



**DEFENDER II™**

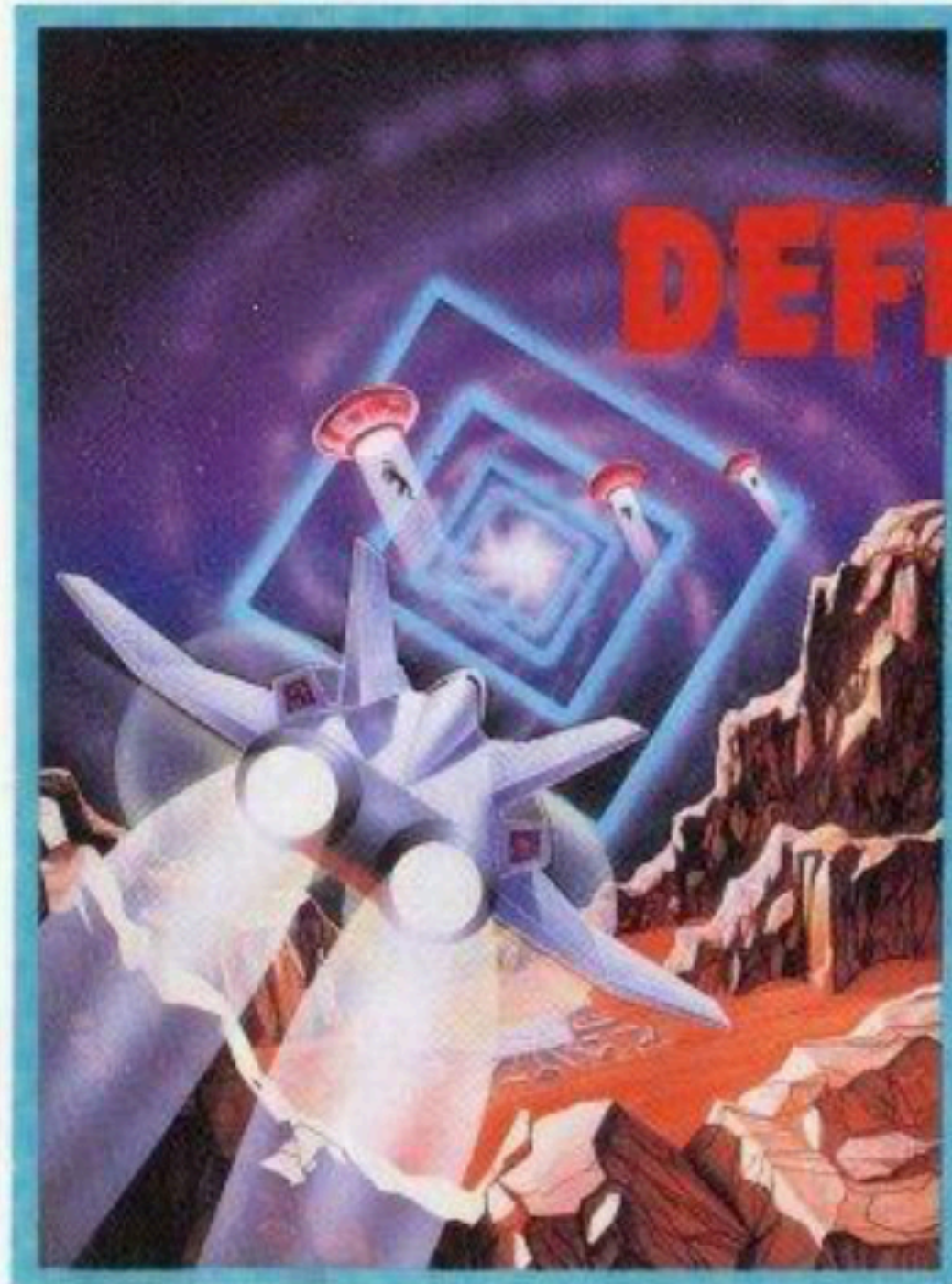
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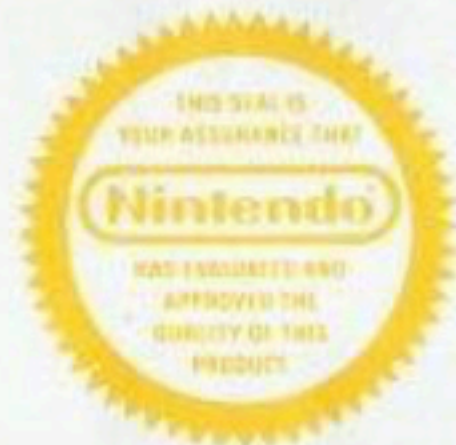


