

**TANDY**  
**TRS-80 32K** Colour  
Computer



# DEMON SEED

JOYSTICK  
OPTIONAL

Custom  
Manufactured by **MICRODEAL**  
For **TANDY** CORPORATION

BILSTON ROAD  
WEDNESBURY  
WEST MIDLANDS

# DEMON SEED

## THE GAME:

Tilt your head toward the sky! Look with a keen eye! Listen with a sharp ear! Off in the distance they're coming, packed with unequivocal courage and awesome power. The demonic forces are attacking in blazing color. Defend what's left of the galaxy. Move, fire, and keep a close hand on your shields. Battle four unearthly waves of demons, and then, when things are starting to look up, you must take on the greatest challenge of all, the DEMON ATTACK SHIP.

## THE OBJECT:

Your goal is simple. Take on and destroy each successive wave of demons and then go on to the next wave. It's not going to be easy. Keep your eyes on the low flying demons, keep moving at all times, and above all, be ready to use your shields.

## CONTROLS:

- (LEFT ARROW) - Move ship left
- (RIGHT ARROW) - Move ship right
- (Q) or (SPACE) - Fire missiles
- (UP ARROW), activate shields
- (P) - pause game
- (ENTER) - resume game
- (BREAK) - abort game
- (JOYSTICK) - move stick forward to activate shield
- (S) - Toggle Joystick on/off

## WAVES:

**FIRST WAVE** - A group of small bats fly across the screen in formation and dive to attack. A bat can only be destroyed by a direct hit. Each bat is worth 50 points in formation and 100 points out of formation. In this wave, you may have two shots on the screen at the same time.

**SECOND WAVE** - This wave is identical to the first wave except that you may have only one shot on the screen at a time.

**THIRD WAVE** - In this wave, seeds fly back and forth across the screen. Each seed is worth 40 points. The seeds soon grow and hatch into monstrous demons which swoop down and drop bombs. To kill a demon, you must hit it directly in the head. "WINGING" a demon will only cause the loss of a wing (20 points), which will soon grown back. A demon is worth 100 points when flying back and forth and 200 points when diving. An additional 100 points is awarded if both wings are intact in the third wave, your ship can have two shots on the screen at a single time.

**FOURTH WAVE** - This wave is identical to the third wave except that you may have only one shot on the screen at a time.

**FIFTH WAVE** - In this wave, you must destroy the Demon Attack ship. The first step is to break through the underside of the ship (watch for falling debris). Once an opening is cleared, fire at the rotating shield. Clear yourself an opening so that one of your shots may reach the gargoyle in the centre of the ship. Self-sacrificing bats will swoop down and try to defend the ship. Fend them off as best you can, but don't stray from your objective. The ship will continue to become lower and lower. If it comes too low, it will crush your remaining ships. If you destroy the gargoyle, the ship will go and you will score 500 points. In this wave, you may have only one shot on the screen at a time.

## CHALLENGE STAGES:

After the second, fourth and sixth demon attacks (group of five waves), you will compete in challenge stages. You will have to figure out the challenge rounds on your own. Good Luck! (What do you expect? I haven't made it to a challenge stage either.)

COPYRIGHT. This program is the copyright of **Microdeal Limited**  
St. Austell, Cornwall. No copying permitted. Sold subject to the condition that this cassette  
may not be rented or re-sold.