



COMING SOON

# HAVEN

CALL OF THE KING™

TEEN  
**T**  
CONTENT RATED BY  
ESRB

Mild Violence

**MIDWAY**  
www.midway.com

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# DR. MUTO

TM

COMING SOON!

**MIDWAY**  
www.midway.com

TEEN  
**T**  
CONTENT RATED BY  
ESRB

Comic Mischief  
Mild Language  
Mild Violence  
Suggestive Themes

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MIDWAY HOME ENTERTAINMENT INC.  
675 Sycamore Drive  
Milpitas, CA 95035

**EmuMovies**

PRINTED IN USA

# DEFENDER

SAVING THE HUMAN RACE



INSTRUCTION BOOKLET

**MIDWAY**



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **CAUTION - Laser Device**

This is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*



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Memory Card

**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**



2 Player Simultaneous

**THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.**



Violence

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).

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# GETTING STARTED

## THE NINTENDO GAMECUBE™ CONSOLE



Before turning the power ON, make sure you have inserted the Nintendo GameCube™ Game Disc, Controllers and other peripherals (if you are using any).

### WARNING

Never try to insert or remove a Game Disc when the power is on!

## THE NINTENDO GAMECUBE™ MEMORY CARD



Defender® lets you save accumulated data to a Memory Card inserted in Slot A. This will come in handy when you want to save your game data and play it in a friend's Nintendo GameCube™.

Each time you start Defender on your Nintendo GameCube™, the game will read any inserted Memory Card (in Slot A) then load your saved settings and other saved data. This saves you from having to go through the menus to adjust the settings to your liking each time you want to play the game.

**NOTE:** Please refer to the Nintendo GameCube™ instruction booklet (pages 18-20) for directions on how to format and erase Memory Card files.

## QUITTING A GAME IN PROGRESS

To quit a game in progress, press START/PAUSE during the game. The Pause Options screen will appear. Select QUIT and press the A Button. Next select YES and press the A Button once again and you'll be brought to the Mission Failed screen.

# GETTING STARTED

## THE NINTENDO GAMECUBE™ CONTROLLER



## MENU NAVIGATION

- Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the Control Stick or Control Pad.
- To navigate through the game menus (i.e. Options), press the Control Stick or Control Pad (Up, Down, Left or Right depending on the menu) to highlight a selection.
- To activate a selection or access the next menu, press the A Button.
- To go back to the previous menu and/or cancel the previous selection, press the B Button.

The following page contains the game controls for Defender. Please refer to the image above for button locations on your Nintendo GameCube™ Controller.



# STARTING UP

## IMPORTANT AUTOSAVE INFORMATION

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 A 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 13.

### SAVE & LOAD

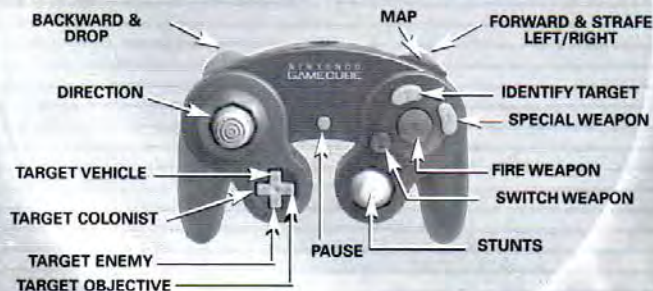
Depending on the memory available on your Memory Card, it'll be possible to save up to five games. Each possible saved game is in a slot which is either empty or tells the mission on which the game was saved.

### 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 7-8 for information on what can be found in the Options menu.

# GAME CONTROLS

## CONTROLLER CONFIGURATION "A" NORMAL



**NOTE:** Controller Configuration "A" Normal is the default Defender controller configuration. To change configurations, see Page 8 for Options/Control sub-menu.

### Control Stick:

Pressing  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$  or  $\rightarrow$  on the Control Stick causes you to pitch up and down as well as turn left or right.

### C Stick:

When your ship is moving forward, pressing  $\uparrow$  does a 360° loop,  $\downarrow$  does a 180°,  $\leftarrow$  or  $\rightarrow$  does a barrel roll in either direction.

