DEFENDER

INSTRUCTION MANUAL

SAVING THE HUMAN RACE

TEEN

T

CONTENT RATED BY
ESRB

MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.
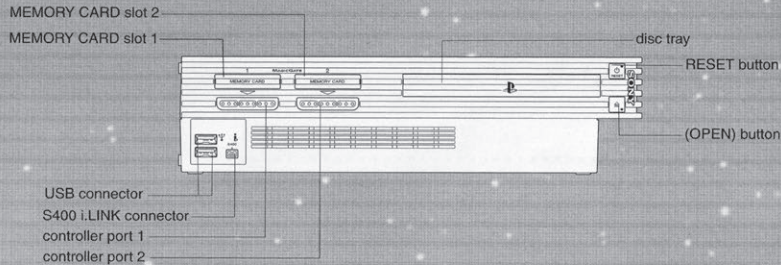
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

• This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
• Do not bend it, crush it or submerge it in liquids.
• Do not leave it in direct sunlight or near a radiator or other source of heat.
• Be sure to take an occasional rest break during extended play.
• Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

SETTING UP YOUR PLAYSTATION®2

MEMORY CARD slot 2
MEMORY CARD slot 1

disc tray
RESET button

(OPEN) button

USB connector
S400 i.LINK connector
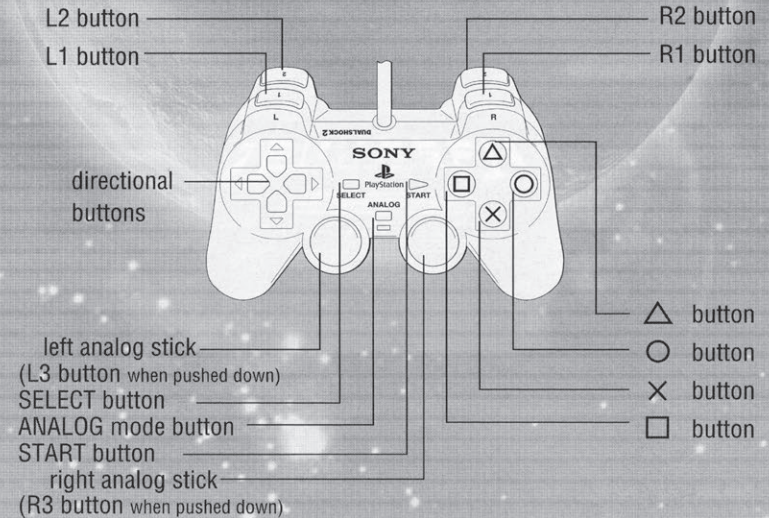controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the (Defender®) disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MENU & SUB-MENU NAVIGATION

Throughout this manual, ↑, ↓, ← and → will signify pressing up, down, left and right on the left analog stick or directional buttons. To navigate through the game menus (i.e. Options), use the left analog stick or directional buttons (↑, ↓, ← or → depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the ✖ button. To go back to the previous menu and/or cancel the previous selection, press the ▲ button.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button

directional buttons

△ button
○ button
✕ button
□ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

Take a moment to familiarize yourself with the button layout of your DUALSHOCK®2 analog controller. These buttons will be referred to throughout this Instruction Manual. Please see the following pages for the default game controls as well as how to navigate through the game's menus.

QUITTING A GAME IN PROGRESS

To quit a game in progress, press the START (▶) button during the game. The Pause Options screen will appear. Select QUIT and press the ✖ button. Next select YES and press the ✖ button once again and you'll be brought to the Mission Failed screen.

IMPORTANT AUTOSAVE INFORMATION

Before you begin playing, it's advised that you insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 console. This game uses an "autosave" feature, which means that the game will automatically load and save game data on your memory card if it's inserted. Game data such as game statistics and unlocked items will be saved and loaded every time you exit or start the game. After the game's Title screen, if you have any saved game data it'll be loaded automatically and you'll proceed to the Main menu. If you don't have saved game data or a memory card, you'll be informed of this and will have to press the ⊗ button to continue to the Main menu.

MAIN MENU
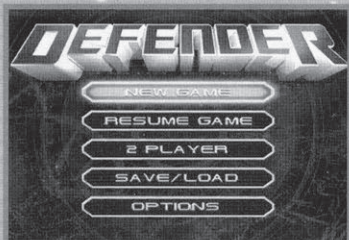
The Main menu is where you'll be able to play different game modes as well as change a few options in the game. Below is a breakdown of each sub-menu featured on the Main menu.

NEW GAME

Defender offers an exciting single player Campaign mode. Blast your way through aliens and build offensive and defensive ground strategies. Either way, you are the last line of defense for the human race.

