

Hold the last building.

Move, read the machines and survive until dawn.



Actual Windows 1.0.3 gameplay and HUD, captured during a seeded automated combat check.

The demolition machines have reached your street. Move through a tight arena, aim into the swarm and turn what drops into a better chance of surviving the next wave. Cover can buy time, but it cannot last forever.

Your goal: survive twenty regular waves and the Excavator boss wave. Defeat the boss, then clear the remaining machines to earn dawn. If your health runs out, the night ends in defeat.

This release improves upgrade and result-screen spacing, adds clearer street and combat effects, and keeps the final boss supplied with reinforcements.

Start playing

Installation, keyboard and mouse, and your first attempt.

Extract the **entire Windows ZIP** to a folder, then open **DemolitionNotice.exe**. Keep its Data folder and included libraries beside it. The portable Windows build is unsigned. Core play works offline.

The Truckfish startup closes automatically or with Continue. Choose a profile, then New run. Keep moving and leave room to escape before the swarm closes in.

WASD / arrow keys

Move.

Mouse / left mouse button

Aim / fire the equipped weapon.

Space / right mouse button

Dash.

Q / Tab

Swap equipped weapons.

1 / 2 / 3, or click a card

Choose an offered upgrade.

Mouse wheel over a long panel

Scroll upgrade choices or round results.

Esc

Pause or resume; close settings when open.

F5 / F9

Save between waves / continue the saved run.

N / C on the title

New run / continue an existing save.

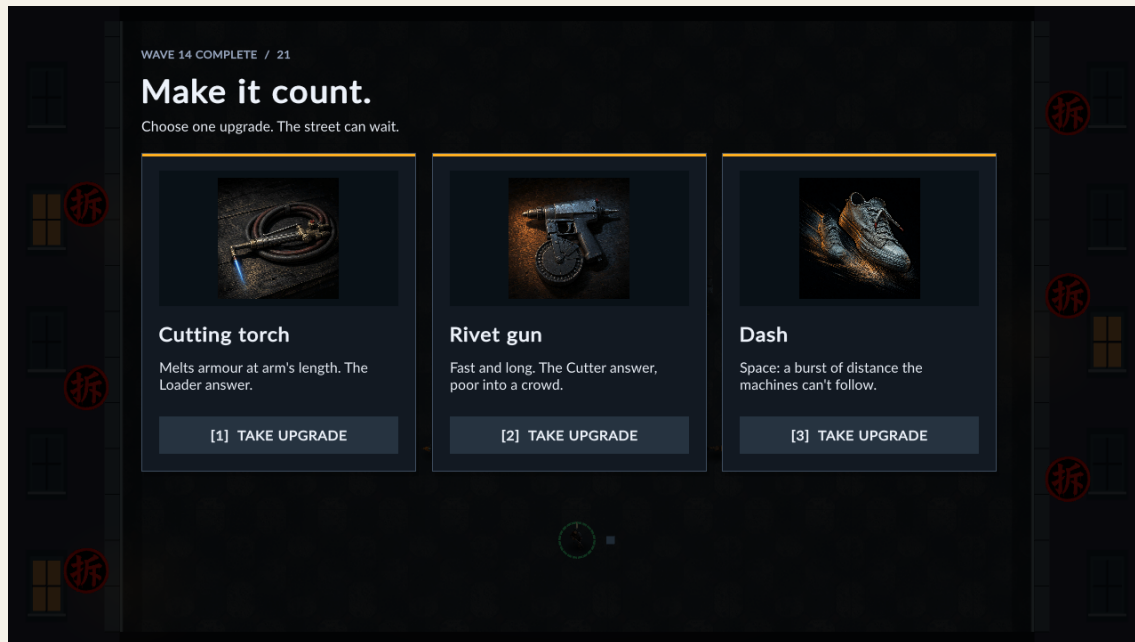
R / T on the ending

Again / title.

Use the pause and settings screens to adjust the game. At larger UI sizes, scroll to reach every upgrade card and the buttons below the results.

Make each breather count

Read the offer, then build around what is costing you health.



Actual 1.0.3 upgrade screen. This staged offer shows the production card layout and readable descriptions.

