

POP! KA-BLOOIE! ZAP!

THE VIDEO MASTER'S GUIDE TO

DEFENDERTM

BY NICK BROOMIS

NOW, AN EXPERT SHOWS YOU HIGH-SCORING TRICKS
YOU NEED TO CHALLENGE THE MOST COMPLEX GAME OF ALL!



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**ZAP! ZONK! BLEEP! BEEYOOO! PWAF!
WOMP! BAM! BANG! BLOOOP! BLORK!
BLIP! ZOW! KA-BAM! ZING! KA-BLOOIE!**

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incredibly exciting,
unbelievably difficult,
the fabulous...

DEFENDER!!!

You must protect the planet against the dread aliens who are swarming and zooming and hurtling toward you, threatening to blast you out of the sky, eager to take your Humanoids up with them and transform them into strange, dangerous, fearsome Mutants!!!

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THE VIDEO MASTER'S GUIDE TO—
PAC-MAN
DEFENDER

THE VIDEO MASTER'S GUIDE TO DEFENDER™

by
Nick Broomis



BANTAM BOOKS

Toronto New York London Sydney

THE VIDEO MASTER'S GUIDE TO DEFENDER

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My appreciation to family and friends who supported
and believed.

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FOREWORD

This is a specialized picture book about playing DEFENDER, an immensely popular coin-operated video game. To play and understand DEFENDER is a revelation. As complicated as it looks, it is actually a simple game of kill or be killed, the classic case of search and destroy.

This book provides an orderly description of how the game works and how your skills will progress. But it is also much more. It is a practical, entertaining, and sometimes whimsical "battle" book. It will give you the attitude and flavor that characterizes DEFENDER.

You will meet the DEFENDER rocket ship, the main character in this adventure. You are introduced to its adversaries, a heinous cast of beings, and their respective personalities and point values.

Humanoid point values throughout the alien attack waves are the crux of the game. Through a thorough understanding of the game, you will come to know its true nature—the saving of the Humanoids.

You must bear in mind that many of the features of DEFENDER are programmable. That is, the arcade owner in your area has the ability to adjust certain features of play on the machine itself. For instance, the attack-wave level that gives you a new planet and Humanoids can occur at any level. Moreover, the machine can offer any number of DEFENDER ships as well as an equal number of SMART BOMBS. The starting level of difficulty can also be adjusted to be more aggressive so that the Landers will pursue your Humanoids faster, the Baiters will appear sooner, and so on. No matter at which level of difficulty the machine was set, after the thirtieth wave, the level of difficulty will remain the same.

This book presents situations that seem to be the norm for arcades across the nation.

Because DEFENDER is a difficult game to master, it was felt that a very simple approach was needed to explain the game's complex workings and strategies. The easily understood illustrations show the reader situations in an instant and indicate the actions to be taken.

The author is sure that the book will serve as a guide to instant improvement of your score on DEFENDER.

INTRODUCTION

DEFENDER has quickly become a classic video game. Since its introduction in early 1981, legions of DEFENDER fans have sprouted wherever the ubiquitous machines are installed. Its popularity is not without justification. It took about nine months for the computer programmers at Williams Electronics to create DEFENDER...their work has produced a fantastic illusory world in which six different flying enemies attack your Humanoids and DEFENDER ship. Your objective is to save the Humanoids and destroy the aliens.

In the process, you'll meet stiff competition from the seemingly intelligent aliens who will fire "bull's-eye" shots directly at your craft. You can dodge these bullets and launch your offensive by using the complicated controls that make every necessary maneuver possible. You will play on a large color screen and be blessed by a Radar Scanner that will be your best friend.

As you play, your senses will be whirled into a steaming cauldron where you do not think but simply react; you are plugged into a computer high that lifts your feet off the pavement. Still, what makes DEFENDER great is that you are constantly challenged by increasingly difficult attack waves that rush your ship without mercy. In short, you play DEFENDER, and it plays you.

The video game industry has ballooned to such a state it now gobbles up an estimated 8 billion quarters yearly, which surpasses profits from both the film and pro sports empires—a growth that makes its catalyst, PONG, a distant memory even though it was introduced only in 1972.

Today's video games run the gamut of the human personality. Some, like QIX, are abstract, and some, like DONKEY

KONG, are humorous. Most are not too subtle copies of instant hits.

Video games, just like network television, have entered the mainstream of American life. Who hasn't heard the Pretenders' "Space Invaders" or Buckner & Garcia's hit "Pac-Man Fever." They've also caught the attention of the U.S. Supreme Court. Currently, in Mesquite, Texas, a local ordinance has banned youths under seventeen from operating these games unless accompanied by a parent or guardian. The Supreme Court is not yet ready to handle this "novelty" item and has sent the case back to the lower court for further clarification, the outcome of which is eagerly awaited by arcade owners across the country.

Contrary to popular fears, I don't believe video arcades are hotbeds of teenage hooliganism and delinquency. I agree that children should be barred from these games during school hours, but to cut off a vital part of their social interaction is just not fair. I would much rather see children involved in a competitive battle in which they can hone their motor skills and vent their frustrations and aggressions on a harmless machine than be androids in front of the tube all day long.

The future of DEFENDER signals its entry into the home video market since Atari has bought the rights to it. It will be interesting to see their version because home video amusement centers cannot at the present time match the sophistication of the upright console models.

Truly, DEFENDER is an amusing and exciting new game that is different from any other game on the market. It is colorful and at times hypnotic. (Williams Electronics itself boasts of 256 different colors.) It can also be addictive.

When you insert a "DEFENDER Quarter" into your favorite machine, you will be taken for a ride that will thrill you. Adrenaline will surge through your veins like an electric current. Your body will sweat, and your fingers will shake.

This book will help you to understand how the game works and what you can do to play better. It is a compendium of basic tactics that will save you money by making you a better, smarter DEFENDER!