RESUME GAME

This mode lets you jump right back into the last game played.

2 PLAYER

2 PLAYER has two game modes. More information can be found on Page 12.

SAVE & LOAD

Depending on the memory available on your memory card, it'll be possible to save up to five games. Each possible saved game is in a slot which is either empty or tells the mission on which the game was saved.

OPTIONS

This will access the game's Options menu. The Options menu allows you to change a few of the game's features. See Pages 6-7 for information on what can be found in the Options menu.

CONTROLLER CONFIGURATION "A" NORMAL
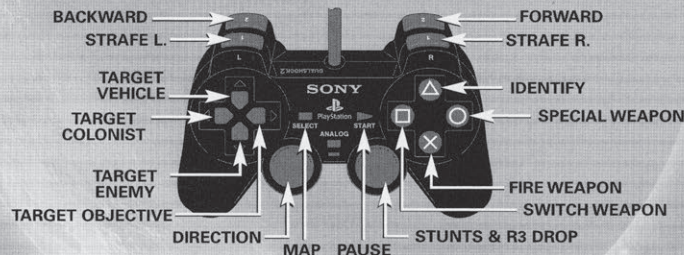
NOTE: Controller Configuration "A" Normal is the default Defender controller configuration. To change configurations, see Page 7 for Options/Control sub-menu. Defender is only compatible with the DUALSHOCK®2 analog controller.

left analog stick:
Pressing ↑, ↓, ← or → on the left analog stick causes you to pitch up and down as well as turn left or right.

right analog stick:
When your ship is moving forward, pressing ↑ does a 360° loop, ↓ does a 180°, ← or → does a barrel roll in either direction.

R3 button:
Drop colonist/units

⊗ button:
Fires currently selected weapon.

R2 button:
Forward thrusters.

L2 button:
Reverse thrusters.

L1 button (Strafe L.)/R1 button (Strafe R.):
Moves your ship to the left or right.

▣ button:
Switches weapons. The current weapon you have selected (and its ammo/charge) is indicated by an icon in the top right corner of the screen.

◉ button:
Activates ship's special weapon.

▲ button:
Identifies certain objects.

← on the directional buttons:
Targets the colonist.

→ on the directional buttons:
Targets the objective.

↑ on the directional buttons:
Targets the vehicle.

↓ on the directional buttons:
Targets the enemy.

OPTIONS MENU

At the Main menu, highlight OPTIONS and press the ❌ button to access the game's Options menu. The Options menu lets you adjust the sound volumes in the game, select different controller configurations and more.

NOTE: Each time you make a change in any of the Options sub-menus, the game will "autosave" this data on your memory card. If you don't have a memory card inserted, your data will not be saved. Press the ❌ button to continue back to Options menu.

SOUND

The Sound sub-menu includes options for VOLUME and MUSIC.

In VOLUME, you can set the level for Music, FX (sound effects), and Voice. Select a particular feature to adjust by pressing ⬆ or ⬇ on the left analog stick. Next, press ⬅ or ➡ on the left analog stick to slide the bar left or right. The bar settings will control the volume with the far right being the highest setting and the far left being the lowest. When you are finished, press the ❌ button to lock changes and return to the Sound sub-menu.

In MUSIC, you can change the music played in the menu and briefing screens. Press ⬆ or ⬇ on the left analog stick to highlight your music choice. Press the ❌ button to complete your selection.
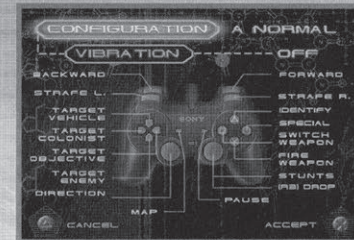
CONTROLS

Choose between several different controller configurations and turn the vibration setting ON/OFF in the Control sub-menu. To adjust the configuration, press ⬆ or ⬇ on the left analog stick to highlight the control features you'd like to adjust. Press ⬅ or ➡ on the left analog stick to cycle through your various choices. When you are finished making adjustments, press the ❌ button to accept or the ⃝ button to cancel.

This Control menu can also be accessed by Player 1 and Player 2 when in the 2 PLAYER menu.

DIFFICULTY

Here you will be able to decide how skilled a Defender pilot you are. Choose between Rookie, Veteran or Elite. Press ⬆ or ⬇ on the left analog stick to highlight the level you'd like to play, then press the ❌ button to accept.

CREDITS

Looking for the amazing people who brought you this game? Simply highlight CREDITS by pressing ⬆ or ⬇ on the left analog stick and press the ❌ button to watch the presentation.

