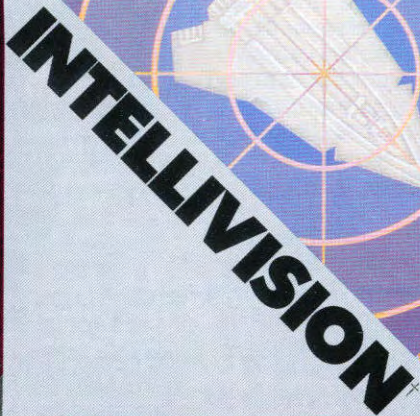


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INTELLIVISION™

DEFENDER™

FROM

ATARISOFT™

MISSION: DEFENDER

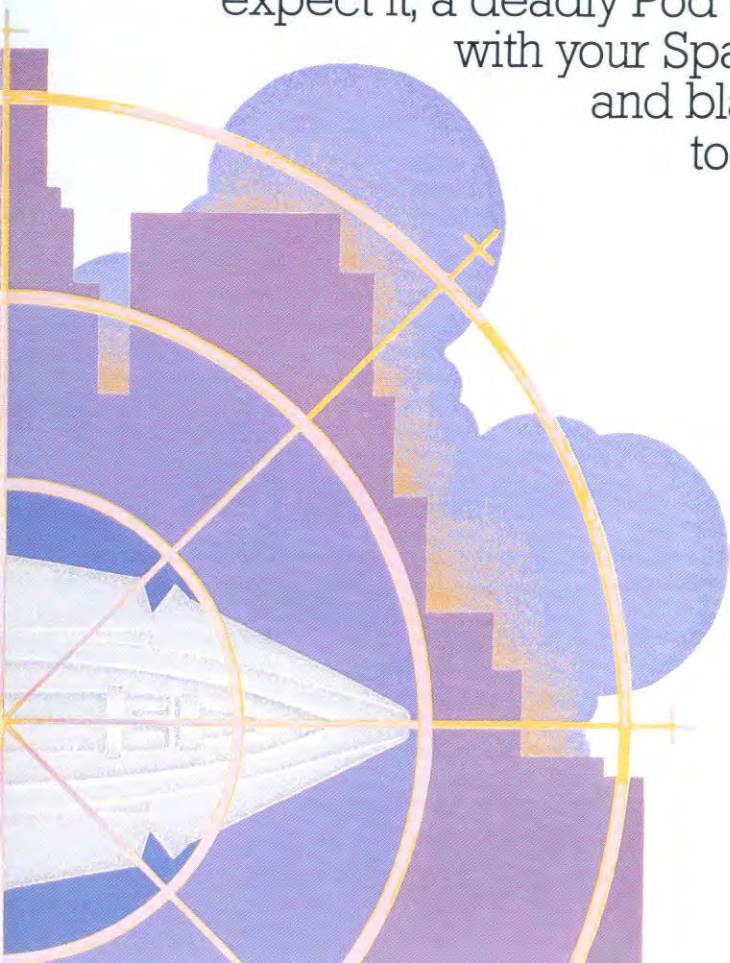
Aliens from a distant solar system are swarming over the planet Humanis. They're kidnapping Humanoids and mutating them into a permanent part of the alien force. Their mission is to transform all the Humanoids before destroying the entire planet. First, they infest the



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planet with Landers which close in on the planet, abducting the Humanoids.

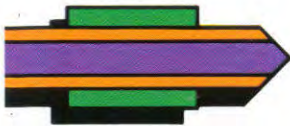
Then the attack intensifies. Baiters, Swarmers, and Bombers terrorize the skies. And then, when you least expect it, a deadly Pod collides with your Spaceship, and blasts you to pieces.



NOTE: Always turn the **POWER** switch **OFF** before inserting or removing the cartridge.

YOUR MISSION

As Captain of the Spaceship Defender, your mission is to destroy the alien force and save the Humanoids. Your speed and skill have earned you this heroic mission. When Humanoids are abducted, you'll have to destroy the Lander and catch the falling Humanoid before returning him to the planet below.



DEFENSE STRATEGY

The Spaceship Defender has full-range scanning equipment which enables you to employ seek-and-destroy tactics. Defender discharges fatal missile fire at the push of a button. You also have two escape options for a last resort course of action: hyper-



space and smart bombs.

Report immediately for this dangerous mission!

GAME PLAY

As Captain of the Spaceship Defender, your mission is to destroy the aliens before all of the Humanoids are transformed to Mutants. You score points for each alien you destroy and for each Humanoid you save. Try not to shoot your Humanoids; they are worth a bonus at the end of each alien attack wave (see **SCORING**).

Each game begins with three Defender lives and three smart bombs. When Defender collides with an alien, or is hit by an alien mine, it explodes.

If it's the last life, the game ends. If any lives remain, another Defender ship appears on the scene. The number of lives remaining and smart bombs remaining is displayed at the upper portion of the screen.



The aliens attack in waves; each wave becomes increasingly

difficult. When Defender destroys all the aliens in the first wave, another wave of aliens moves in. The longer that Defender survives, the

harder the alien attacks become. At the end of each wave, the number of the wave and the amount of bonus points earned flashes on the screen.

The alien force is made up of six different types of ships: Landers, Bombers, Swarmers, Baiters, Mutants, and Pods. Landers are the first to appear. They search the planet for Humanoids to kidnap and mutate. Bombers lay mines to trap you. You cannot shoot mines, so it's best to avoid them. Swarmers are housed in Pods. Several Swarmers are released each time a Pod is destroyed. They track you very closely, so kill them the instant they appear. Baiters usually appear near the end of a wave. They're large, they shoot fast and they move faster than Defender. A mutant is a transformed Humanoid. Mutants are very dangerous; use all your energy to destroy them. If the Landers transform all the Humanoids into Mutants, the entire planet explodes. The most deadly alien of all is the mother ship, also known as a Pod. When destroyed, it releases five or six Swarmers.



