

IMAGIC

DEMON ATTACK[®]

GAME PROGRAM INSTRUCTIONS

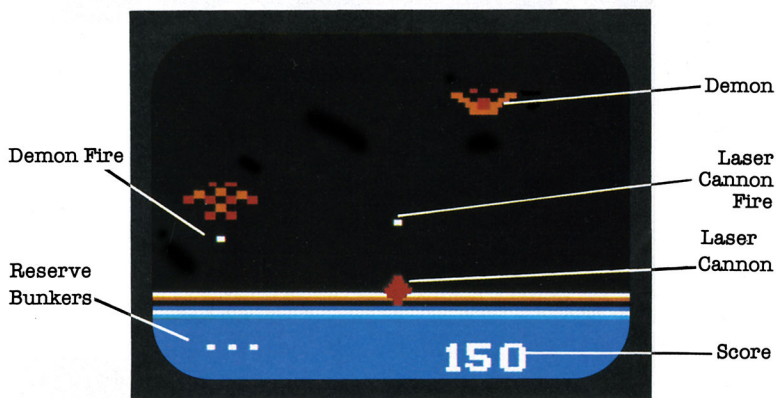


Marooned on the ice planet Krybor,
you watch legions of
eerie creatures scream overhead.
They hover ominously.
Attack and destroy them – or be destroyed!
Armed with your Laser Cannon,
you confront the
ultimate challenge: **Survive!**

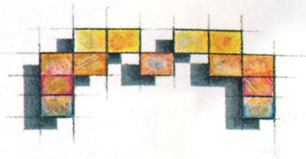


Game Play Objective

To score, destroy demons before you and your Laser Cannon meet oblivion. Earn extra reserve bunkers (chances) 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.
- ✳ For each hit you absorb, you lose one chance to defeat the demons.
- ✳ When you have no more reserve bunkers, another alien hit ends the game.



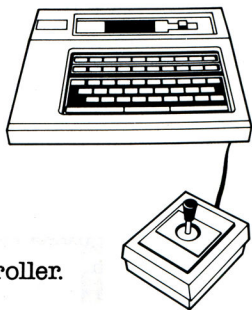
- * When a low flying demon is hit, a replacement immediately swoops in.
- * When the high flying demon is hit, it is not replaced until the other one is hit.

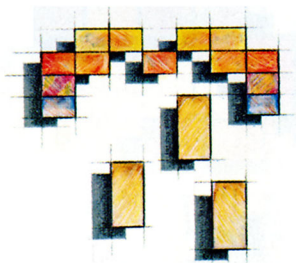
Getting Started

- * Always turn Odyssey² power **off** before inserting or removing a cartridge.
- * Place cartridge, label facing the keyboard, in the slot on the computer console. Turn power **on**.
- * When the "Select Game" appears on your screen, press any of the numeric keys on the top row of the keyboard for the game desired (see Game Variations).
 - * Game play begins immediately.
- * To play the same game option again after the game is over, press the action button.
- * To select a new game, press **RESET**, and select game number desired.

Hand Controls

- * Your joystick controller allows you to maneuver the Laser Cannon. Position controller so that the red action button rests in the upper left hand corner.
- * To move the Laser Cannon left or right, push the joystick left or right.
- * To fire: Press red button.
- * 1-player versions: use left hand controller.





Game Variations

	1 player	2 player	Description
Game #	0	1	Basic Demon Attack
	2	3	Tracer Shot
	4	5	Advanced Demon Attack
	6	7	Advanced Tracer Shot
		8	Special Co-op Version
		9	Special Co-op Version with Tracer Shot

1 Player Games

Games 0 and 4 are Demon Attack with direct Laser Cannon shots. Games 2 and 6 feature special tracer shots. This allows you to control a shot, after it is fired, by moving the Laser Cannon in the direction you wish the shot to go.

2-Player Games

Match your wits against more than waves of winged warriors! Games 1, 3, 5, and 7 are for two players.

- * takes on similar waves of demons.
- * maneuvers a separate Laser Cannon.
 - player 1: red cannon
 - player 2: blue cannon
- * has own reserve bunkers.

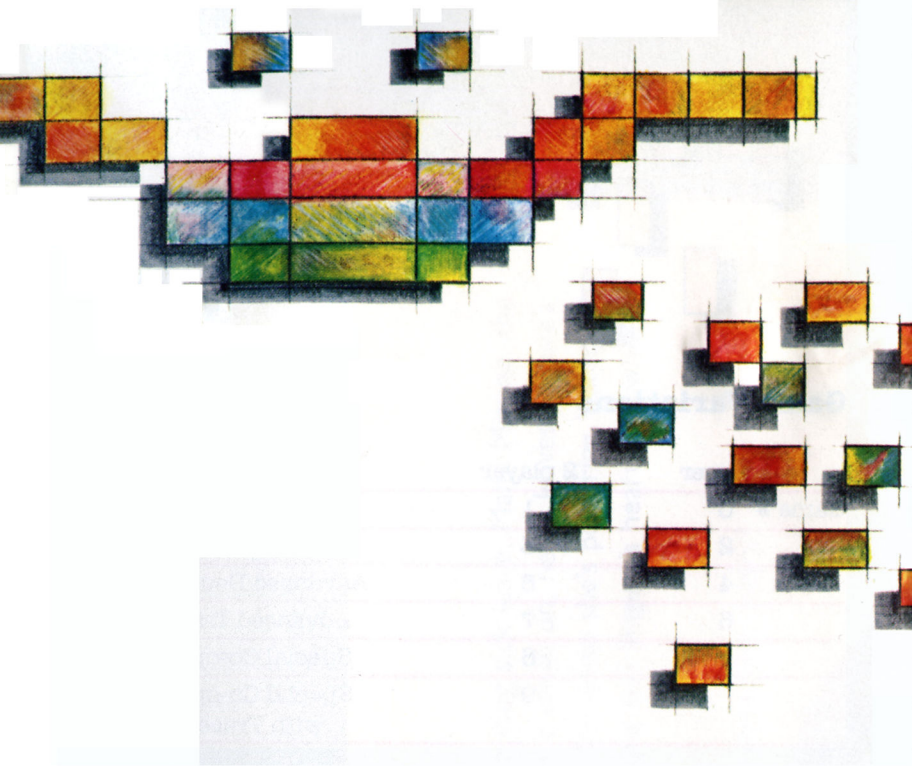


- * retains a separate score in the lower right hand corner, matching the color of the player's Laser Cannon.
 - * At the end of the game, each player's score briefly appears, keyed to their Laser Cannon color.
- * Play alternates between players at the end of each wave.
- * If both players survive the assault, they proceed to the next wave.
- * If one player loses all reserve bunkers and gets vaporized, the other continues defying the demons.
- * Games 5 and 7 feature special tracer shots.

Co-op Games

Games 8 and 9 allow two players to take turns against the same wave of attack.

- * Control of the Laser Cannon alternates between you and your partner **every four seconds**. Keep track of your color!
- * Independent scores appear on the screen, keyed to cannon color.
- * You share reserve bunkers; when they're gone, another blast ends the game.
 - Game 8: uses standard weaponry
 - Game 9: uses tracer shots.
- * If you are hit in games 8 or 9, 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

Special Note:

You may notice that cannonfire disappears briefly as it crosses mid-screen. This is normal and does not affect gameplay.



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Los Gatos, CA 95030

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Game Program designed by Dave Johnson

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