**HOW TO PLAY**  
**DEFENDER II™**



108950





This game is licensed by Nintendo for play on the



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## CARE FOR YOUR GAME

- 1) Always make sure the power is off when inserting or removing the game pak from your computer.
- 2) This is a high precision game pak. Avoid subjecting it to extreme temperatures or shock. Store at room temperatures. Never attempt to dismantle or open game pak.
- 3) Do not touch the terminal leads or allow them to come in contact with water or the game circuitry will be damaged.
- 4) Never insert your fingers or any metal objects into the terminal portion of the computer. This can result in malfunction or damage.

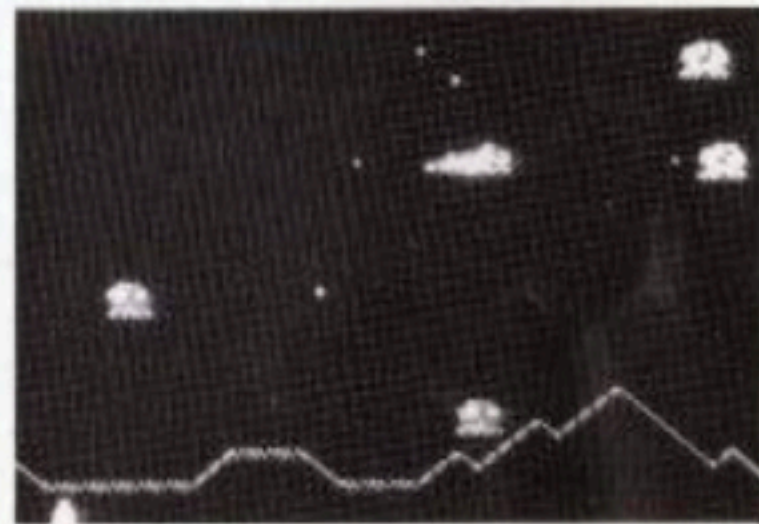
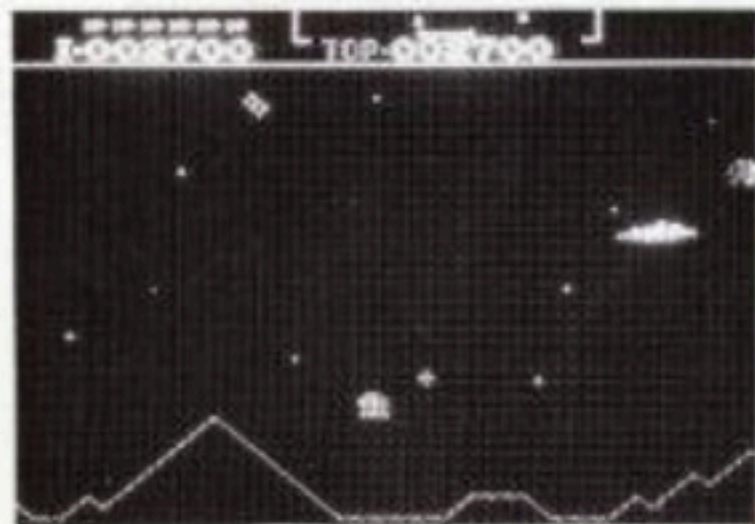
## THANK YOU

for selecting this exciting arcade classic hit from HAL AMERICA, INC., "HAI". Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