YOUR DEFENSE

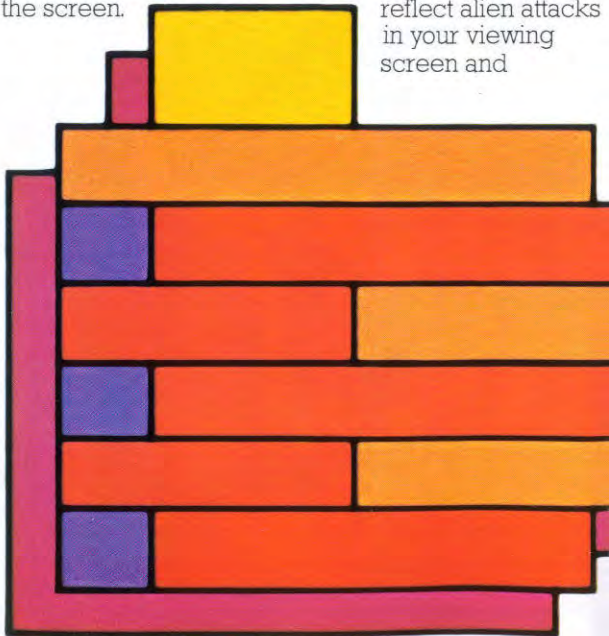
Defender fires missiles to blast the alien ships. But, when things look real bad, Defender can use either a smart bomb or hyperspace. You have three smart bombs which blow up every alien in sight. With every 10,000 points, you earn another smart bomb and another Defender life. When you use a smart bomb, you earn points for every alien it destroys on the screen.

Hyperspace enables Defender to disappear, warp through time and space and reappear somewhere on the screen. Hyperspace can be tricky and dangerous. Sometimes invisible space matter can blow up your spaceship.



USING THE SCANNER

Your scanner is located at the top right corner of the screen. It works like a radar screen to reflect alien attacks in your viewing screen and



at long range distances. The scanner provides the following important information:

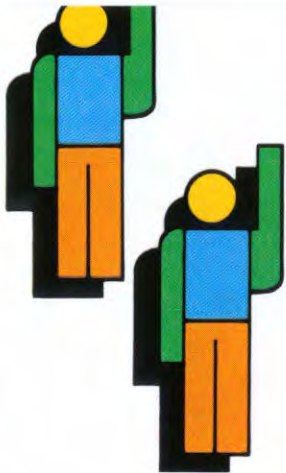
□ How many aliens are approaching, what kind of aliens they are and what their positions are.

□ Where the Humanoids are being abducted by Landers.

Each blip on the scanner represents an object in the game. Your playing area is bracketed by short lines in the center of the scanner. Get into the habit of monitoring the scanner to destroy the aliens and defend Humanoids.

RESCUING HUMANOIDS

Here's where the heroics come in. Your mission is to destroy the aliens while you protect the Humanoids. At the end of each wave you score



100 bonus points for every Humanoid survivor, multiplied by the number of the wave (up to a maximum of 500 bonus points).

All the Humanoids are stranded helplessly on the planet at the bottom of the screen. You are their only hope for survival. When a humanoid is being abducted by a Lander, you'll hear his cry for help. Go to his rescue immediately. The scanner is the fastest way to spot his position.

There are two techniques for rescuing a Humanoid:

□ Destroy the Lander and let the Humanoid fall back to the planet.

□ Destroy the Lander, catch the Humanoid, and carry him back to the planet.

Letting the Humanoid fall to the planet is only effective if he is close enough to land safely. Catching a Humanoid in midair is more difficult and is worth more points. To catch a Humanoid, shoot the Lander and maneuver Defender to touch the Humanoid, then bring him back to the planet. If you succeed, you earn 1,000 points plus 150 points for destroying the Lander. If you catch the Humanoid but don't return him, you earn 500 points plus the 150 points for destroying the Lander. You may carry any number of Humanoids at a time. If you are carrying Humanoids at the end of a wave, they count as survivors.



MUTANT TAKEOVER

If Defender does not succeed in protecting a Humanoid, a Lander will carry the Humanoid up into space and transform him into a Mutant. Mutants then return to attack the planet. If all of the Humanoids become Mutants the planet will



explode. You can continue playing to score points. If you continue to survive past the next four waves, all Humanoids will be reincarnated, and the planet will be rebuilt.

GAME CONTROLS

Press the **DISC** to begin a game. Press **RESET** to reset the game.

Use the **DISC** to thrust Defender up, down, right, and left through space. Press either lower **ACTION KEY** to fire missiles at aliens. Press either top **ACTION KEY** to detonate a smart bomb.

SCORING

Your score appears at the top left side of the screen. Lives remaining and smart bombs remaining are displayed next to the score. At the end of each wave, your bonus points are tallied. You earn an additional Defender life and smart bomb every 10,000 points.



HELPFUL HINTS

One of the most important strategies to remember is to keep moving and firing at the same time. Your continuous firing will build a "wall of fire" to protect Defender.

2. Fly low. Most good DEFENDER players seldom fly more than two inches above the planet. This helps to protect the Humanoid.

3. Destroy the Landers, but don't shoot your Humanoid.



4. Listen to the game sounds. When you hear a Humanoid's cry for help, go to his rescue.

5. Learn to use the scanner. Try playing DEFENDER using only the scanner. When you learn to rely on it, it will help you improve your score.

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