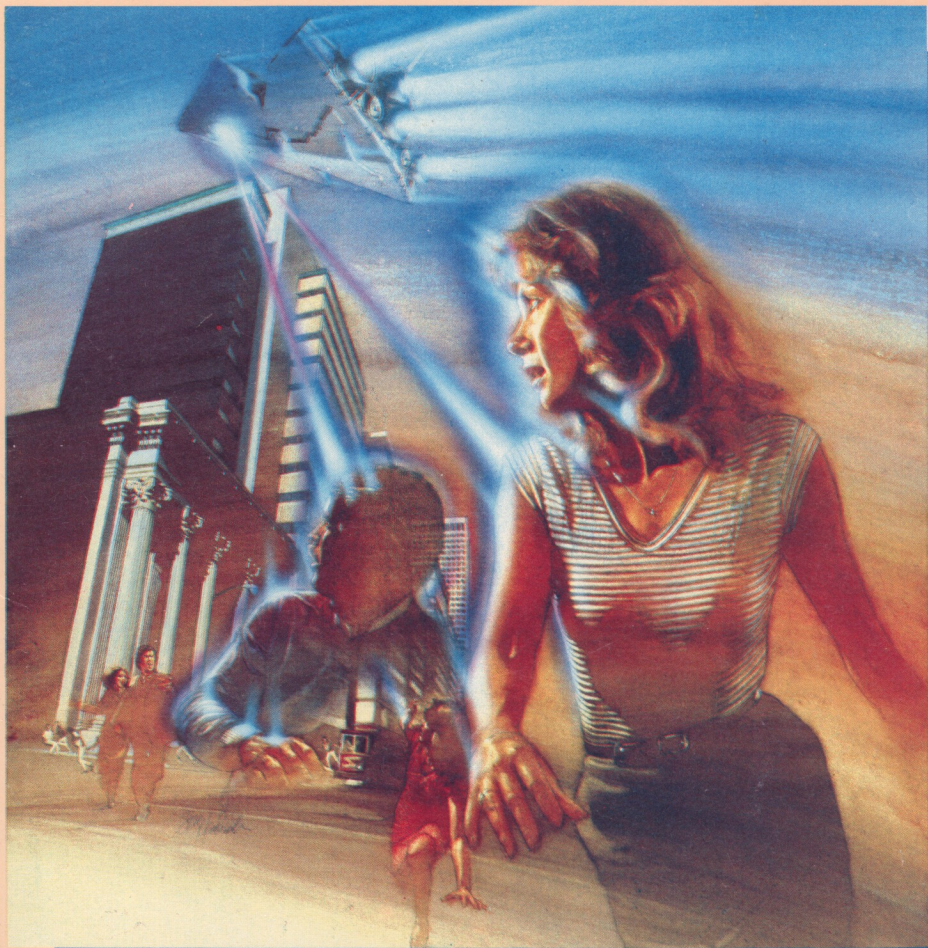


DEFENDER[®]

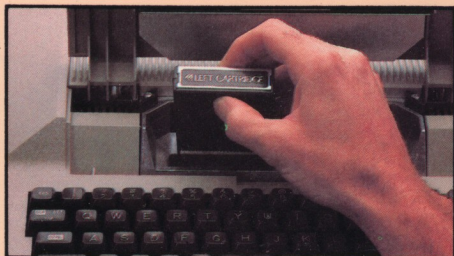




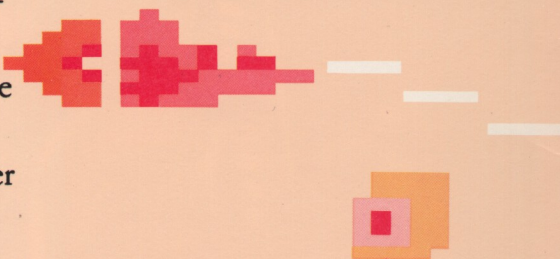
THE DEFENDER OF WORLDS!

