

DEFENDER^{*}

FROM **ATARISOFT**[™]

Now, the Thrill of the Arcade Game at Home



THE DEFENDER OF W

TO LOAD:

TURN OFF your IBM Personal Computer (or compatible equipment). Insert the Defender diskette into the default disk drive (usually Drive A)

TURN ON the Computer. Once the memory checks have been completed, Defender will autoboot and start running.

GAME CONTROLS

KEY	ACTION
F1	Toggle between one and two players
F2	Adjust the joystick
F3	Choose a starting wave
G	Play in Keyboard Mode
A1 Button	Joystick Mode
Esc Key	Pauses the game. Any key restarts.
Scroll Lock	Quits the game.

In Joystick Mode

A1 button	Fires laser
A2 button	Fires a Smart Bomb
A1+A2	Hyperspace

Keyboard Controls

A	Moves Upwards
Z	Moves Down
\	Stops vertical motion
->	Thrusts to the right
<-	Thrusts to the left
Space	Fires laser
S	Smart Bomb
K	Hyperspace

WORLDS!

Help the humanoid race survive, Defender. Armed aliens of all kinds have surrounded our planet. One by one, alien Landers swoop down to snatch up our stunned humanoid race. Only your sophisticated Defender ship can rescue humanoid hostages . . . before they turn into double-crossing Mutants that come back to kill—you!

Right now, there are only ten humanoids left on the planet. When a humanoid is kidnapped by an alien Lander, you must destroy the Lander immediately, and rescue the hostage. The choice is yours—you can let the falling humanoid float back to the planet. (Beware, though. A humanoid can fall to its death.) Or you can catch the falling humanoid and carry it back yourself.

Watch out! Trailing the Landers are armies of alien reinforcements. You're up against the Bombers, Baiters, Mutants, and the perilous Pods and their very own Swarmers.

Baiters watch the clock and wait until you take too long to finish an attack wave. When they want to, Baiters move faster than you do.

Mutants are programmed to kill. They go after your whole ship.

Pods are alien commandos that control all operations. If you kill a Pod, it releases Swarmers—sneaky ships that follow your every impulse.

To fight back, Defender is armed with a laser gun and two powerful options . . . Smart Bombs and Hyperspace. Smart Bombs obliterate every alien in sight, and still earn you points. (Use them sparingly, though. You have just three Smart Bombs to start, and one more each 10,000 points.) And Hyperspace is an easy but often dangerous way out because it kills you 25% of the time! By the way, it's best to fly low. Good Defender players cruise about two inches above the planet to protect their humanoids.

To survive an alien attack wave, you must destroy every alien except the Baiter. Every fifth wave, you are awarded new humanoids. Wave after wave gets harder and harder.

Can you arrest these aliens before they kidnap every last humanoid? We hope so 'cause when the last humanoid is gone, so is our planet and life as we know it.

SCORING:

Points	Alien Destroyed
150	Lander
150	Mutant
150	Swarmer
200	Baiter
250	Bomber
1000	Pod

Points	Humanoid Rescued
250	Falls and lives
500	Caught but not returned
1000	Caught and returned
100-500	Per humanoid remaining at the end of a wave

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