

DEMONSTAR Demo

**This is a Pre-Release Demo version
of DemonStar.**

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Story

You are a test pilot flying the RaptorX prototype for the Quizar fleet. The RaptorX is a state-of-the-art design, which all enemies fear. The enemy Xidus Armada recently discovered the bay where the Raptor's were stored, and quickly launched a surprise attack upon your fleet. All the Raptor's were destroyed, except for a few pilots testing the newly designed RaptorX prototype at the time of the attack. It is up to you to save the rest of the Quizar fleet. It won't be easy though- the Xidus Armada has built a Demon Star empire that attacks anything in site. Do you have what it takes to seek out and destroy the Demon Star, and conquer the Armada fleet?

How to Play

Key to the game is to work your way through the levels, while destroying the Boss at the end of each. Pick up bonuses along the way to increase your firepower to help you advance through the levels, while scoring as many points as possible. Your destiny is to destroy the Demonstar, **at all costs!**

Controls

KEYBOARD

Player 1 Start	F2
Player 2 Start	F3
Movement	Arrow Keys
Shoot	Space Bar
Mega-Bomb	Enter

SIDEWINDER

Player 1 Start	Start Button Joy1
Player 2 Start	Start Button Joy2
Movement	Pad
Shoot	Button A
Mega-Bomb	Button B

JOYSTICK

Shoot	Button A
Mega-Bomb	Button B

Power-Up's

Power-Up's are anything that repairs your ship or makes it more powerful. The following are power-up's which will make your missions easier to accomplish and/or score you more points:

Medals	These are worth 1000 points each, but if you fail to make it through the level, you will lose the points you scored on medals.
Proton Laser (Yellow)	This weapon is the weakest, yet it emits the widest ray of beam.
Ion Cannon (Blue)	This weapon is more powerful than the Proton Laser, and emits just as wide of a beam.
Plasma Cannon (Red)	This weapon is the most powerful. The shot is direct and destroys your target quickly.
Mega Bomb	Massive explosions temporarily disarm enemy ships.
Scatter Bomb	Many scattered explosions stun the enemy!
Missles	Powerful shots fired directly at the enemy.
Homing Missles	Shots that lock on to your enemy's moves - a can't miss!
Full Power	Powers up your weapon to the maximum level.
Crystal	Increases your shield one point.
Energy	Increases your shield to the maximum, no matter what your level of energy is.

Menu Commands

Game

Start 1 Player Starts a 1 Player game

Start 2 Player Starts a 2 Player game

Options:

-**Display** change window size and special effects

-**Sound** controls sound options

-**Input** options for game control

Exit Quit game

Credits

Mountain King Studios Staff

President - Scott Host

Business Operations - Kevin Blackman

Level Designer - John Lohretz

Sound

Music & Sound EffectsBobby Prince

Marketing & Publishing

ionos, inc.

Acknowledgments

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Trouble Shooting

insert trouble shooting info here