INSERTING THE CARTRIDGE

Turn on your ATARI® Home Computer by pressing the power switch on the right side of the console to ON. Pull the release lever toward you to open the cartridge door. (Whenever you do this, the computer automatically turns itself off.)



Insert the DEFENDER game cartridge in the cartridge slot (the left cartridge slot in the ATARI 800™ Home Computer) with the label facing you. Press down carefully and firmly. Close the cartridge door and the computer turns on again.



THE JOYSTICK CONTROLLERS

For one player, plug a joystick controller into Controller Jack 1. For two players, plug a second joystick into Controller Jack 2. Hold the joystick so that the red button is in the upper left corner. Press the button to fire missiles.



THE SELECT KEY

When you first turn on your computer, the selection screen lists a version of DEFENDER and a level of difficulty (One Player Easy). Press the SELECT key as often as necessary to choose the version and level you want. To return to the selection screen while the game is in play, press



Decades past, your leaders learned that aliens lusted for your world. At once, they set your most brilliant scientists, your most farseeing warriors, to design the ultimate spaceship—something to defend your beleaguered planet.

Now, that ship is in your hands . . .

ESC and then SELECT. Pressing SELECT alone has no effect while the game is in play.

NOTE: In addition to the six games you can play, there's a demonstration game to show new players the various possibilities of DEFENDER.

THE START KEY

Press the START key to begin the game. To begin again while the game is in play, press ESC and then START. Pressing START alone has no effect while the game is in play.



THE ESC KEY

Press the ESC key to pause in the middle of a game. Press it again to pick up where you left off.

THE SPACE BAR (SMART BOMB)

Press the space bar on your computer keyboard to detonate a Smart Bomb.

ANY STANDARD KEY (HYPERSPACE)

Press any standard key except ESC, CTRL, SHIFT or BREAK to activate Hyperspace.