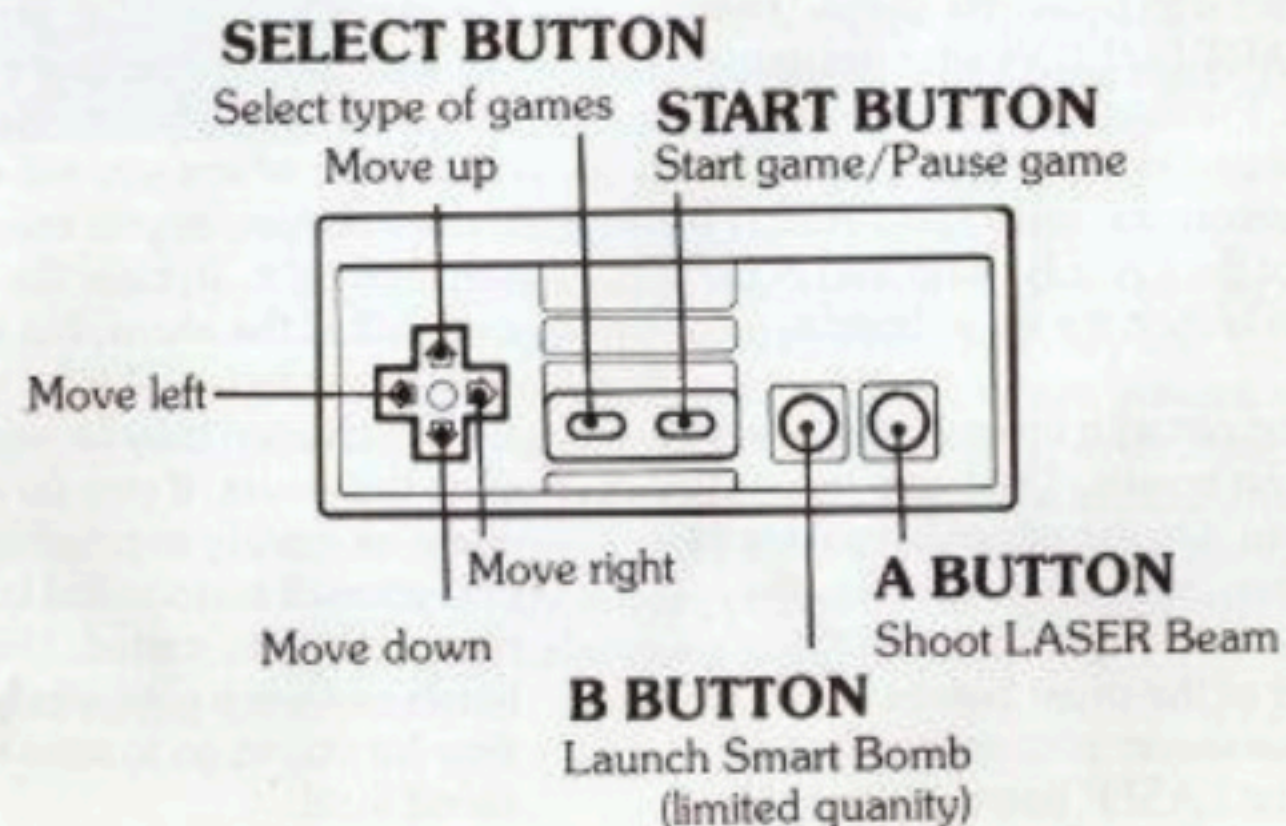
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## THE STORY

Star date 7211, the distant planet, Ligaras, is being attacked by alien marauders. The residents of Ligaras are being abducted and turned into mutants. You as the top gun of the Defender team, must save those people. The aliens are mean and vicious. You must fight with Landers, Mutants, Yllabian Space Guppys, and more. There is a special gate in each screen which you can warp into the other side of the planet. You meet more enemies there to fight. You are the only one who can save the planet, battle with aliens at the speed exceeding the speed of light, in dark unknown space.