### A Button:

Fire weapon

### L Button:

Reverse thrusters

### L Button:

Hold down L Button to drop item

### R Button:

Forward thrusters

### R Button + Control Stick:

Strafe left or right

### Z Button:

Brings up map

### X Button:

Special weapon

### B Button:

Switch weapon

### Y Button:

Identify target

### $\leftarrow$ on the Control Pad:

Target colonist

### $\rightarrow$ on the Control Pad:

Target objective

### $\uparrow$ on the Control Pad:

Target vehicle

### $\downarrow$ on the Control Pad:

Target enemy

### START/PAUSE

Pause game



# OPTIONS

## OPTIONS MENU



At the Main menu, highlight OPTIONS and press the A 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 A 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  $\uparrow$  or  $\downarrow$  on the Control Stick to highlight. Next, press  $\leftarrow$  or  $\rightarrow$  on the Control 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 A Button to lock in your changes and return to the Sound sub-menu.

In MUSIC, press  $\uparrow$  or  $\downarrow$  on the Control Stick to highlight your music choice. Press the A Button to complete your selection.



# OPTIONS

## CONTROLS



Choose between several different controller configurations and turn the Rumble setting ON/OFF in the Control sub-menu. To adjust the configuration, press  $\uparrow$  or  $\downarrow$  on the Control Stick to highlight the control features you'd like to adjust. Press  $\leftarrow$  or  $\rightarrow$  on the Control Stick to cycle through your various choices. When you are finished making adjustments, press the A Button to accept or the B 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 from Rookie, Veteran or Elite pilot. Press  $\uparrow$  or  $\downarrow$  on the Control Stick to highlight the level you'd like to play, then press the A Button to accept.

## CREDITS

Looking for the amazing people who brought you this game? Simply highlight CREDITS by pressing  $\uparrow$  or  $\downarrow$  on the Control Stick and press the A Button to watch the presentation.

## VIDEO EXTRAS

Here in the Video Extras section you can watch bonus material that includes Defender: A Historical Perspective and The Making of Defender.



## STARTING A NEW GAME



From the Main menu press **↑** or **↓** on the Control Stick to highlight **NEW GAME**. Next press the **A** 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 **A** Button to accept.

The Mission Select Screen is where you'll choose your mission. Start off by selecting a planet. Press **←** or **→** on the Control 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 **A** 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 this is your decision. Press the **A** Button to accept or the **B** 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 Control 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 **A** 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 Control Stick to highlight **CONTINUE** and press the **A** 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.

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 Control Stick.



Pick up colonists on the ground.

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.



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. Other items, like tanks, unhook from your ship on their own when you fly into the ground.



Drop off colonists on flashing target.

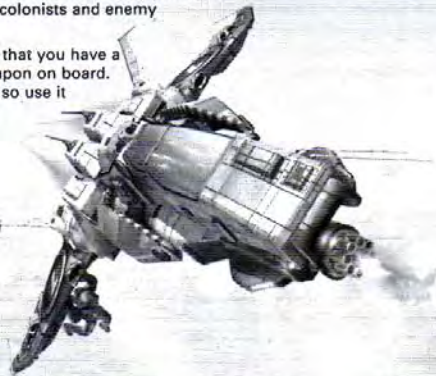


Dodge enemies quickly using the C Stick.

Use the C 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:

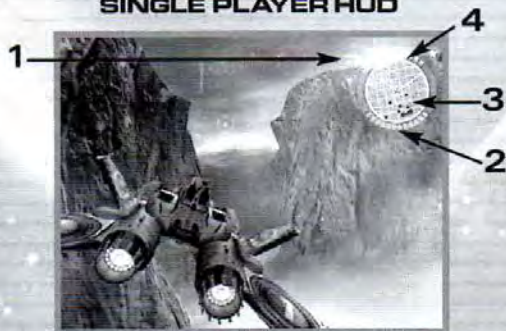
- Remember to take colonists back to the drop zone if you need power ups.
- Use your map. Hit the Z Button button while in a mission to bring up a tactical map of the level that will show you the location of colonists and enemy units.
- Remember that you have a special weapon on board. It's limited, 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 A Button to access the 2 PLAYER menu.

