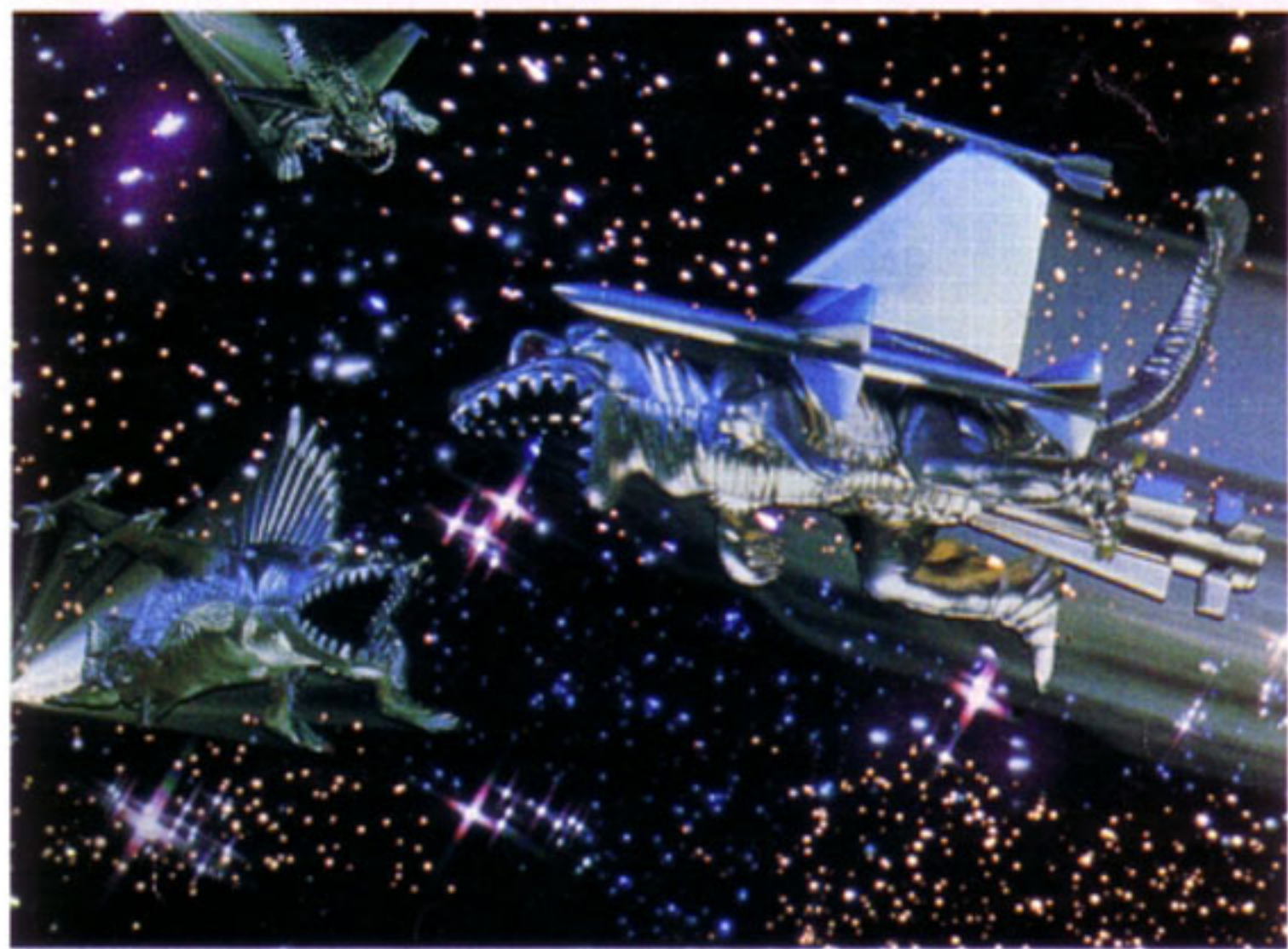


IMAGIC

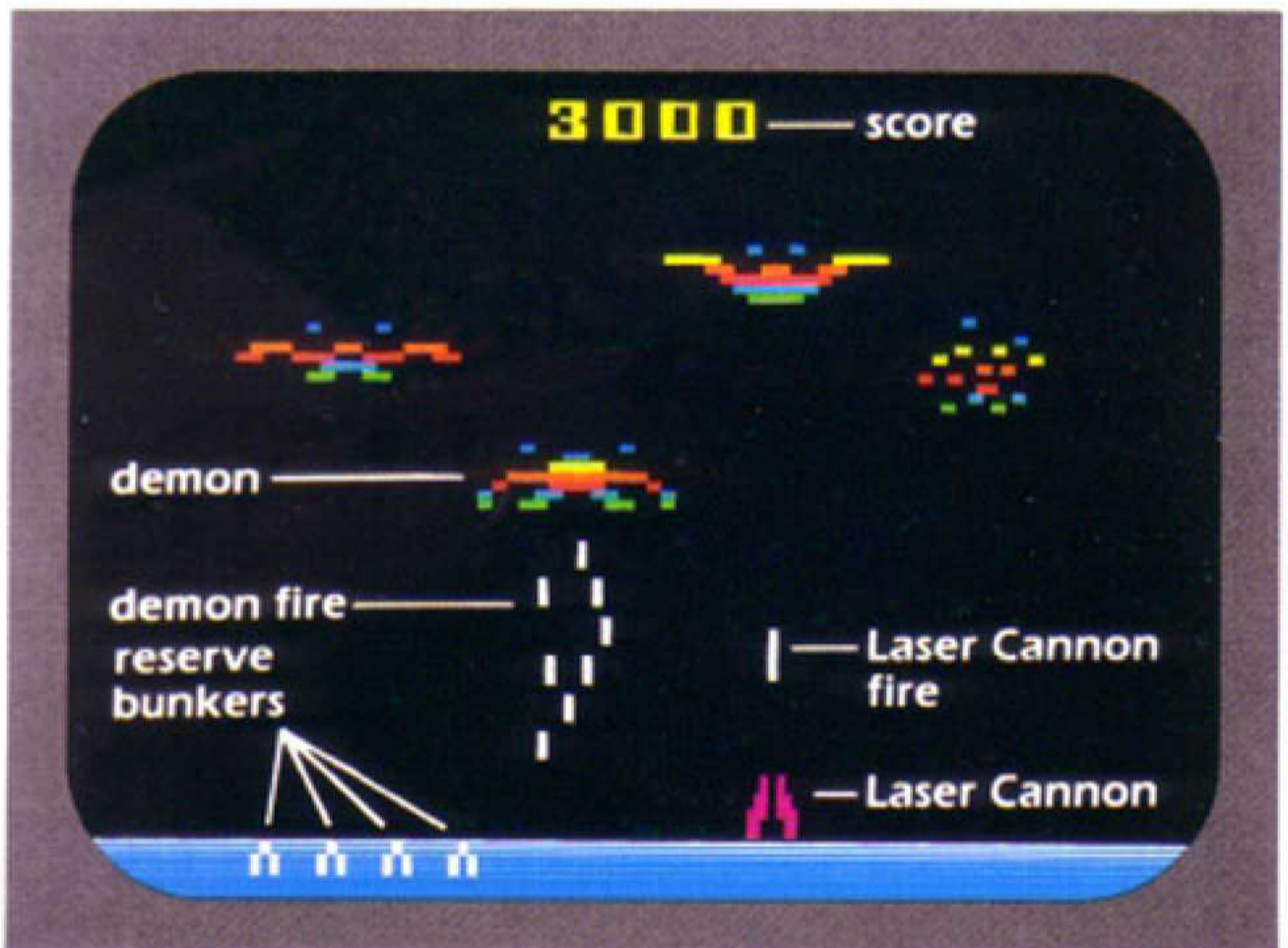
DEMON ATTACK™

GAME PROGRAM 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!**

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!



- 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**.)

	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 or 10, your "**partner**" scores an additional **500 points**.

Wave	Demons	Split Demons	Diving Demons
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**.

IMAGIC VIDEO GAME CARTRIDGE TWO YEAR 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 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
P.O. Box 2055
Saratoga, CA 95070

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.

THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESS WARRANTIES OR REPRESENTATIONS. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE LIMITED TO A PERIOD OF TWO YEARS FROM THE DATE OF PURCHASE. IMAGIC IS NOT LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES ON THIS CARTRIDGE.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the limitations or exclusions set forth above may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



DEMON ATTACK™

Imagic wants you to be
as pleased in playing
our games as we are in
providing them.

Your playing pleasure is
our chief concern,
so let us know how
we can best serve you.

Please write to:

IMAGIC

Consumer Affairs

Kathleen Boothe

P.O. Box 2055

Saratoga, CA 95070

Designed by Rob Fulop

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!

IMAGIC

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.