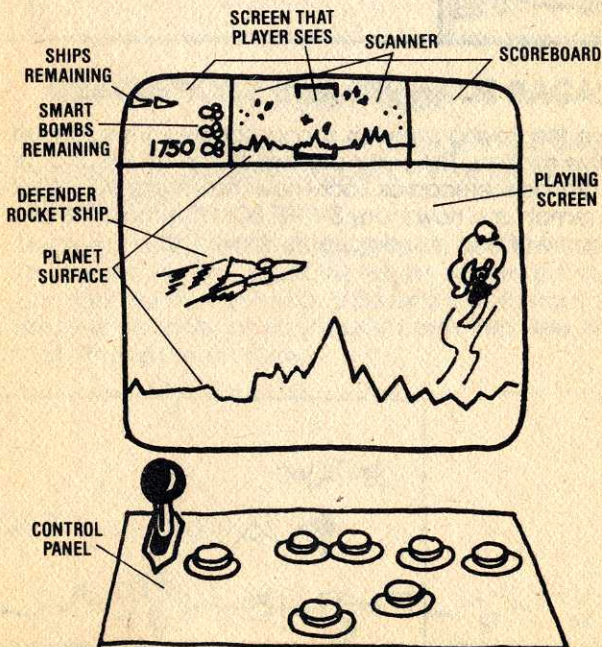
A Few Facts About DEFENDER

- DEFENDER, along with PAC-MAN and CENTIPEDE, is one of the most popular coin-operated video games.
- DEFENDER can be adjusted for a maximum of seven ships and a minimum of three SMART BOMBS.
- The aliens are programmed to **always** know where you, the DEFENDER, are.
- The game is played on a 19-inch-diagonal color screen.
- The game has a volume control. Maximum volume is best. Silent DEFENDERS are no fun.
- It usually costs a quarter to play.
- The machine sells for under \$3,000.
- It weighs 265 pounds.
- DEFENDER is aptly described as "the game that explodes like fireworks."

OBJECT OF THE GAME

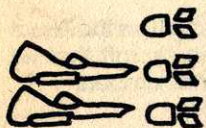
You are the DEFENDER. Your job is to defend the planet over which you are flying. You start the game with 10 Humanoids. You must protect them from the attacking aliens. The game will become harder, faster, and more complicated as these attack waves progress.

You will have to master the many controls and use the Radar Scanner effectively to thwart all the alien aircraft that will attack you with ever-increasing speed and numbers.



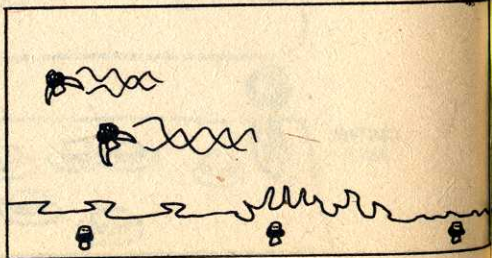
GAME SCREENS

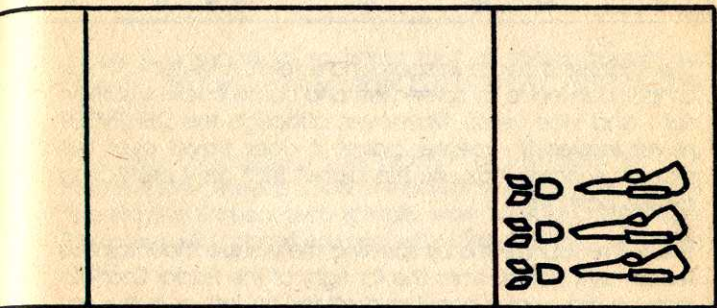
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RADAR SCANNER AND SCOREBOARD

Above the Playing Screen is a long, narrow screen divided into five sections. The outer portions on the far left and far right are the scoreboards. Each shows how many DEFENDER ships remain and how many SMART BOMBS remain. The running score of your game appears above that.

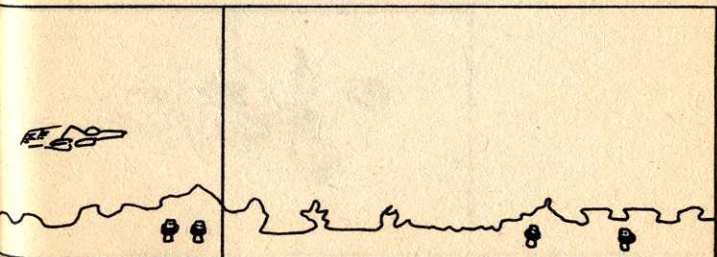


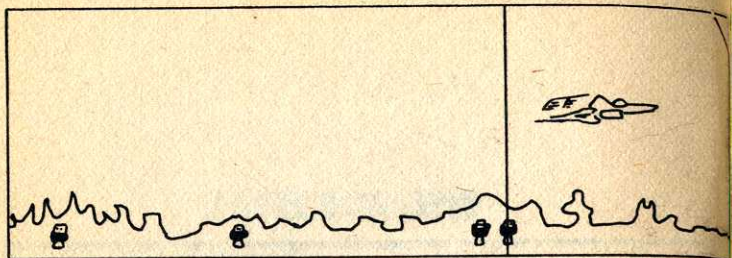


THE SCANNER

The Radar Scanner allows a complete scanning field over the surface of the planet. Singularly, it is the most important tool you have.

