

SUPER DEMOC ATTACK®

ENTERTAINMENT CARTRIDGE

Designed for use with the TI-99/4A Home Computer only.
The game can be played using the optional Joystick Controllers—sold separately.

Suicide patrollers and tentacled terrorists from the Demon Armada shower the moon with devastating weaponry. Annihilate them with your laser cannon. Then lift off and destroy the core of Pandemonium, flagship of the Demon Armada.



SUPER DEMON ATTACK®

Programmed by: Smith/Western Games Design Group

Book developed and written by: Dennis Lamb for Imagic in conjunction with the staff members of Texas Instruments Instructional Communications.

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See important warranty information at back of book.

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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!

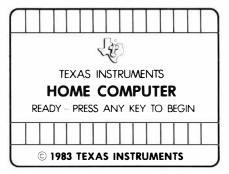
With Demon Attack, you

- Maneuver and fire the Laser Cannon
- Fight adversaries on two different battlefields
- Enjoy continuous play as you advance to higher levels in this one-player game
- Use Joystick Controllers or keyboard control

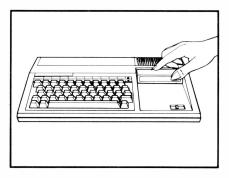
Inserting Solid State Cartridges is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the "In Case of Difficulty" section in this booklet.

Inserting the Cartridge

- 1. If you have been programming in BASIC, save your data before inserting a cartridge. When you insert a cartridge into the console, the computer automatically erases all data or program material you have entered and returns to the master title screen to begin the new program.
- 2. Be sure the cartridge is free of static electricity before inserting it into the computer (see the ''Maintenance and Service'' section in this booklet).
- 3. Turn the computer ON, and wait for the master title screen to appear.



4. Slide the cartridge into the slot on the console.



 Press any key to make the master selection list appear. Then, press the appropriate number key for your selection.

Removing the Cartridge

- 1. To remove the cartridge at the end of play, press **QUIT** to return to the master title screen.
- 2. Remove the cartridge from the slot.

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 challenges 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

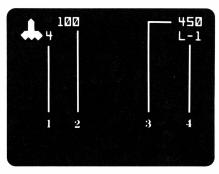
Once you reach Pandemonium, you encounter new challenges as you confront the demon leader. Move quickly to destroy Suicide Patrollers and direct your fire at the base leader.

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

Monitoring the Battles

Watch the top of the screen to note your progress during the war.



- 1. Shows your current number of Laser Cannons available for battle
- 2. Shows your current score
- 3. Shows your high score for the playing session
- 4. Shows your current level of play

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 the enemy
- Gain one cannon when an enemy wave is destroyed
- Command a maximum of six Laser Cannons

Scoring

You accumulate points as you defeat the forces of evil. You earn

- 25 points for each demon destroyed
- 50 points for each Suicide Patroller destroyed
- 1000 points for each time you destroy the demon leader

Several game features of Demon Attack allow you to move and then fire your Laser Cannon, pause during attacks on the lunar surface, and play the game again.

Moving the Laser Cannon

To maneuver your Laser Cannon horizontally:

- Move the joystick lever to the left or right
- Press the **D** or **K** key to move right and the **S** or **J** key to move left

Firing the Laser Cannon

To fire your Laser Cannon:

- Press the FIRE button on your joystick
- \bullet Press $Q,\,Y,\,V,\,\text{or}$. on the computer keyboard

Using Pause During the Game

You can halt the battle on the lunar surface or the demon base by pressing P to pause. Press any key to resume play.

Note: The **ALPHA LOCK** must be in the OFF (up) position when using the Joystick Controllers.

Ending the Game

The game ends when all Laser Cannons are destroyed. You may also press **QUIT** to end the game and return to the master title screen.

Playing the Game Again

Press **REDO** to play the game again or press **BACK** to return to the Demon Attack title screen.

Cartridges are durable devices, but they should be handled with the same care you would give any other piece of software media. Information concerning use and service can be found in your User's Reference Guide.

Caring for the Cartridge

Keep the cartridge clean and dry.

Caution: The contents of a cartridge can be damaged by static electricity discharges.

Static electricity buildups are more likely to occur when the humidity of the air is low (during winter and in areas with dry climates). To avoid damaging the cartridge, touch any metal object (a doorknob, a desklamp, etc.) before handling it.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static buildup. These preparations are usually available from hardware and office supply dealers.

In Case of Difficulty

If the cartridge programs do not appear to be operating properly, return to the master title screen by pressing QUIT. Withdraw the cartridge, align it with the cartridge opening, and carefully reinsert it. Then press any key to make the master selection screen appear. (Note: In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the cartridge is removed from the slot while the cartridge contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer off and wait a few seconds. Then, reinsert the cartridge and turn the computer on again.

Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.

Warranty Coverage

This warranty covers the electronic and case components of the software cartridge. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this cartridge ("the Hardware"). This limited warranty does not extend to the programs contained in the software cartridge and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. This warranty is void if the Hardware has been damaged by accident, unreasonable use, neglect, improper service or other causes not arising out of defects in materials or workmanship.

Warranty Duration

The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

Warranty Disclaimers

Any implied warranties arising out of this sale, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the above three-month period. Texas Instruments shall not

be liable for loss of use of the Hardware or other incidental or consequential costs, expenses, or damages incurred by the consumer or any other user.

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

Legal Remedies

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

Performance by TI Under Warranty

During the above three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement.

TI strongly recommends that you insure the Hardware for value prior to mailing.

U.S. Residents:

Texas Instruments Service Facility P.O. Box 2500 Lubbock, Texas 79408

Canadian Residents:

Texas Instruments Consumer Service 41 Shelley Road Richmond Hill, Ontario, Canada L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Consumer Service 831 South Douglas Street El Segundo, California 90245 (213) 973–1803

Texas Instruments Consumer Service 6700 Southwest 105th Kristin Square, Suite 110 Beaverton, Oregon 97005 (503) 643-6758

Important Notice of Disclaimer Regarding the Programs

The following should be read and understood before purchasing and/or using the software cartridge.

TI does not warrant that the Programs will be free from error or will meet the

specific requirements of the consumer. The consumer assumes complete responsibility for any decision made or actions taken based on information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

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Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

TI-99/4A	
(←) S, J	Moves Laser Cannon left.
(→) D, K	Moves Laser Cannon right.
Q , Y , V , or (.)) Fires Laser Cannon.
P	Stops the game temporarily on the lunar surface and on the demon base.
FCTN 8 or 8 (REDO)	Starts a new game.
FCTN 9 or 9 (BACK)	Returns to Demon Attack title screen.
FCTN = (QUIT)	Returns to master title screen.

For rapid play, Demon Attack allows you to press the number key without the FCTN key for REDO and BACK.

When using the optional Joystick Controllers, maneuver horizontally by moving the lever to the right or left. Press the **FIRE** button to fire the Laser Cannon.

Note: The **ALPHA LOCK** must be in the OFF (up) position when using the joystick controllers.

Texas Instruments invented the integrated circuit, the microprocessor, and the microcomputer.

Being first is our tradition.

