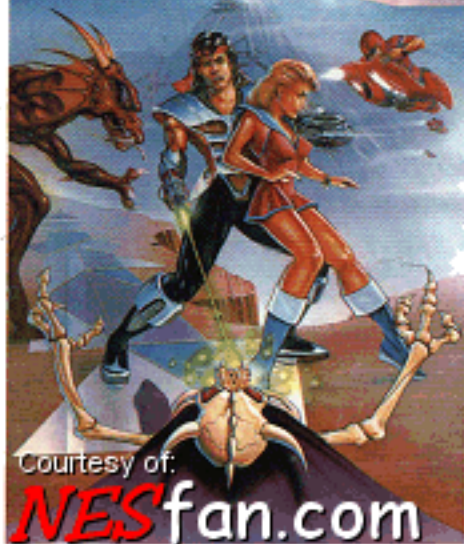


CLASH DEMONHEAD™



Courtesy of:

NESfan.com

VIC TOKAI™

<http://www.replacementdocs.com>

THIS GAME IS
LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo

ENTERTAINMENT
SYSTEM

1 | STORY

In the year 199X, a secret command, Saber Tiger, is engaged in a savage war with the Demon's Battalion. The Saber Tiger's youngest leader, "Bang", played a very large role in the fight to the admiration of his fellow commanders. After the completion of one campaign, Bang and his girlfriend, Mary, are enjoying a long-awaited vacation at the beach. Suddenly, they receive an urgent communication from head quarters. It reads "EMERGENCY CODE NO. 2568623. The inventor of the Doomsday Bomb, Professor Plum, is being held by the enemy, atop Demon's Head Mountain, and it appears that the world is doomed unless Earth surrenders. If the bomb explodes, the Earth will be a dead planet. A

mass attack on Demon Head is impossible for the enemy vows to detonate the bomb on sight. Our colleague, Joe, has failed to return from a reconnaissance mission. Bang, only you can rescue Professor plum and save the planet. Now, you've got to get to Demon's Head Mountain at once!"

In the ruins on Demon Head, there dwells a fearsome demon that has terrified generations of people. Bang, and Bang alone, must set out on a daredevil mission to these unknown lands and seek to rescue Plum and deactivate the Doomsday Bomb.

As Bang sets off on his perilous journey to destroy the Demon's Battalion, Mary must remain behind deeply concerned for his life.



2 | SELECTING START/CONTINUE

1. Start

Select "Attack" on the title screen, and push the Start button. After starting the game, pushing the Select button changes the item screen, and pushing the start button changes the current route screen. Pushing the same button again will return you to the original screen.

2. Continue

Pushing the Start button when the "Game Over" screen comes up, will take you to the title screen. Here the option "Continue" will appear on the menu. Pushing the Start button again will allow you to continue from the point you were at in the Current Route Screen.

3. Password

To complete the game it is essential that you get a password. Go to the Item screen, and select Micro-recorder. When you see the password, write it down so you will not forget it. When you return to the Title screen, select "Password" and enter the password. In this way, you can continue with the game. You can use the Micro-recorder only once; it must be purchased at the Super Shop.

3 | OBJECTIVE

On Demon Head, your enemies and the monstrous inhabitants of the mountain will, of course, be trying to destroy you. Your objective to : locate the seven enemy leaders, their fortresses, and the enemy camp, rescue Professor Plum and deactivate the bomb before it explodes. Deep in the interior of the mountain there awakes a new enemy ! **Clash At Demon Head** contains a main story and two sub-stories, so two different endings await the player.

4 | CONTROL

The player will find that game revolves around seven types of action. They are:

● Walking Control



● Jumping



A-button
If your timing is right, you can skip across the surface of the water.

● Squatting Control



● Duck Walking Control



● Climbing Walls



Control pad

Touch the wall and move the controller. You can jump and grab onto the wall.

● Flying



A-button + Control pad

To use the Jet Pack, hold down the A-button while using the direction controller. This will propel you through the air.

● Swimming



Control pad

Depending on your location, diving may be possible. You will have to try to find out.