DVD EXTRAS

Here in the DVD Extras section you can watch bonus material that includes Defender: A Historical Perspective and The Making of Defender. You'll also be able to preview a couple of other great Midway titles such as Dr. Muto™ and Haven: Call of the King™.

STARTING A NEW GAME

From the Main menu press ⬆ or ⬇ on the left analog stick to highlight NEW GAME. Next press the ❌ button to make the selection and begin a new game.

The Difficulty menu will appear. Press ⬆ or ⬇ to choose between Rookie, Veteran or Elite. Press the ❌ button to accept.

The Mission Select Screen is where you'll choose your mission. Start off by selecting a planet. Press ⬅ or ➡ on the left analog stick to move through each planet. Press ⬆ or ⬇ on this same control to scroll through the various missions which are available for each planet. As you advance levels in Defender, more missions will unlock. Once you have selected your mission, press the ❌ button to accept.

NOTE: Throughout this game, when making a selection from any of the sub-menus, each time you finish making a selection a smaller window will pop up to confirm your decision. Press the ❌ button to accept or the 🔺 button to cancel.

SPACESHIP SELECTION

After selecting the planet and your mission, it's now time to choose your spaceship from the hangar. Press ⬆, ⬇, ⬅ or ➡ on the left analog stick to cycle through the displayed ships. As you complete missions, more ship choices will be unlocked. Once you have made a decision, press the ❌ button to accept.

EXTRA SUPPLIES

After your spaceship selection you'll be brought to a screen where you'll have the opportunity to purchase weapon upgrades and extra lives. You start out with 1000 credits. When continuing a previously saved game, you may have more credits built up to make more expensive upgrades.
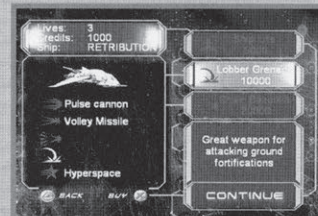
Once you have made your purchases or if you choose not to upgrade at this time, press ⬆ or ⬇ on the left analog stick to highlight CONTINUE and press the ❌ button to begin your campaign.

DURING THE GAME

Each Defender ship is essentially controlled by its pitch and its roll. The pitch determines the change in elevation, the roll determines how fast the craft steers into a turn.

Thrusters cause your ship to accelerate forward or in reverse. If you don't apply your thrusters your ship gradually slows down to its minimum flying speed. If your ship is on the ground it will slow to a halt.

There is a maximum elevation that a Defender ship can reach. At this elevation you may still point your nose above the horizon line, but you cannot increase your elevation.
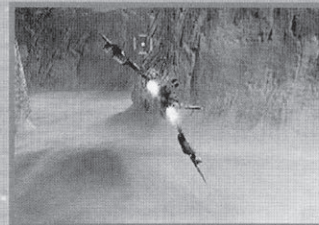
Turn ship using left analog stick.

Because the Defender ship must often dive toward the ground to pick up or put down objects, it's designed to survive scrapes with the ground. The craft automatically levels out and drags along the ground (slowing down and kicking up dust). Running into the ground doesn't damage the ship, it only slows it down.

Pick up colonists on the ground.

The Defender can pick things up by flying into them either on the ground or in the air. Things that should be picked up, like colonists, tanks and so forth automatically hook on to the ship. Colonists automatically detach from your ship only if you fly into a landing pad on the ground. Use your R3 button to detach them anywhere else. Other items, like tanks, unhook from your ship on their own when you fly into the ground.
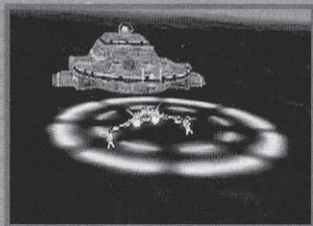

Drop off colonists on flashing target.

Dodge enemies quickly using the right analog stick.

Use the right analog stick to perform advanced flying maneuvers. You'll be able to perform Barrel Rolls, 180° and 360° turns. These are helpful by allowing you to quickly change directions in order to make a quick pick-up or help you avoid enemy fire.