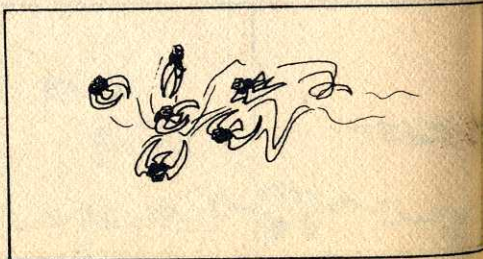
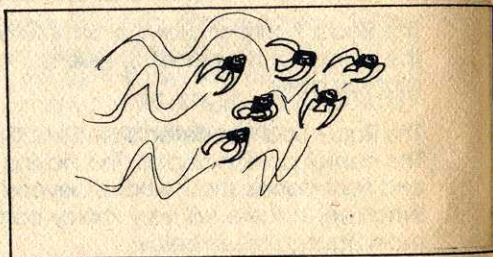
The Radar Scanner detects all aliens. It is a complete panel. The center portion depicts the Playing Screen, but the left and right panels show what is beyond the Playing Screen. Whatever is there will very shortly come into view on the main Playing Screen below.

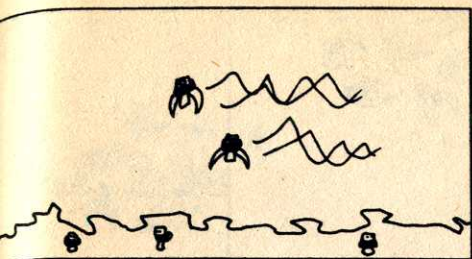




The Scanner is also a wraparound screen. A Mutant, for example, can leave by screen left and come back by screen right and vice versa. Moreover, although the DEFENDER never leaves the center panel, it does travel over the planet's surface. Actually, the planet that he is protecting moves past him.

You will recognize this by spotting the unique mountainous terrain as it passes from the far right of the Radar Scanner through the center panel and off the far left, or in the opposite direction if you REVERSE.

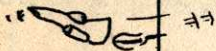


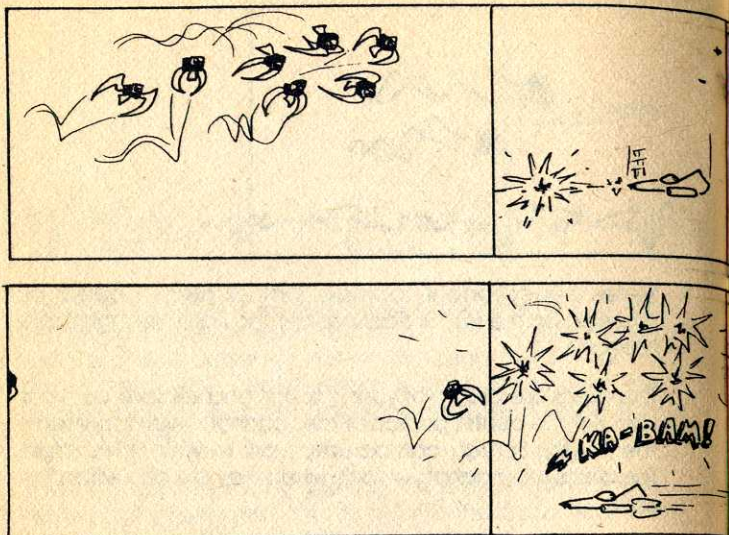


Note: It is important to know that all aliens appear as "bleeps" on the Radar Scanner, but they are "recognizable bleeps."

The aliens are aware of your location and will seek out your ship. But the center portion of the Scanner, which represents the Playing Screen, can actually work to your advantage. The aliens will shoot at you only when they are also within this area.

The aliens will come at you, but if you REVERSE and keep away, the aliens will curiously leave you and take off in the

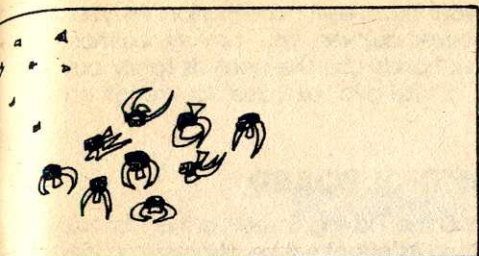




other direction to **meet** your speeding craft from the other side.

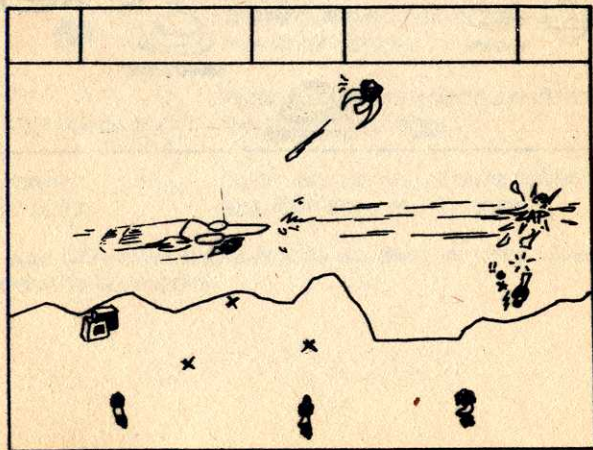
Because aliens will only attack you if they face you, you can keep large hordes of aliens off your track (especially if the planet has exploded) simply by keeping out of their **zone of intelligence**.

Switch back and forth, killing strays in the Playing Screen area, then swoop under the dolts and press the SMART BOMB. You can now turn around and eliminate the other aliens.



THE PLAYING SCREEN

This is the large screen that is the DEFENDER theater of operations. It's where the action is.



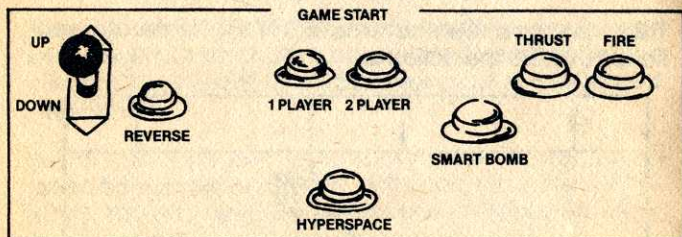
DEFENDER sharpens your hand-eye coordination. As your skills develop and reflexes quicken, you may experience muscle cramps in your hands. Use the controls lightly but firmly. Consider using a "vise-grip" exerciser to strengthen your hands.