Choose one of three offers after a fight. Weapons and abilities can change your reloads and movement, add ricochets or explosive scrap, bring a shop drone, or attract drops. Read the description before committing.

Scrappers chase. Rollers telegraph a charge. Cutters wind up a beam. Loaders have heavy frontal protection: change your angle instead of spending every shot on their strongest side.

Cover can break. Work around stalls, barrels and walls while keeping a route out. Read a machine's tell, move, then punish its recovery. Save a dash for the gap that lets you escape.

At normal desktop sizes the offers sit side by side. At a narrow window or a larger UI scale they stack vertically; use the mouse wheel to read and reach the lower cards.

The Excavator brings company

The final fight keeps sending help until the boss falls.



Actual 1.0.3 boss scene from a seeded Standard check: the Excavator and 30 live support machines. The stationary test player is invulnerable; this camera capture omits the HUD.

Scrappers, Rollers and Cutters reinforce the Excavator throughout the fight. Clearing the opening pack no longer leaves a quiet duel: as you destroy support machines, replacements can arrive while the boss is alive.

Relaxed: 12-machine reinforcement packs, up to 20 live supports.

Standard: 18-machine packs, up to 30 live supports.

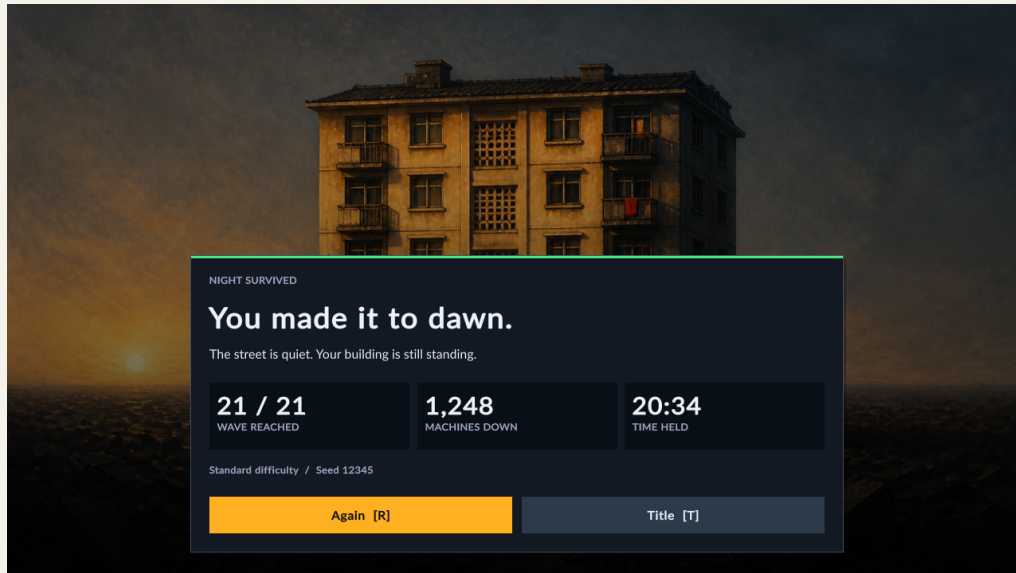
Hard: 24-machine packs, up to 40 live supports.

Pressure increases with difficulty. Keep a lane open and watch for charges and beam windups while attacking the Excavator. Avoid standing still just because the nearest group is gone.

Finish the fight: destroying the Excavator stops new reinforcements. The machines already on the street still need to be cleared before victory.

Return with a plan

Save deliberately, read the result and choose your next attempt.



Actual 1.0.3 victory interface with a staged result; this image is not a completed human playthrough.

Between waves, F5 saves the run locally for the active profile; F9 or Continue returns to that save. The pause menu also offers Save when available. A completed or lost night clears its saved run. Cloud saves are not provided.

After a round, Again starts a fresh run and Title returns to the menu. Use the results to reflect on what ended the fight, then change your movement, weapon choice or upgrade priorities.

More from Truckfish

The permanent **More Truckfish games** button on the title opens the catalogue. This booklet is free; the game page has the current release and help.

truckfishgames.com/games/demolition-notice/
truckfishgames.com - the Truckfish catalogue

Keyboard and mouse controls are described here. Every game image comes from this release; staged and camera-only captures are identified in their captions.