BONUS TIPS:

- Remember to take colonists back to the drop zone if you need power ups.
- Use your map. Press the SELECT button while in a mission to bring up a tactical map of the level that will show you the location of colonists and enemy units.
- Remember that you have a special weapon on board. It's limited, so use it wisely.
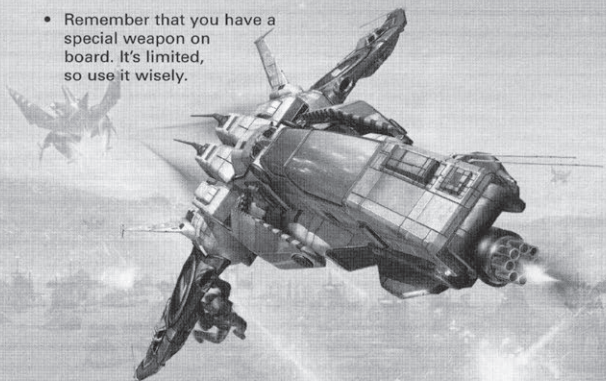
HEADS UP DISPLAY (HUD)

The HUD contains all the on screen information you'll need during a game. The information below features callouts of what you'll see on the screen.

SINGLE PLAYER HUD

1 - WEAPON DISPLAY
A silhouetted icon of the currently selected weapon.

2 - HEALTH DISPLAY
It starts out healthy as green, as your ship becomes damaged it turns to yellow and turns red when very damaged.

3 - SCANNER
This shows position of landers, colonists and various alien craft relative to your current position.

4 - AMMUNITION DISPLAY
Shows the amount of charge or ammunition available in the currently selected weapon.

The 2 PLAYER menu contains two game modes. From the Main menu, highlight 2 PLAYER and press the ⊗ button to access the 2 PLAYER menu.

NOTE: You must have two DUALSHOCK®2 analog controllers inserted into CONTROLLER PORTS 1 and 2 in order to access the 2 PLAYER menu.

Once you have accessed the 2 PLAYER menu, select between Deathmatch and Cooperative mode. Once a mission is agreed upon and selected from the Mission Select screen you'll be brought to the Spaceship Select menu where each player will be able to choose their own ship.

2 PLAYER HUD
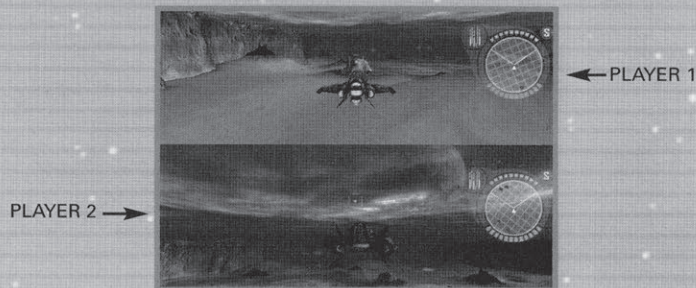
← PLAYER 1

PLAYER 2 →

Player 1 will appear on the top half of the screen while Player 2 will appear on the bottom half. All HUD displays are the same as pointed out on the previous page.

DEATHMATCH

In Deathmatch mode you and a friend will battle against each other. It's a one on one dogfight to win the game by destroying your opponent before he destroys you!

COOPERATIVE

In Cooperative mode, you and a friend work together to rescue colonists as well as destroy enemy forces.

FROM THE BEGINNING

When the First Swarm came to Earth, we didn't know what hit us. The skies went dark as they filled with Manti bugs. Manti consume human DNA to survive and power their fleet. Soon whole cities were consumed and harvested by the ravenous swarm. Once harvested, infected humans become dangerous mutants turning on their own by attacking humans in battle. Fleeing to the Solar Colonies, our species grew scattered and weak. By the time the Second Swarm arrived, the Earth was barely fit for human life. Now the Second Swarm is well underway. The Manti have taken the Earth as their own homeworld. If there is a Third Swarm, human life will not survive it. The Manti threat must soon be eliminated if the human species is to continue to survive.

Human resistance is led by a coalition of galactic troops known as the GSA (Galactic Stargate Authority). Headquartered at Cydonia Base, Mars, GSA troops cross the galaxy using a network of stargates to attack Manti outposts. Only bold GSA Defenders, the elite pilots of the Galactic Stargate Authority, stand in the way of human extinction. No treaties can be made, no peace can be reached.

Manti have hijacked Earth as their new homeworld. It's not looking good for mankind. This is where you come in. You've enlisted in the Swarm Wars and you're going to drive the deadly Manti out of the solar system once and for all.

COLONISTS

SAVED COLONISTS

Saving colonists during a mission earns you credits to buy cool new weapons. You can drop colonists off at a drop zone to get power ups. Power ups will restore your health and reload your weapon rack. If you drop the colonists off at a missile crawler or tank factory, you can build your own army for ground and air defense. For every three colonists you drop off at a tank factory, you can build one tank. For every two you drop off at a missile crawler factory, you can build one missile crawler.