CONTROL BOARD

Below the Scanner and the Playing Screen is the Control Board. (Each control and its effect will be discussed in the chapter entitled "Rocket Ship Maneuverability.") Many controls are needed to allow you to play this game, for DEFENDER is probably the most complicated game to master today.

At first, it will be difficult to coordinate your maneuvers, but once you get the hang of it, you will be amazed at the control you will have of the DEFENDER ship.

Develop a rhythm of THRUST and FIRE, THRUST and FIRE, move UP or DOWN, REVERSE, as required, and always examine your Radar Scanner to plan your attack.



SCORING

ALIEN AIRCRAFT POINT VALUES

Lander:
150 points



Landers are dumb, humorless creatures that methodically search out your Humanoids.

Mutant:
150 points



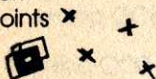
Mutants, formerly Landers, have killed your Humanoids and transformed them into cold-blooded flying insects. Your death makes them happy.

Baiter:
200 points



Baiters are nefarious saucerlike UFOs that materialize from the void of the screen ready for battle.

Bomber:
250 points



Bombers are herdlike cubes and discharge deadly little X's from their nest. They bounce with color that radiates from their centers.

Pod:
1000 points



Pods are brilliant pulsations of color, like radioactive eggs.


Swarmer:
150 points



Swarmer are kind of cute; nevertheless, they are a red menace.

If your DEFENDER ship runs into an alien, its point value is added to your score.

HUMANOID POINT VALUES DURING ALIEN ATTACK WAVES

Humanoids resemble pegs. 

Rescuing a Humanoid before it falls: 500 points

Returning a Humanoid safely after rescue: 500 points

Freed Humanoids falling safely to the surface: 250 points

HUMANOID POINT VALUES UPON COMPLETION OF ALIEN ATTACK WAVES

An attack wave consists of ten possible bonus points, depending on the number of surviving Humanoids. The point value is determined by the alien wave reached.

The First-Wave Humanoid survivors \times 100 points

The Second-Wave Humanoid survivors \times 200 points

The Third-Wave Humanoid survivors \times 300 points

The Fourth-Wave Humanoid survivors \times 400 points

The Fifth-Wave Humanoid survivors \times 500 points

All further-wave Humanoid survivors \times 500 points

For example, if you finish the first attack wave and have eight Humanoid survivors, you would multiply your survivors by 100 points (8 survivors \times 100 points = 800 points).

ALIEN ATTACK WAVE 1 COMPLETED

BONUS POINTS \times 100



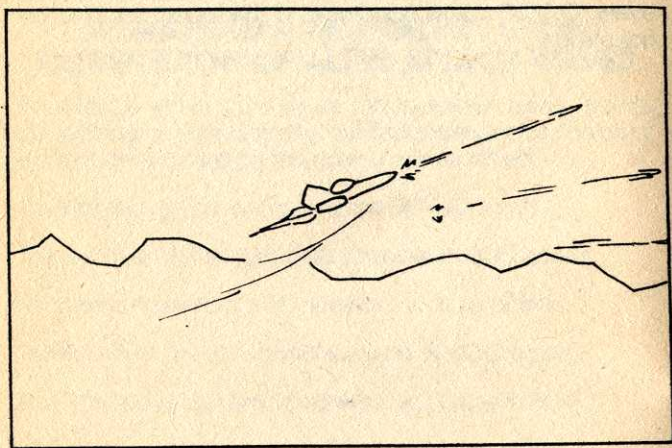
You reach a new attack wave when you have destroyed all alien aircraft. Your bonus points will be posted, and it will still be your turn.

Depending on how the particular machine has been adjusted, a new planet and new Humanoids will appear every fourth or fifth attack wave.

BONUS

A bonus ship and a bonus SMART BOMB are awarded every 10,000 points according to the machine's function adjustment.

THE DEFENDER ROCKET SHIP



The ship is controlled by five buttons and one knob: REVERSE, THRUST, FIRE, SMART BOMB, HYPERSPACE, and UP or DOWN.

As your ship flies, it emits a white exhaust under "THRUST" power.

The controls enable you to defend yourself against six different flying enemies. You are not helpless. You have every possible maneuver you'll need at your finger tips. You'll be amazed at how ambidextrous you will become.

The point is to increase efficiency by flying at the maximum cruising speed, thus cutting down on valuable time lost. The most important thing is to learn to fly; the better you can blast

Baiters, dodge Bomber mine fields, and evade Mutant missiles, the better chance you will have to prolong the game.