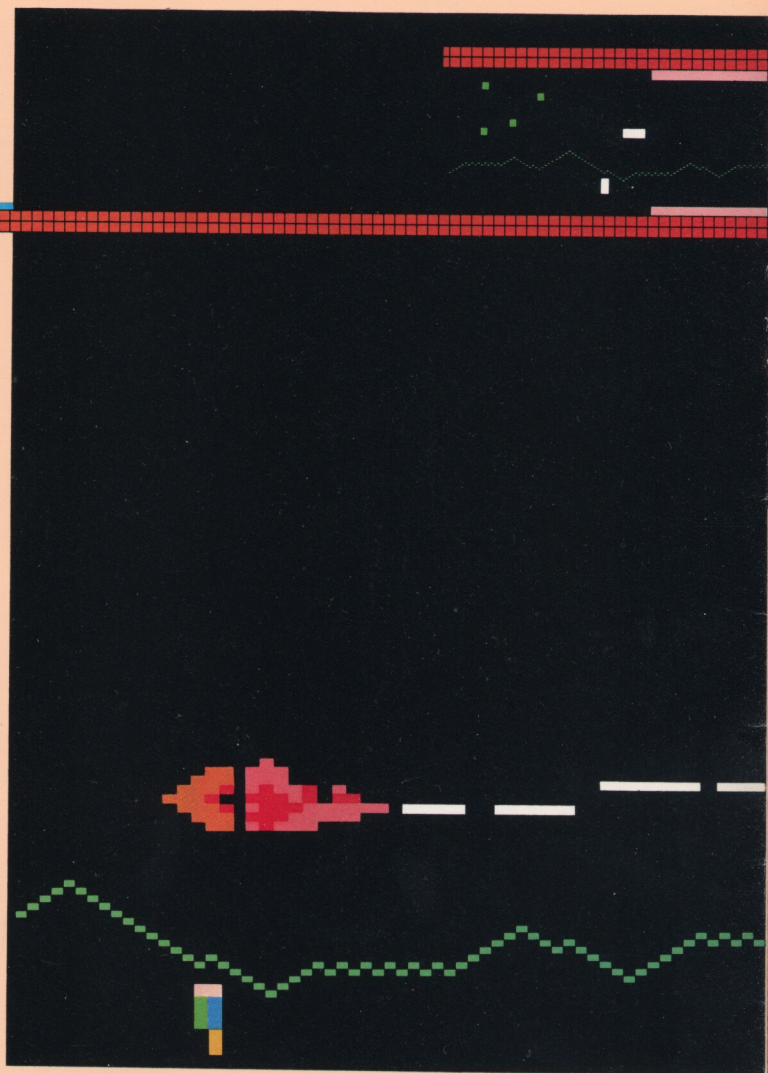


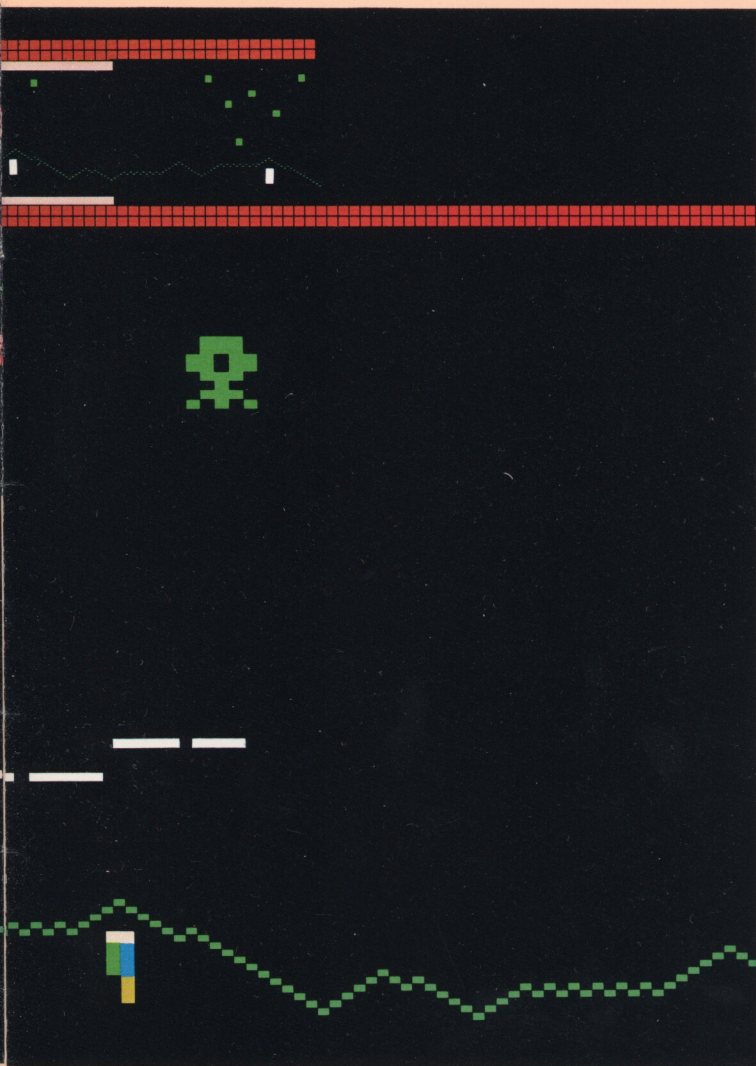
EVIL FROM THE FAR STARS!

The alien attack has come! Before your planet's defenses could react, their Landers were besieging you on the foulest mission an alien mind could ever conceive. They're kidnapping

your humanoids and transforming them into mutants who will then strike at *you*! Backing their Landers are Baiters, Swarms, Bombers and the dread Pods. But you have the most advanced ship your world has ever devised—Defender!

They're going to have to *fight*!





As the battle begins, Defender has three lives and three Smart Bombs. When Defender collides with an alien ship or is hit by an alien mine, it explodes with a spectacular blast. If that's its last life, the game is over; if any lives remain, another Defender appears to continue the war.

the first wave, another wave moves in. The longer Defender survives, the more dangerous the attacking waves become.

