



presents

DEMON ATTACK

CONCEIVED AND DESIGNED BY ROB FULOP

FOR ONE OR TWO PLAYERS USING JOYSTICKS

Devastating waves of cosmic creatures attack from above. Blast them with your laser cannon. Careful! These foes are tricky. When hit, some split in two. They keep coming. The challenge never lets up as you fight back for the ultimate victory.



Designed in U.S.A. Proudly made in AUSTRALIA by

HOME ENTERTAINMENT
SUPPLIERS



PTY LTD

UNIT 1/128 BONDS RD., RIVERWOOD, N.S.W. 2210



9 312590 110351

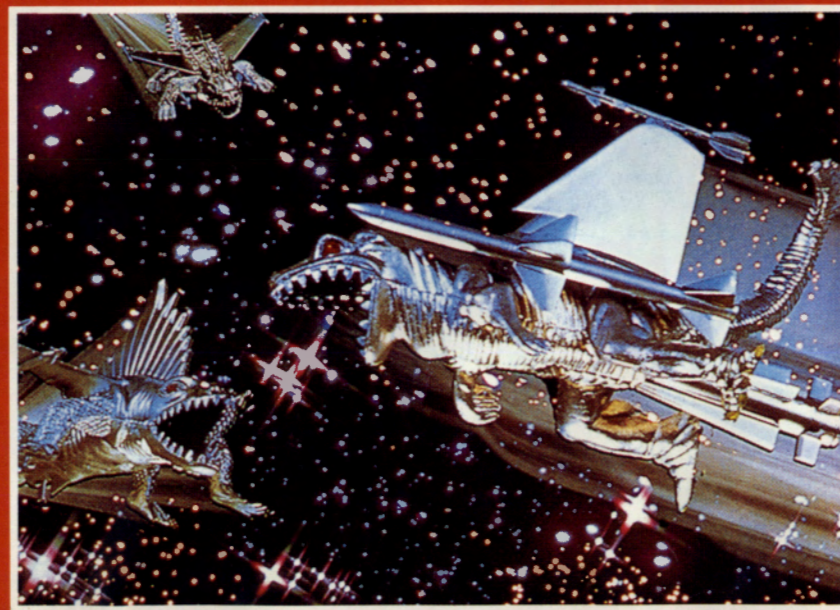
PLEASE REMOVE THIS SLICK AND TURN OVER FOR GAME INSTRUCTIONS



presents

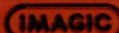
DEMON ATTACK

VIDEO GAME CARTRIDGE



DEMON ATTACK

ATARI® 2600™



FOR USE WITH THE
ATARI® VIDEO COMPUTER SYSTEM™
ATARI® 2600 SERIES

DEMON ATTACK

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!**

GAME PLAY

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 unscathed earns you an additional bunker, to a maximum of 6.
- Every hit you absorb destroys a bunker.
- When all bunkers disappear, another alien barrage will vaporize you.

HAND CONTROLS

- Your **joystick controller** allows you to manoeuvre. 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 centre 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**.

GAME 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
- manoeuvres 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 colour.
- **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 colour!
- 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**.

SCORING

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

** Represents highest possible 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**.