ABDUCTED COLONISTS

In Defender, colonists are the resource for both the human resistance and the Manti. Colonists that you save in missions help research new technology, build new ships and provide reinforcements. Colonists captured by aliens are mutated into new Manti Craft or allow Manti Craft to mutate into more dangerous forms.

As in the original, if a lander captures a colonist and holds him in orbit for an appropriately long period of time that lander becomes a mutant. While landers are pretty wimpy, mutants are tough opponents.

DEFENDER

SPEED = 400 M/S
ARMOR = 75
AGILITY = 180
STRENGTH = 150
SPECIAL WEAPON = ENERGY SHIELD
The Defender is the staple of the GSA air force. It's fast, reliable and gets the job done.

DEFIANCE

SPEED = 600 M/S
ARMOR = 125
AGILITY = 180
STRENGTH = 125
SPECIAL WEAPON = PULSE MINE
An upgrade to the Defender ship, the Defiance is faster, sleeker and packs a heavier punch.

GUARDIAN

SPEED = 300 M/S
ARMOR = 150
AGILITY = 120
STRENGTH = 250
SPECIAL WEAPON = HYPER SPACE
Slow, but mean. The Guardian can take a beating and dish one out.

JUDGMENT

SPEED = 250 M/S
ARMOR = 300
AGILITY = 100
STRENGTH = 300
SPECIAL WEAPON = ENERGY SHIELD
It's bulky and tough to maneuver, but what it lacks in speed and agility, it makes up for in armor and strength.

NEMESIS

SPEED = 500 M/S
ARMOR = 50
AGILITY = 180
STRENGTH = 150
SPECIAL WEAPON = SMART BOMB
Although vulnerable to enemy fire, the Nemesis is fast, agile and sports a cool weapon rack.

RETRIBUTION

SPEED = 900 M/S
ARMOR = 75
AGILITY = 270
STRENGTH = 100
SPECIAL WEAPON = HYPER SPACE
This ship is as fast as they get. The Retribution leaves the Manti in its dust.

DEFENDERS OF THE HUMAN RACE

Man, woman and machine play a key role in the defense of the human race.
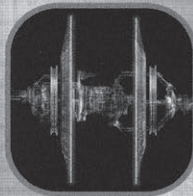
BATTLESHIP MEMORY
The biggest ship ever built by humans. Memory is the size of a small moon, and with her AI she practically runs the fleet from any sector in space.

KYOTO
Rookie Defender pilot with promise. If she can take a beating, she can hang with the big bugs.

COLONEL ADAMS
Kyoto's CO, Colonel Adams, is one cranky old son of an Earther, but he's crushed more Manti than anyone else in the fleet & he knows the drill.

DR. MUDO
A doctor at GSA Research who thinks he's onto something. He believes he has a new weapon that will eradicate the bug threat forever

MANTI

LANDER (FLYING MANTI)
A floating craft intended to harvest DNA from various life forms. The lander can harvest people for mutations. A lander and a colonist produce a mutant.

MUTANT (FLYING MANTI)
A fast, tough and accurate air based unit. A mutant can also harvest humans, although it is less inclined to than a lander.

OGRE (GROUND MANTI)
Also know as "Widows", these Manti will turn colonists into Infectors.

MORE MANTI TO BE DISCOVERED!

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THE DEFENDER TEAM WOULD LIKE TO EXPRESS THEIR THANKS AND GRATITUDE TO
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"DEFENDER" AND "DEFENDER -- CLUB MIX"
Based on "Also Sprach Zarathustra", composed by Richard Strauss
Produced by Sascha Konietzko, Phil Rieflin & Michael Cozzi for KMFDM, Inc.
KMFDM Appears Courtesy of Metropolis Records

"VAUNT"
Written by Trigger
Courtesy of BlackBlack Records

CLANDESTINE
Written By Adam Hamilton
Performed By Adam Hamilton
Published By Red Engine Music (ASCAP)
All songs Courtesy Of Marc Ferrari/ Mastersource

CYBERTRON
Written By Adam Hamilton
Performed By Adam Hamilton
Published By Red Engine Music (ASCAP)
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DIG IT
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Published By Red Engine Music (ASCAP)
All songs Courtesy Of Marc Ferrari/ Mastersource

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Performed By Adam Hamilton
Published By Red Engine Music (ASCAP)
All songs Courtesy Of Marc Ferrari/ Mastersource

PLANET CHASING
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Performed By Adam Hamilton
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SHINING THROUGH
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Written By Tim Paruszkiewicz and Stephen Phillips
Performed by Tim Paruszkiewicz and Stephen Phillips
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All songs Courtesy Of Marc Ferrari/ Mastersource

WARRANTY

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