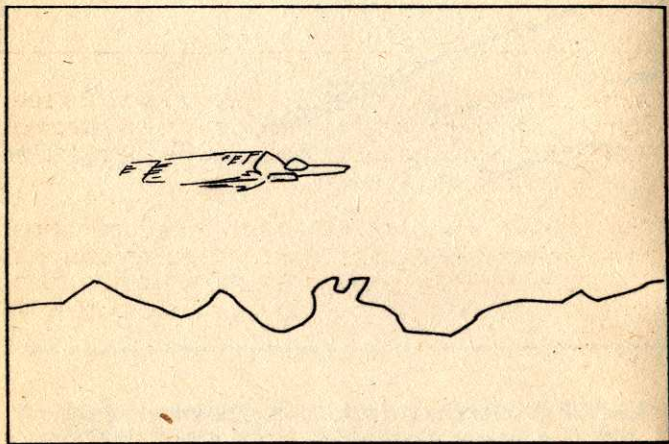
STRATEGY

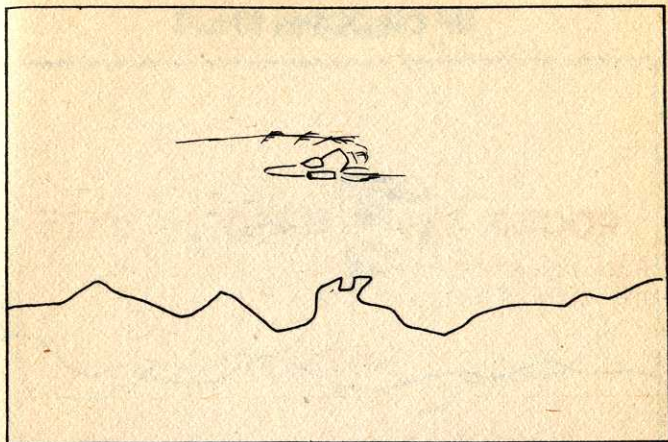
Keep flying or you're a sitting duck. Momentum is all that stands between you and oblivion. The faster you dispose of the enemy, the greater your chances of survival.

ROCKET SHIP MANEUVERABILITY

Following are listed the functions of your Control Board on the DEFENDER ship:

REVERSE

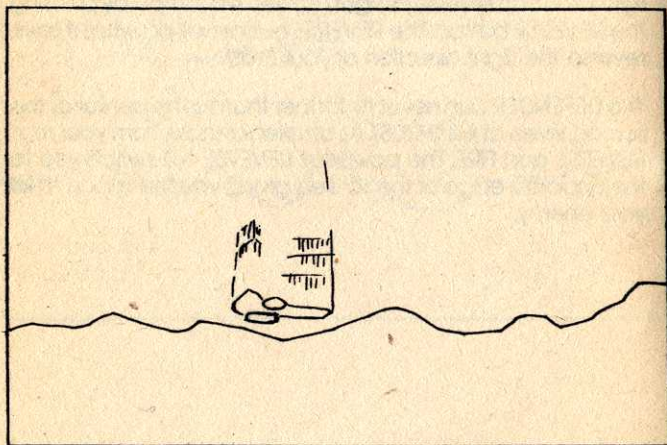
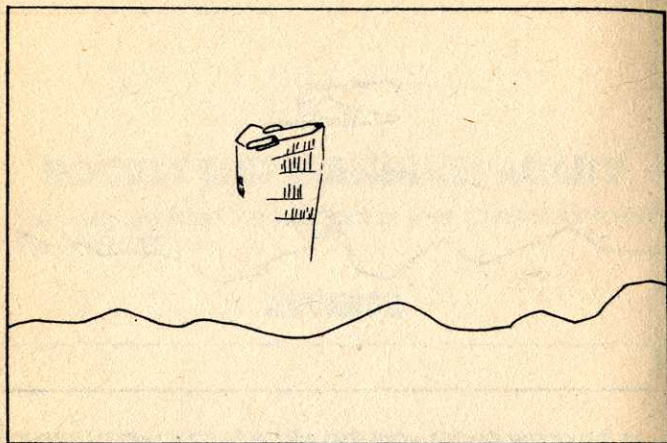




As the game begins, your ship will be flying forward (screen right). You can reverse its flight (screen left) simply by pressing the REVERSE button. The REVERSE button will do what it says: reverse the flight direction of your craft.

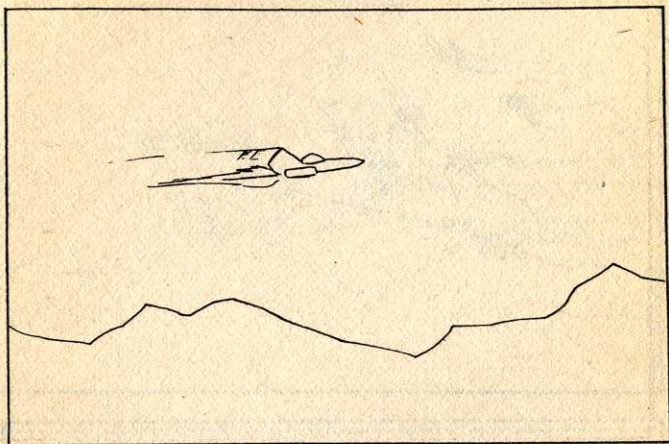
The DEFENDER can never fly farther than to the center of the screen, even at full THRUST. As an alien attacks from your rear, REVERSE and FIRE. The power of REVERSE will switch you to the opposite edge of the screen, giving you the space to kill your enemy.

UP OR DOWN KNOB



By your command, the red knob on your left lifts or lowers the DEFENDER ship. It is a sensitive instrument that will match your quickness. The red knob will also allow you to fly beneath the planet's surface in an emergency.

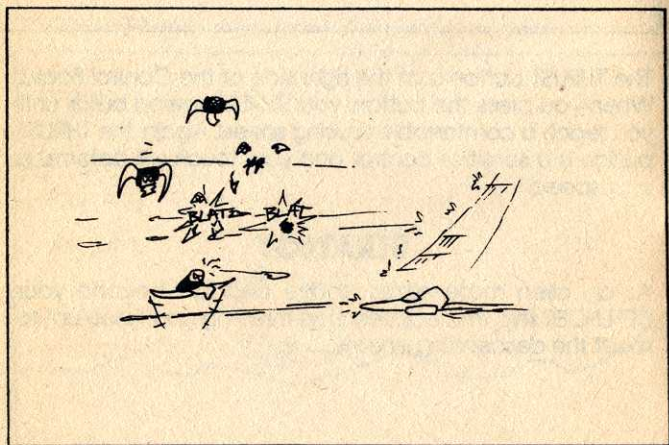
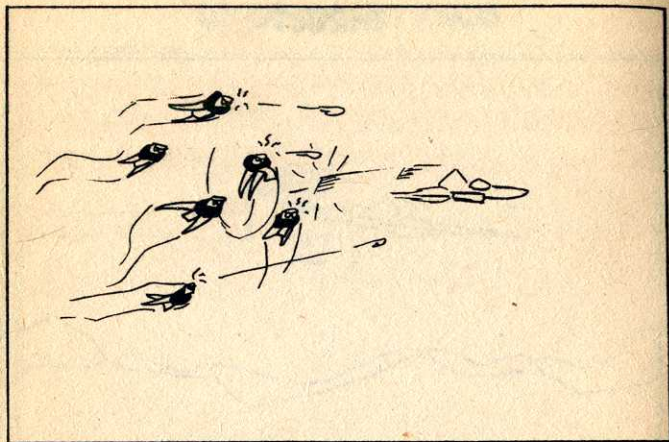
THRUST