**NOTE:** You must have two Controllers inserted into CONTROLLER PORTS A and B 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 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 bug 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.



## SHIP TYPES



### 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.



### 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.



### 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.



### 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.



### 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.



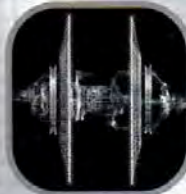
### RETRIBUTION

**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.

## KEY PLAYERS & MANTI

### 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, has crushed more Manti than anyone else in the fleet & knows the drill.



### DR. MUDDO

A doctor at GSA Research who thinks he's onto something. Some 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 known as the "Widows", these Manti will turn colonists into Infectors.



MORE MANTI TO BE DISCOVERED.







# CREDITS

## MIDWAY HOME ENTERTAINMENT

### PRODUCER

David Brooks

### ASSOCIATE PRODUCER

Hans Lo

### ASSISTANT PRODUCER

Sheila Julaton Manansala

### TEST MANAGER

Rob "Uncle Bobby" Sablan

### TEST SUPERVISOR

Brian Davis

### LEAD PRODUCT TESTING ANALYSTS

Jake Rosewall & Eljin Whitehead

### PRODUCT TESTING ANALYSTS

Jeff Kennedy, Erin Dolan, Clint Brown, Johnny Gussner,  
Shane Cruz & John Bozeman

### TECHNICAL STANDARDS ANALYST

Ray Mitchell

### TECHNICAL DIRECTOR

Eric Hart

### ART DIRECTOR

Craig Rundels

### PRODUCT MANAGER

Patrick Dillon

### PRINT DESIGN AND PRODUCTION

Midway Creative Services, San Diego

### MOTION CAPTURE TALENT

John Kaiser & Chanel Penley

### SPECIAL THANKS

Neil Nicastro, Ken Fedesna, Michael Abbot, Darrin Stubbington, Paul Lefevre,  
Ché-Yuan Wang, Aurora Romans, Michelle Savoie, Brenda Wilson, Serena  
Chan, Janet Whitehead, Gabriel Manansala & all our families.