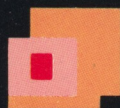
When Defender destroys all the aliens in



Defender

Defender responds quickly to its controls, but may be hard to reverse after prolonged thrust, due to its momentum. It fires missiles in the direction it's facing.

There are two last-resort options: **SMART BOMBS** and **HYPERSPACE**. **SMART BOMBS** destroy all aliens in sight (earning you points for every one), but you have just three Bombs at the start; you earn another Bomb for each 10,000 points you score. Use Smart Bombs sparingly and strategically—it's a good idea to keep one in reserve for emergencies. **HYPERSPACE** temporarily sends you into a space warp, but



Bomber

you never know where you'll reappear. Use Hyperspace sparingly, too, because overuse can cost you a Defender life.

Each of the alien ships has a different function.

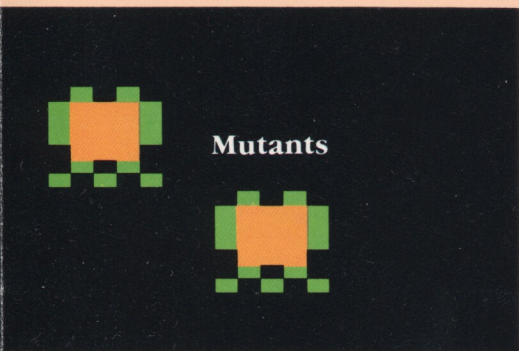
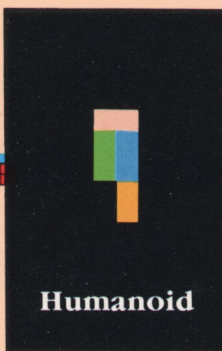
LANDERS, the first to appear, kidnap humanoids and fire white charges.

BOMBERS lay mines to trap you—you can't shoot mines, so you must avoid them.



Lander

BAITERS appear if you take too long to finish off a wave—they move faster than Defender and fire white charges as they home in on him.

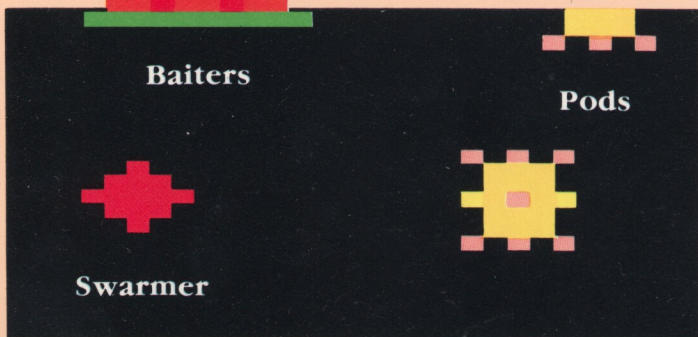
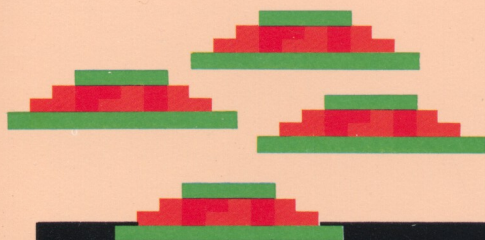


MUTANTS—transformed humanoids—are very dangerous. Once a humanoid is lost to you, spare no effort in trying to destroy it. They'll fly directly above or below you (where you can't hit them) and then charge.

The **POD** is the most dangerous, because when it's destroyed it releases Swarmers.

SWARMERS track you closely, so zap them as quickly as you can.