The THRUST button is at the right side of the Control Board. When you press the button, your THRUST speed builds until you reach a comfortable cruising speed. Again, the THRUST button is a sensitive control, and your touch will determine your speed.

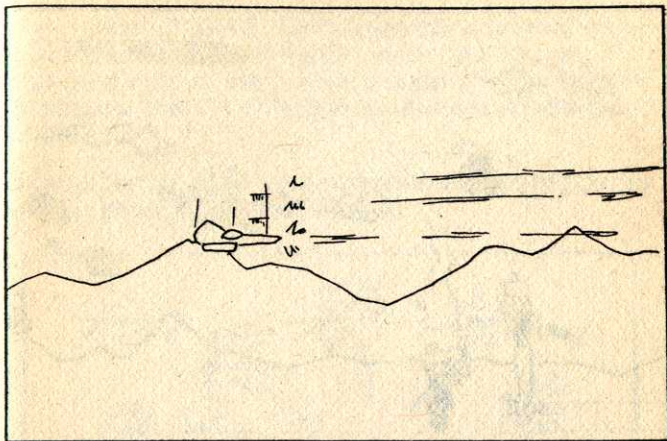
STRATEGY

As an alien materializes above and just beyond your DEFENDER ship, immediately stop thrusting and "knob up" to meet the descending enemy.



Use your rocket speed; you can still retreat (run) and then retaliate.

FIRE



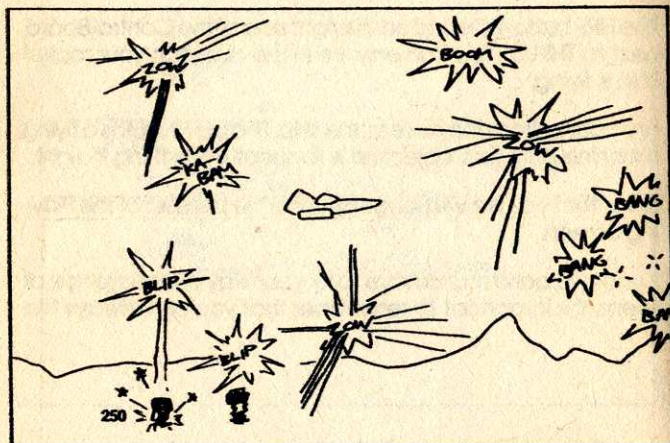
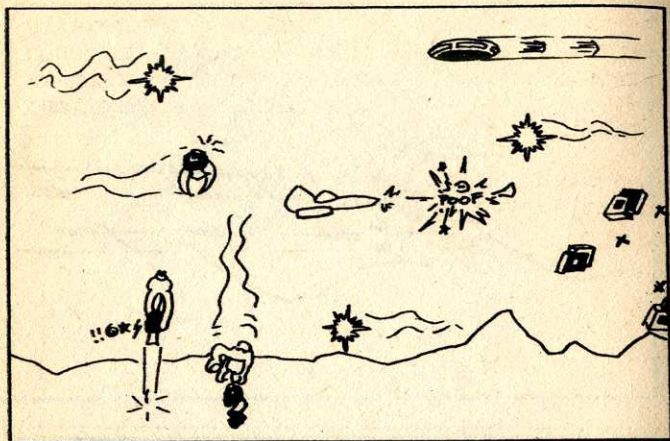
The FIRE button is found on the right side of the Control Board, next to THRUST. You can only fire in the direction your rocket ship is flying.

Fire comes from the nose of the ship. The DEFENDER is a flying machine gun. Your objective is to shoot everything in sight.

Shots that you fire will not go beyond the borders of the Playing Screen.

If you lose control and have to fly your way out of a jungle of aliens, it is important to remember that you can **always** fire.

SMART BOMB



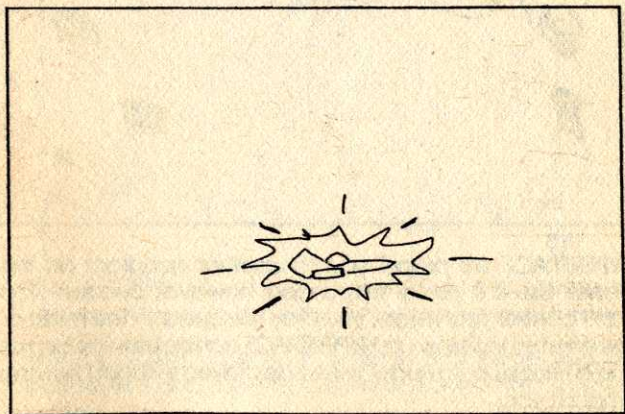
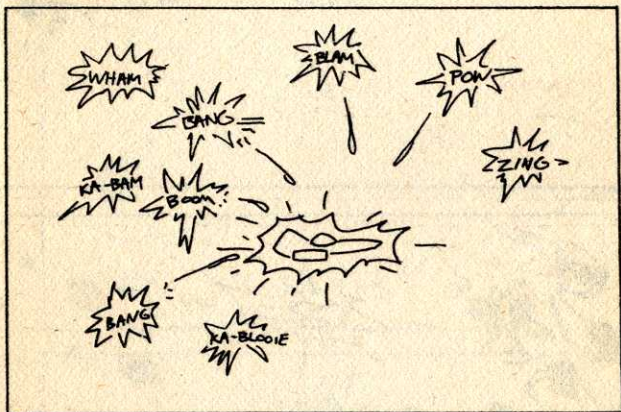
The green button just below the THRUST button controls the SMART BOMB, an invaluable tool. Very simply, it destroys all alien aircraft on the screen, often producing a large quantity of points.