## HOW TO USE THE CONTROLLER



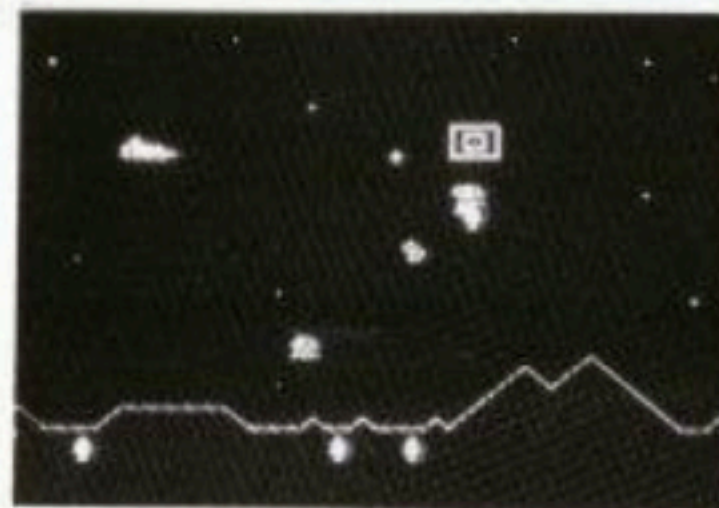
## HOW TO PLAY

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Insert the game pak into your NES, and turn on your computer. Use the SELECT BUTTON to choose a one- or two-player game. Game A is for the beginner and game B is for the expert. If you want to pause the game, press the START BUTTON after the game started. Press again to resume the game. Use the pad to move your spaceship to the direction you wish. Press A BUTTON to shoot the LASER beam and B BUTTON to launch the smart bombs.

You start out with three spaceships and five smart bombs. The Laser beam is unlimited. On the upper left corner of the screen, you see your score, the number of ships remain, and the number of the smart bombs left. You must maneuver your spaceship and shoot the LASER beam at the aliens.

use smart bomb to clear all the aliens in screen at once. But remember, you only have limited number of bombs. You also must save the resident being abducted by shooting the enemies. When you see the sparkling square on the screen, it is the gate to the other side of the planet. You may jump into the gate to get the other side, where you will encounter more enemies, or you may choose to stay and fight. To clear the wave, you must kill all the aliens, but some aliens may be neglected. It is for you to find out which alien may be neglected to clear the waves. If you do not kill all the aliens as quickly as possible, you may find yourself surrounded by more aliens than when you started. Use your smart bomb and warp gate wisely. Well, it is time for you to go to save the planet. Good luck!



## PLAYING TIPS

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You will be traveling at very high speed, so try not run into aliens. You must remember, that using warp gate and getting to the other side will not save you from fighting with aliens. You may encounter enemies, which may be tougher than the one you were fighting. Using the smart bomb is nice, but remember you only have five to begin with. Try to save residents from being abducted, each saved resident will give you the bonus points. You may find yourself in the situation where you are surrounded by many aliens, even though you thought you cleared them all. Don't panic, start fighting with the closer alien, then work your way out. If it does not help, use a smart bomb.