# CREDITS

## INEVITABLE ENTERTAINMENT, INC.

### PRODUCER

Jaime R. Grieves

### PROGRAMMERS

Steve Broumley, John Nagle & Brian Watson

### DESIGNERS

Bey Bickerton & Jim Richardson

### ART

Cyrus Lum

### QA

Kent Raffray & Todd Raffray

### CEO

Russell Byrd

### CTO

Craig Galley

### CAO

Cyrus Lum

### CCO

Bey Bickerton

### CFO

Judy Stubbington

### SPECIAL THANKS

Billy Spears & Seven Studios

## SEVEN STUDIOS

### DIRECTOR

George Collins

### ENGINEERING

Chief Software Engineer - George Suttly

Technical Director - John Keating

Lead Programmer - Brian Hawkins

Programmers - Ed Baum, Chris Buchanan, Daniel Chuang, John Cooke & Kim Lay

### ADDITIONAL ENGINEERING PROVIDED BY

Tom Ketola & Dan Stanfill

### ART

Art Director - Damon Conn

Lead Artist - Miguel Lleras

Artists - Jon Balmer, Scott Fabianek & Nelson Plumey

### ADDITIONAL ART

Ivan Bouinatchov, Barclay "Buck" Chantal & Kenzie Lemar

### DESIGNERS

Robert Berger, Rich Bisso, Jeff Gardiner & Michael Kirkbride

### MISSION SCRIPTING

Ivanna Kartarahardja & Nathan Mah

### STORY AND DIALOGUE

Robert Berger, Michael Kirkbride & Margaret Stohl

### PRODUCTION

Executive Producer - Lewis Peterson

Producers - Matt Candler & Christine Thomas

Assistant Producer - Alex Garcia



# CREDITS

## SEVEN STUDIOS CONTINUED...

### MUSIC

Provided by Midway Home Entertainment

### ADDITIONAL MUSIC BY

Jon 'Rock on Chicago' Balmer

### FMV AUDIO PRODUCTION

Keith Arem

### FMV SOUND DESIGN

Keith Arem

### FMV ORIGINAL MUSIC

Michael Cohen

### VOICE OVER RECORDING PERFORMED BY

Soundelux Design Music Group & PCB Productions

### VOICE OVER ENGINEERS

Keith Arem & R. Dutch Hill

### SOUND DESIGN & DIRECTION

Michael Kirkbride, Matt Candler & Robert Berger

### ADDITIONAL SOUND FX PROVIDED BY

Scorpio Sound, LLC

### SUPERVISING SOUND DESIGNER

Gregory J. Hainer

### SOUND DESIGNER

Michael Kamper

### COMMANDER KYÖTO

Traci Elizabeth Lords

### COLONEL ADAMS

Noah Nelson

### MEMORY

Valerie Arem

### DR. MUDDO

Eric Passoja

### ADDITIONAL VO PROVIDED BY

Lex Lang, Perry Zombolas, Jason Lee & Dave Wittenberg

### SPECIAL THANKS

Lorraine Conn, Harrison Hays, Scot Kramarich, Chane Parker, Lewis Peterson, Margaret Stohl, Lisa Whitman & Erik Yeo

### SONY DEVELOPER SUPPORT ENGINEERS

Geoff Audy & Dave Coombes

### METROWERKS TECHNICAL SUPPORT

Gabe Ahn & Becky Hook

### DEFENDER TEST SQUADRON

Sam Alper, Rory Behr, AJ Calabrese, Alex Chen, Bobby (SC) Hill, Tory Hill, Martine Johanneson, David Leohong, Danny Nguyen, Adam Payne, Emma Peterson, May Peterson, Jack Schwada, Alex Schwada, Spencer Strasmore, David Wagmeister & Johnno Wagmeister

### THE DEFENDER TEAM WOULD LIKE TO EXPRESS THEIR THANKS AND GRATITUDE TO

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# CREDITS

## "DEFENDER" AND "DEFENDER - CLUB MIX"

Based on "Also Sprach Zarathustra", composed by Richard Strauss  
Produced by Sascha Konietzko, Phil Riefflin & Michael Cozzi for KMFDM, Inc.  
KMFDM Appears Courtesy of Metropolis Records

### "VAUNT"

Written by Trigger  
Published by Black Ether Music (ASCAP)  
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)  
All songs Courtesy Of Marc Ferrari/ Mastersource

### DIG IT

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

### ELIMINATE

Written By Adam Hamilton  
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### EPIC

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### GO

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### PLANET CHASING

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### RUN

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### SHINING THROUGH

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Performed By Adam Hamilton  
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### STRIPMINE

Written By Tim Paruskiewicz and Stephen Phillips  
Performed By Tim Paruskiewicz and Stephen Phillips  
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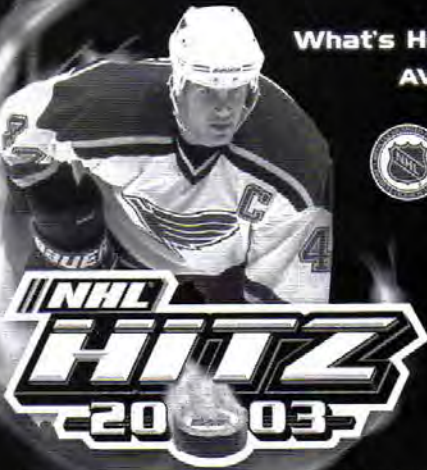
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The Lua language and its implementation have been entirely designed and written by Waldemar Celes, Roberto Lerasualimsky and Luiz Henrique de Figueiredo at TeCGRAF, PUC-Rio in Brazil.

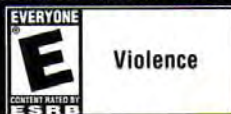
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Midway Home Entertainment Inc.  
675 Sycamore Dr.  
Milpitas, CA 95035  
www.midway.com

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