5 SCREENS

1. Action Screen

This screen will scroll both vertically and horizontally. If you should meet a character who has information to give you, the Talk Screen will appear.



MAX level on indicator is 10

- A-button : Jump
B-button : Fire weapon
POWER : Player's Life
AMMO : Indicates ammunition available for special weapons.
- Indicators : Shows which special gear is available and how long they can be used.

Hyper Boots



Speed, power increased

Aqua Lung



Speed up possible without a decrease in power

Jet Pack



You can fly.

Super Suit



Decrease power consumption, climb ice walls, swim in lava.

Note : These special suits must be selected for use at the Item Screen.

2. Selecting Items

When you wish to confirm the status of items in use, first press the Select button to go to the Item Screen. Next, select an appropriate item from the Item Screen, then return to the Action Screen and push the Select button once again.



Control pad : Select one of the items.

A-button : Push to activate selected item.

Select button : Returns you to action screen.

FORCE
Indicates the force available for Hermit's special powers

\$
Money available

GOLD
Amount of Gold. This can be exchanged for money at the "Gold Casino"

3. Selecting the Route Screen (Route Map)

When you reach a junction in the road, you will automatically see the Route Screen pop up. When you wish to confirm the current route, push the Start button to change from the Action Screen to the Route Screen.



A-button : Use to make decision

B-button : Use to select

Note : You can select the next route to take after examining the blown up portion of the map which represents your present location.

4. Super Shop Screen

When using "Shop Call" on the Item Screen, SHOP will trickle down the screen. When you touch this sign, the Super Shop Screen will pop up. There are some places where you cannot use the Shop Call. For example, you will be unable to use it in an enemy fortress.



Control pad : Select from item list

A-button : Get item

B-button : Item description

If you wish to confirm the items you have, push the Select button to examine the Item Screen. Pushing the Select button once again will return you to the Shop Screen.

5. The Hermit's FORCE



After rescuing the hermit, you can select the hermit option on the Item Screen to have the Hermit Screen appear. According to the current FORCE you have, up to 5 different powers can be used.

6. Gambling for Gold (Susie's Exchange Shop)



The gold that has been accumulated can be exchanged for money. There is only one "Gold Casino" on the map.

6 ITEMS

POWER HEART Hermit Apple



Power up 1.



FORCE up 1.

Money



Goes up.

GOLD



Royal
Medallion



Apollo's
Sword



Magic
Stone



secret character

• Weapons & Armor

Crystal Armor



Rolling star



Power ball



Big Shot



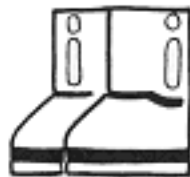
Boomerang Gun

Will rise up
or roll down

Fire on 3
different planes

• Suits

Hyper Boots



Jet Pack



Aqua Lung



Super Suit



● Items

Shop Call



This shop sign
will appear.

Dyna Punch



FORCE up.

Ultra-Food



Power up.

Micro-recorder



Input password

7 | CHARACTERS

Professor Plum



Inventor of the
DoomsDay Bomb

Commander Winestuff



The top commander
of Saber Tiger

Mary



Bang's girlfriend ;
a prisoner ?

Demon's Batallion



Monsters of Demon Head



8 | SECRET TECHNIQUES

1. After getting your shooting stuff down, at route one wait for the first missile to be fired at you. Time it just right, squat, and fire at the missile for results.
2. There are some key characters bearing vital information that you meet along the way.

Route 1

Guycot

Route 3

Michael

Route 17

Faysha

3. Keep a record of route numbers!
Underground, you will not know which route you are under, so you must take notes as you go along.
4. At the TALK screen you will receive information only once, so copy it down or lose it!

5. Even though you may be out of "Shop Calls" (from the Item Screen), you can still get more shop calls by going to route 5. Note that you will not be able to find a shop call inside a building.
6. On route 14 and route 22 you will get a message from your ally.
7. Keep in mind that the valley on route 13 descends only one way.
8. You will find that even if you get to Guycot desert fortress, you cannot meet him unless you have met with Michael beforehand.