## CHARACTERS

**DEFENDER**-your spaceship

**RESIDENT**-defenseless,  
save them for bonus points

**SMART BOMB**-destroy all  
the enemies on a screen

**MUTANTS**-dumb, but get  
vicious when they eat residents

**GUL MUTANTS**-mean  
mutants, chases you around

**BAITERS**-appear if you take  
too long to finish off a wave

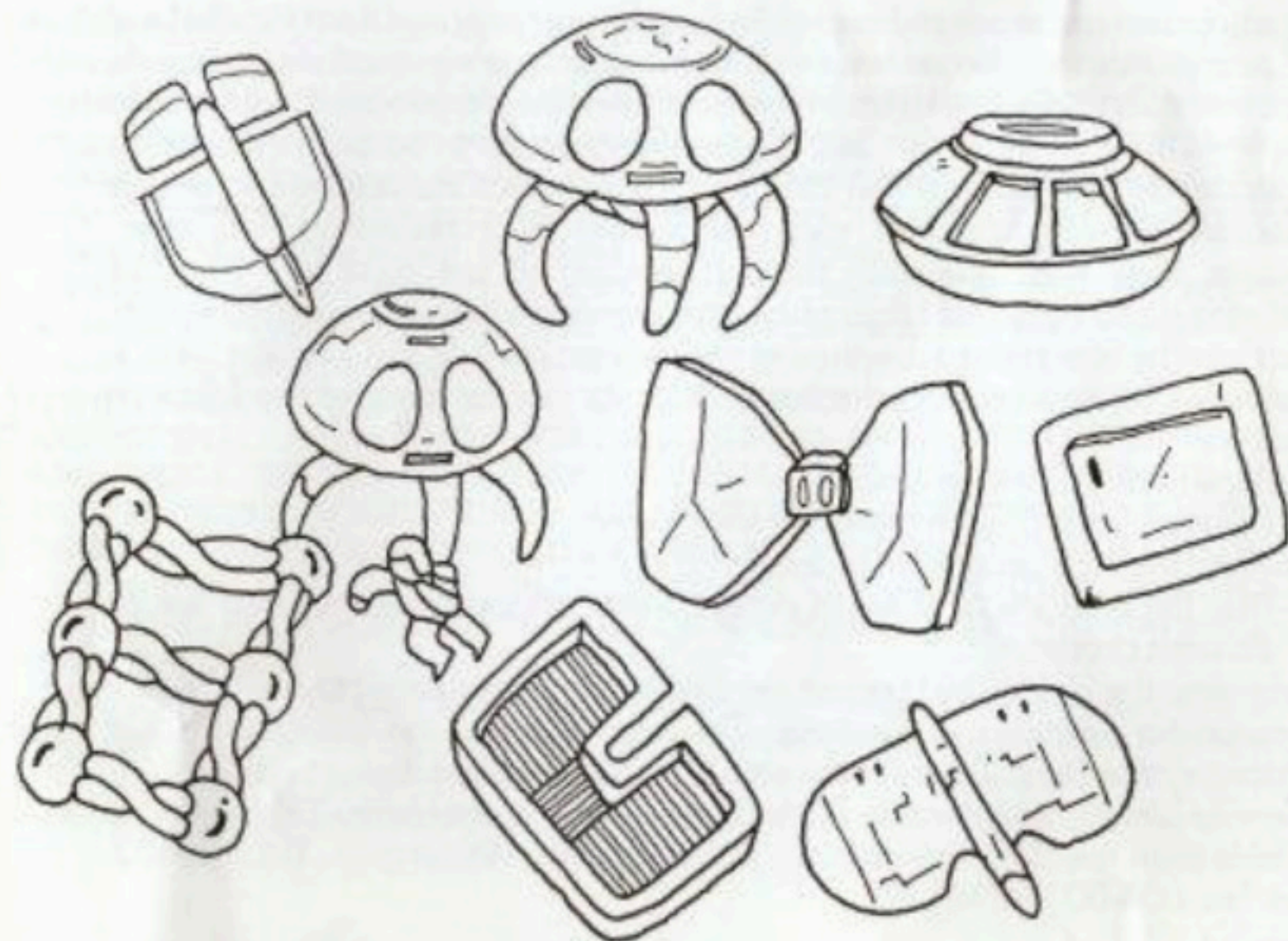
**PODS**-bob around like  
bouncing balls

**DYNAMOS**-cubic creatures  
that swirl around the heavens  
above the planet surface

**YLLABIAN SPACE GUPPYS**  
-mindless puppets

**FIREBOMBERS**-treacherous

**PHREDS**-nasty creatures



## **COMPLIANCE WITH FCC REGULATIONS**

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

## **HAL AMERICA, INC. LIMITED WARRANTY**

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Hal America, Inc., (HAI) warrants to the original purchaser of this HAI software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This HAI software program is sold "as is," without express or implied warranty of any kind, and HAI is not liable for any losses or damages of any kind resulting from use of this program. HAI agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any HAI software product, postage paid, with proof of date of purchase, at its Service Center.

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