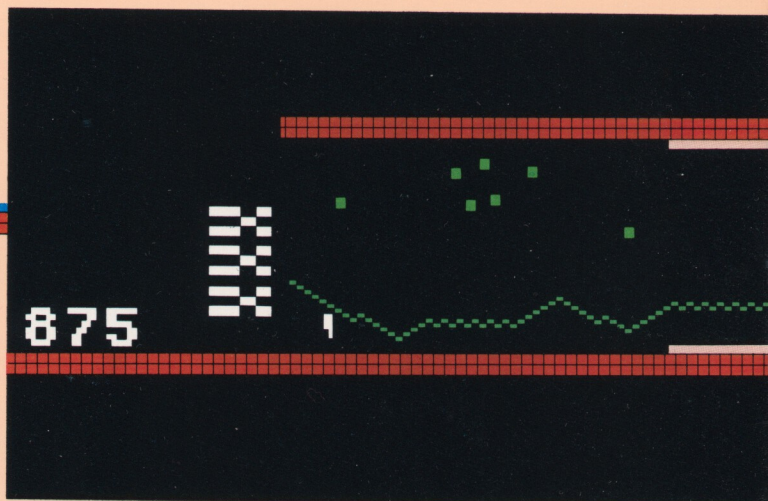
All aliens except Landers can exit at the bottom of the screen and emerge from the top, or vice versa.



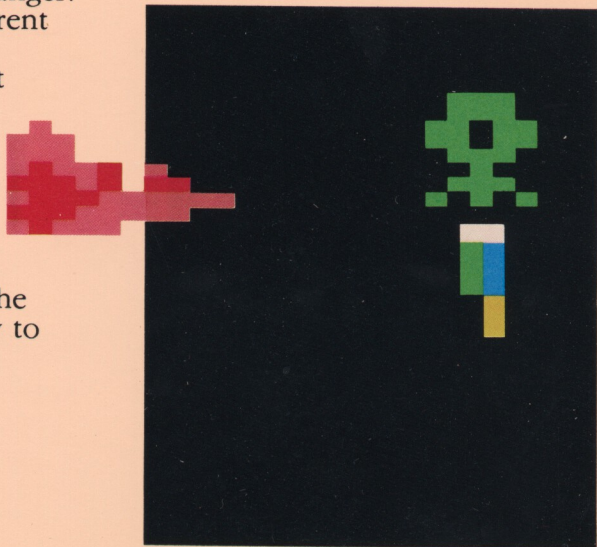
Your view-screen shows your immediate area, but the Scanner at the top of the screen

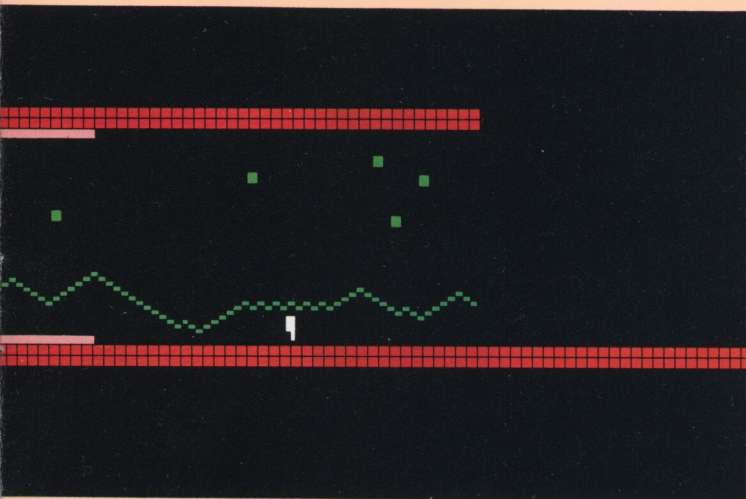
shows a much wider view. The area covered by your view-screen is bracketed in the center of the Scanner, so you can see what's happening to your right and left—a crucial factor with so many aliens around. By using your Scanner you can tell which kinds of aliens are where, and—more important—which of your humanoids are in danger. Humanoids and the different types of alien ships are distinguished by different colored blips.

You begin the game with ten humanoids. When a humanoid is kidnapped, it cries out for help—go to its rescue immediately! The Scanner is the fastest way to spot its position.