SMART BOMB all aliens when the maximum available

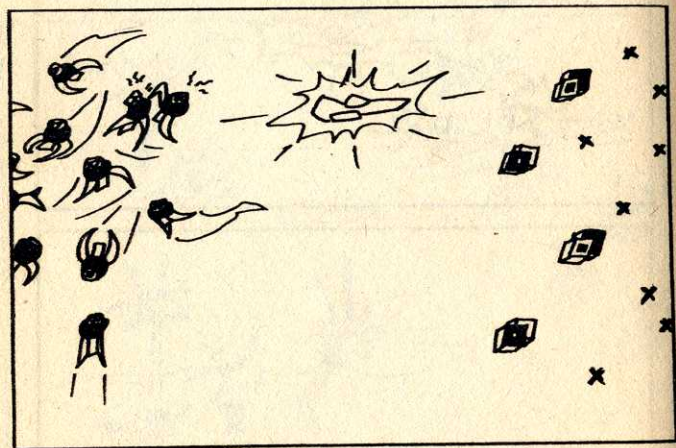
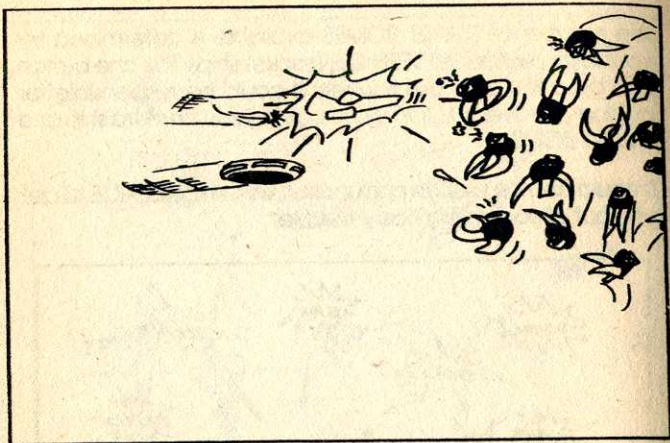
amount of enemy points is on the screen. Beware of alien missiles; they are active and could still destroy you.

The number of SMART BOMBS available is determined by your total number of DEFENDER rocket ships. This one button can be a lifesaver. Use it wisely. It could be responsible for putting you over 10,000 points, giving you an extra ship and SMART BOMB.

It could also be used in conjunction with HYPERSPACE to get you out of some very nasty trouble.

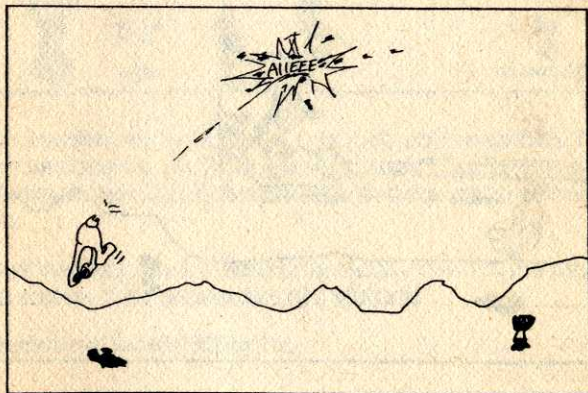
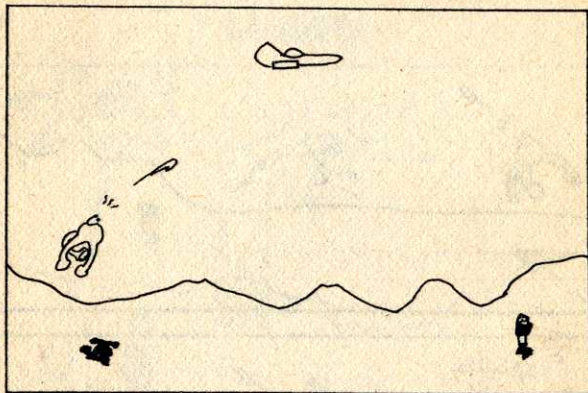


