

# **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. After upgrading your shot, pick up the same color to increase the power and ray of beam of that particular shot. If you accidentally pick up another color after multiple upgrades, it will downgrade your shot to the weakest shot of that color. Your destiny is to destroy the Demonstar, **at all costs!**

## Controls

## Power Up's



# 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	Fires a wide spray of lasers, can be upgraded 6 times.
	Ion Cannon	Fires ion beams at your target, can be upgraded 6 times.
	Plasma Cannon	Shoots a single beam of plasma at a high rate, can be upgraded 6 times.
	Full Power	Powers up your main weapon to the maximum level. ( 6 )
	Mega Bomb	Huge explosion will blow up most ships with one hit and severely damage others, while destroying every enemy shot on the screen. You can hold up to 6 of these.
	Scatter Bomb	Many scattered explosions stun the enemy, while destroying all enemy shots on screen. You can hold up to 6 of these.
	Missiles	Powerful shots fired directly at the enemy.
	Homing Missiles	Shots that lock on to your enemy's moves.
	Crystal	Increases your shield one point.
	Energy	Increases your shield to the maximum.

## 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.

Difficulty difficulty settings.

Exit	Quit game
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## **Credits**

### **Mountain King Studios Staff**

President - Scott Host

Business Operations - Kevin Blackman

### **Game**

Programming, Art, Design - Scott Host

Level Design, Documentation - Kevin Blackman

### **Sound**

Music & Sound Effects - Bobby Prince

### **Marketing & Publishing**

ionos, inc.

### **Acknowledgments**

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## **Trouble Shooting**

### Problem

Windows says “a required .DLL file, ddraw.dll, was not found”

### Solution

Make sure DirectX 3.0 or Higher is installed Correctly

### Problem

Game Crashes upon startup

### Solution

If you have a Sound Blaster, download the Latest Drivers from [www.creaf.com](http://www.creaf.com)

Please E-Mail any found bugs to [DemonStar@excitemail.com](mailto:DemonStar@excitemail.com).

Since this is not technical support, Mountain King Studios will not be able to respond to your messages, however all findings will be addressed.



## **Display**

### View Size:

Window 1x - Normal size.

Window 2x - Double size.

Full Screen - Uses DirectX to run game in 640x480 full screen.

### Debris:

Shadows - Turns shadows of ships on/off.

Debris - Turns display of debris on/off after explosion.

## **Sound**

### Music:

Music - Turns music on/off

### SoundFX:

SoundFX - Turns sound effects of game on/off.

Player Sound - Turns player's shot sounds on/off.

### Set Midi Device:

Brings up Windows95 Multimedia Properties window.

### Set Volume:

Brings up Windows95 volume control window.

## **Input**

### Player 1/2:

Keyboard - Select to play with keyboard

Joystick 1 - Select for Player 1/2 to use joystick 1

Joystick 2 - Select for Player 1/2 to use joystick 2

### Remap Buttons:

Remap joystick or keyboard buttons.

### Joystick Setup:

Brings up the Windows95 joystick control panel.

## **Difficulty**

### Easy

Most enemy shots do  $\frac{1}{2}$  damage to player.  
You get 4 continues in Shareware, 18 in retail version.

### Normal

You get 2 continues in Shareware, 9 in retail version.

### Hard

Extra ships will come out to attack player.  
You get 2 continues in Shareware, 9 in retail version.

### Insane

Extra ships, and all 2 player enemy ships will come out to attack.  
You get 2 continues in Shareware, 9 in retail version.