There are two ways of rescuing a humanoid: either destroy the Lander and let the humanoid fall back to the planet; or destroy the Lander, catch the falling humanoid, and carry it back to the planet. Letting the humanoid fall only works if it's low enough to fall safely—you'll have to ex-





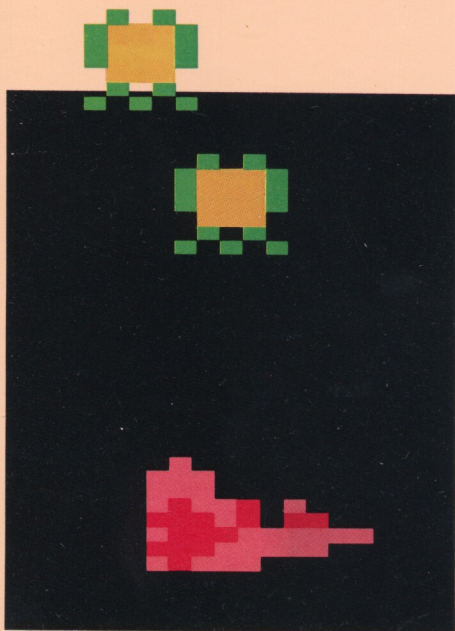
Catching a humanoid in midair is more difficult and earns you more points.

To catch a

periment to find out how low that is. If the humanoid falls safely, you score 250 points, plus 150 points for destroying the Lander. If the humanoid dies, you score only the 150 points for the Lander.

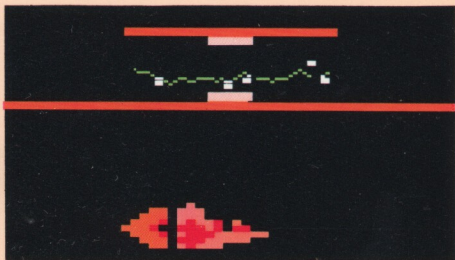
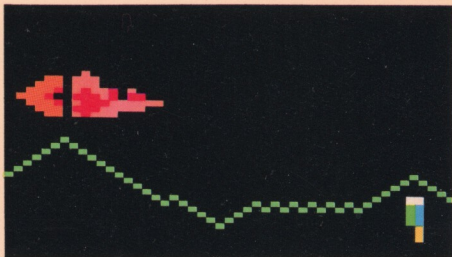
humanoid, shoot the Lander and maneuver Defender to touch the humanoid, then carry it to the planet. This earns you 1000 points, plus 150 for the Lander. If you catch the humanoid but don't return it safely, you still earn 500 points, plus 150 for the Lander.

If a Lander succeeds in carrying a humanoid to the top of the screen, the humanoid becomes a Mutant and returns to attack Defender. When all of the humanoids become mutants, or are destroyed, the planet explodes and vanishes. You continue to play and score points. With every fifth wave, a destroyed planet reappears and all ten humanoids are replaced.



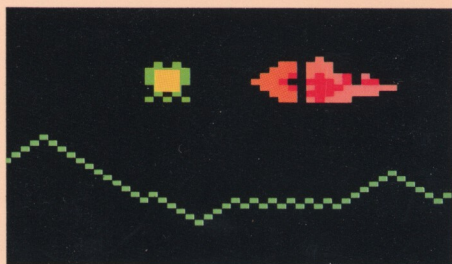
STRATEGY

Fly low. Good DEFENDER players seldom fly more than two inches above the planet, in order to protect their humanoids.

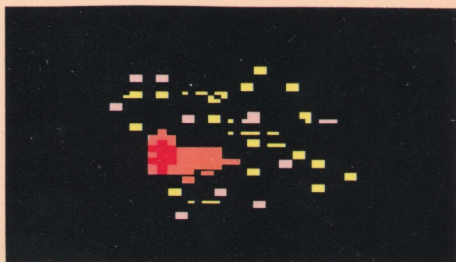


Listen to the game sounds. Most of the time you'll hear a humanoid cry for help before you see it. Use the Scanner to find it. Try playing DEFENDER using the Scanner alone a few times to get a good idea of how it works.

