK in either cartridge port, with the label UP.
- When the game scene appears, select the number of players and laser firing mode:

	Press
1 Player	[1]
2 Players	[2]
Straight firing	[3]
Tracer firing	[4]
START THE GAME	[RED BUTTON]

Straight: shots go straight up from firing location

Tracer: shots move with the laser cannon

- During the game, you can change firing mode by pressing [3] or [4]
- In 2-Player games, a player's turn ends when his laser is hit, or when he destroys a wave of Demons. If one player loses all lasers, opponent continues as long as possible.

Controls

- **Joystick:** moves laser cannon left and right*
- **Red button:** starts the game, then fires laser (keep pressing for repeat fire)

* If laser cannon drifts to either side when the Joystick is centered, it may be necessary to use the centering lever to realign this control.

The Game of Demon Attack

Reserve Lasers



Current Score

The Demons are coming! Aim and fire your laser cannon to blast 'em! Advance to the next wave (and get another laser) by destroying all attackers **without being hit**. At the start of the game, defeat three waves, then go on the offense...

Shield



Demon Leader

At Pandemonium, annihilate the Demon Leader! First, hit several flying foes **while they're passing through the shield**. When the shield disappears, hit the Leader's roving eye for an extra bonus. Return to Pandemonium every time you destroy another wave **without being hit**!

Scoring

WAVE	BIG DEMON	SPLIT DEMON	DIVING DEMON
1	10	—	—
2	20	—	—
3	30	15	—
4	40	20	80
5	50	25	100
6	60	30	120
7	80	40	160
8+	100	50	200

PLUS AN EXTRA BONUS FOR EACH DEMON LEADER
DESTROYED AT PANDEMONIUM

Bonus Lasers

- Win an extra laser every time you destroy a complete wave of attacking Demons **without being hit**.
- Maximum number of reserve lasers: 8.

Replays and Restarts

- After a game is completed, to re-play DEMON ATTACK starting at the last wave reached, press the Black button.
- To play another game from the beginning (at the first wave), press the Red button.
- To restart a game while it is in progress, press keys [1] or [2]. (See "GET READY")
- To have an intermission during a game and preserve scores and progress, press [PAUSE].

NOTE: THE GAME SHOULD BE TURNED OFF WHEN NOT IN USE.

What's New from Imagic for the IBM PCjr

Microsurgeon

The patient is critically ill! Check the patient's status chart to see which vital organs need immediate attention. Then navigate the tiny robot probe through the blood stream, outmaneuvering white blood cells that attempt to destroy you as foreign matter. Hurry—every second counts.

Baseball

2 outs—bottom of the ninth, you need a run—but it's going to be tough.

Zoom screen perspective lets you see different pitches and the fielders. Each player has been selected for special skills.

The wind-up, the kick and the pitch—it's back to the minor leagues for you.

Football

Grid-iron action at its toughest. Rush, pass, punt and kick field goals in this game of skill and intense strategy.

Program your offense, defense and even your individual players. You're the quarterback and the coach!



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90 DAY LIMITED WARRANTY

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 90 days 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 locations:

IMAGIC
Consumer Affairs
981 University Avenue
Los Gatos, CA 95030

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the cartridge shows signs of, misuse, excessive wear, modifications, or tampering.

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