



DEMON ATTACK™

GAME PROGRAM INSTRUCTIONS



Earth lies in grave peril!

Winged terror screams across mute space. Legions of creatures bombard Earth's final outpost: Moon Station Tranquility. Intercept and destroy these garrisons which breed destruction - or Earth is doomed!

Survive the demon attack - then go on the offensive!

Your Laser Cannon lifts off the lunar surface. You seek to track down Pandemonium, flagship of the Demon Armada. Its awesome bulk seems to fill space with menace. It spews vast armies of eternal night from its fiery Core.

Attack! End the Tyranny of the Demon Armada.
You must prevail against monumental odds.



Game Description

Evil creatures from the Demon Armada are attacking Earth's last outpost on the Moon. Only your Laser Cannon stands between them and their conquest of the Earth!

Ward off successive waves of demons in order to approach Pandemonium, the demon base, and challenge the demon leader.

Outmaneuver Suicide Patrollers flying from the Core of Pandemonium. A direct shot to the demon leader destroys Pandemonium – but not for long!

With Demon Attack, you

- Maneuver and fire the Laser Cannon
- Fight adversaries on two different battlefields
- Enjoy continuous plays as you advance to higher levels in this one-player game

Getting Ready To Play

- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.



Here's How to Play

As commander of Earth's only defense, you fight a never-ending battle against attacking demons. Your mission is to destroy the demon powers. You score points as you destroy evil forces on two battlefields – the lunar surface and Pandemonium, the demon base. First, you must outmaneuver and destroy attacking demons as you defend the lunar base. Then, you journey to Pandemonium to confront the demon leader. Conquer the leader and return to the lunar surface where the battle intensifies. Watch the top of the screen to monitor your score and weapon supply during battle.

War on Lunar Base

As the game begins, you are defending Earth's last outpost against the demon forces sent from Pandemonium.

Outmaneuver demon bombs and annihilate all of the invaders with the Laser Cannon before you face greater challenger on Pandemonium.

Lunar Enemies

You battle 6 waves of demons that drop bombs to destroy the Laser Cannon.

Your enemies

- Attack in 6 waves of fiendish forces
- Invade in groups of 10

War on Demon Base

Once you reach Pandemonium, you encounter new challenges as you confront the demon leader. Move quickly to destroy Suicide Patrollers and direct your fire at the base leader.

Demon Base Enemies

Quick action and sure aim are necessary to defeat your new opponents. Your enemies are

- Suicide Patrollers that defend the demon base by colliding with the Laser Cannon
- Roving Eye that shields the demon leader and tracks the Laser Cannon
- Demon leader who fires at the Laser Cannon



Commanding Your Arsenal

Your defense against the demon warriors is unlimited firepower from each of your Laser Cannons. In the battles you

- Receive four Laser Cannons at the start of each game
- Lose one cannon when the Laser Cannon is hit by enemy
- Gain one cannon when an enemy wave is destroyed
- Command a maximum of six Laser Cannons

Scoring

25 points for each demon destroyed

50 points for each Suicide Patroller destroyed

1000 points for each time you destroy the demon leader



Trivia

Demon Attack was written by Rob Fulop for the *Atari 2600* and published by Imagic in 1982.

Demon Attack is supposedly based on the 1979 arcade shooter *Galaxian*, though it closely resembles several waves from the 1980 arcade game *Phoenix*. The similarities prompted a lawsuit from Atari, Inc., who had purchased the latter's home video game rights. Imagic settled out of court, and Demon Attack became Imagic's best-selling game as of 1983.

The game was originally programmed to end after the 84th wave, as Fulop did not expect anyone to get so far. Two days after initial release however, the game was reported beaten. After the initial run of cartridges, Fulop went back and changed a single line of code so that the game never ends, but gets no harder.

The Fun of Discovery

This instruction booklet will provide the basic information you need to get started playing Demon Attack™, but it is only the beginning! You will find that this cartridge is full of special features that make Demon Attack™ exciting every time you play. Experiment with different techniques and enjoy the game!

Credits

DEMON ATTACK ©1983 IMAGIC,

Original game by Rob Fulop,

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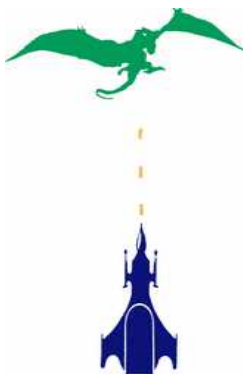
Artwork by Oskar Alvarado.

Box and manual by Vincent Godefroy

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