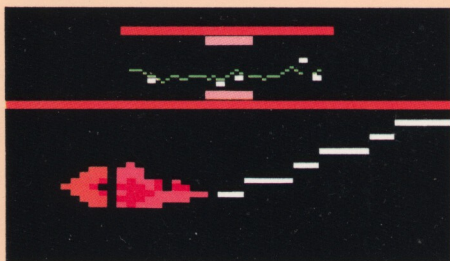
Mutants are not as hard to destroy as it might appear. Thrust, then reverse direction and adjust your height simultaneously, and fire.



Don't thrust too much. If you do, your momentum will carry you too far and you'll miss a shot or collide with an alien. Also, if you're too close to the edge of the screen you're facing, you'll have less time to react to whatever comes your way.

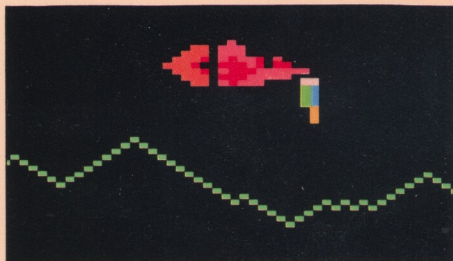


DEFENDER is one of the most complex games ever devised, but your control over the action is made simple by the ATARI joystick. Using this one device, you can thrust, reverse, and change Defender's altitude—giving you unmatched freedom of the skies as you battle the invaders.

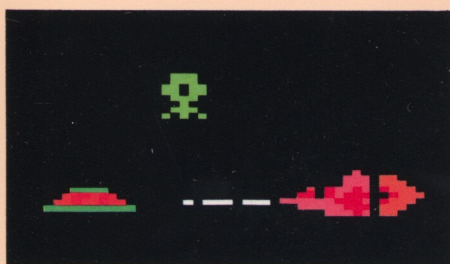


When you're thrusting, move up and down and fire continuously to sweep your area clean. But use your Scanner to check what's ahead—don't blast a kidnapped humanoid by mistake!

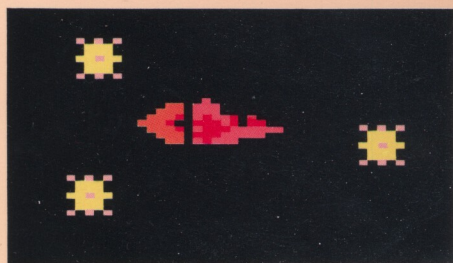
You can carry a humanoid around with you so that the aliens can never destroy all ten of them without destroying you. But if you touch the planet, the humanoid will immediately jump free.








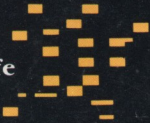
Aliens become confused if you quickly reverse twice, giving you time to blast them.






Use Smart Bombs only in extreme emergencies, or if there are enough aliens on the screen to push you past a 10,000-point mark.



SCORING

POINT VALUES		
ALIENS DESTROYED		
150  Lander	150  Mutant	200  Swarmers
200  Baiter	250  Bomber	1000  Pod
DEFENDER DESTROYED	25 Each Life	

HUMANOID RESCUE MISSION	
150 points for the Lander plus:	
Humanoid falls and lives	250 
Caught but not brought back	500 
Caught and brought back	1000 

Scores appear at the top of the screen. The score for Player 1, or a single player, is on the left; the score for Player 2 is on the right. How many lives and Smart Bombs Defender has left is displayed next to the scores.

At the end of each of the first five waves, you score 100 bonus points for each surviving

humanoid, multiplied by the number of the wave. At the end of each wave thereafter, you score 500 bonus points for each surviving humanoid. The wave number and the number of bonus points appear in the center of the screen. Any humanoid you're carrying returns to the planet.



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