HYPERSPACE



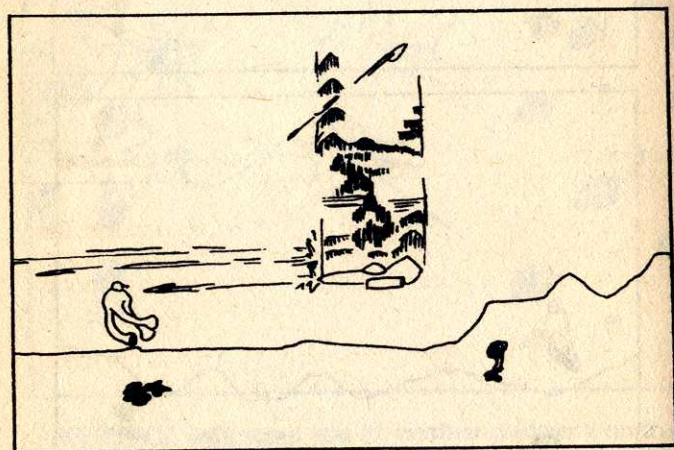
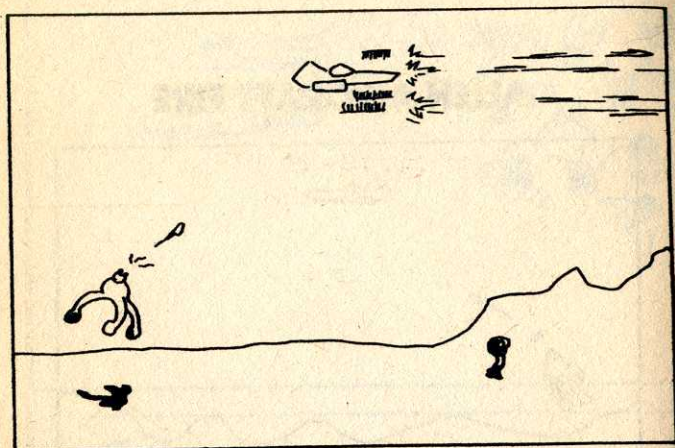
HYPERSPACE will propel you to another quadrant on the planet. Use it if you're surrounded; however, because you can't control your return, you may reappear in the midst of the enemy and blow up. **HYPERSPACE** can be used as long as you are lucky, but, usually, you're destroyed without knowing what hit you.

ALIEN AIRCRAFT FIRE



Alien attackers know your location and fire at you. Their missiles will trace a line across the screen to you at another corner.

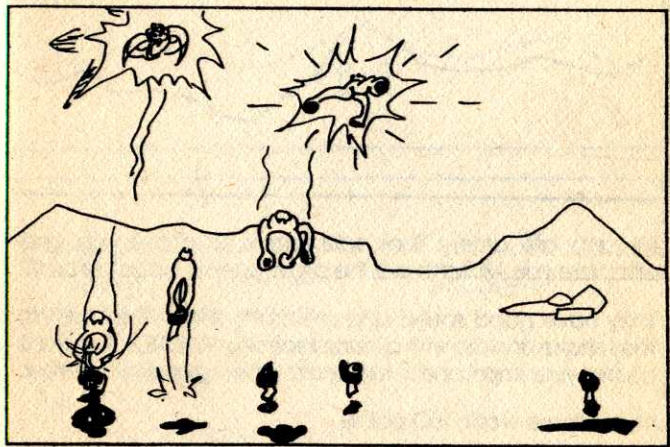
Their missile firing power will continue till it crosses the screen. Once firing has taken place, change your location and you will be free.



Drop your ship, REVERSE and FIRE. You can also use your THRUST to outrun this enemy fire.

ALIEN AIRCRAFT

LANDERS

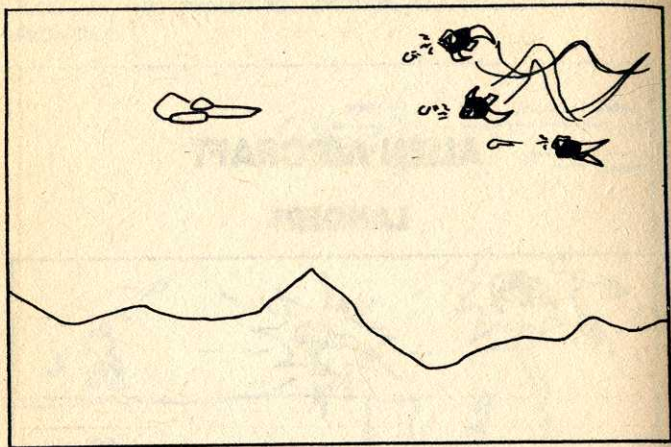


The Landers' main purpose is to pick up Humanoids. The Landers appear on the screen suddenly. They land in successive waves, usually beginning with a squadron of four or five.

After they capture Humanoids and carry them to the top of the screen, the Landers turn into Mutants.

Landers are worth 150 points.

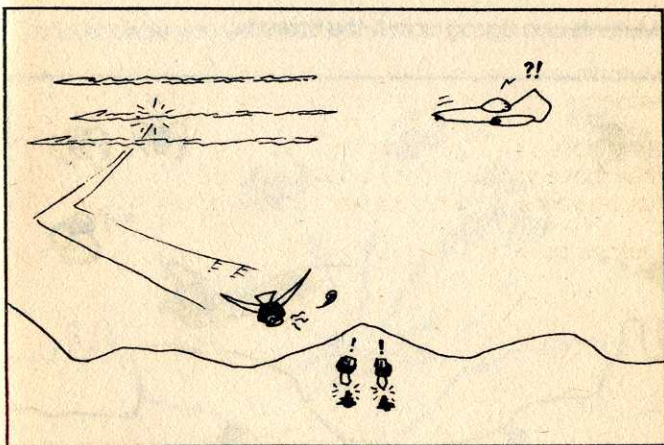
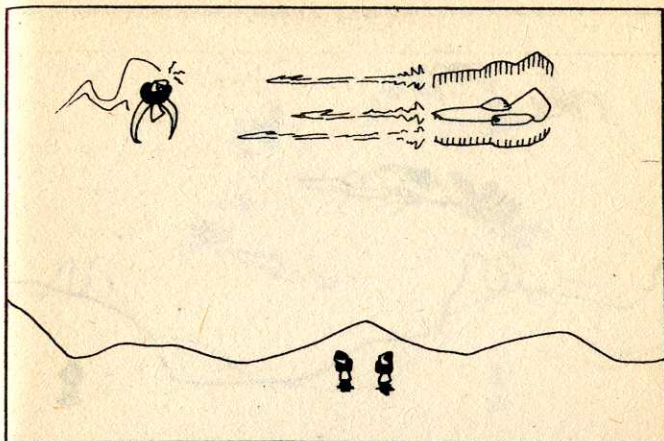
MUTANTS



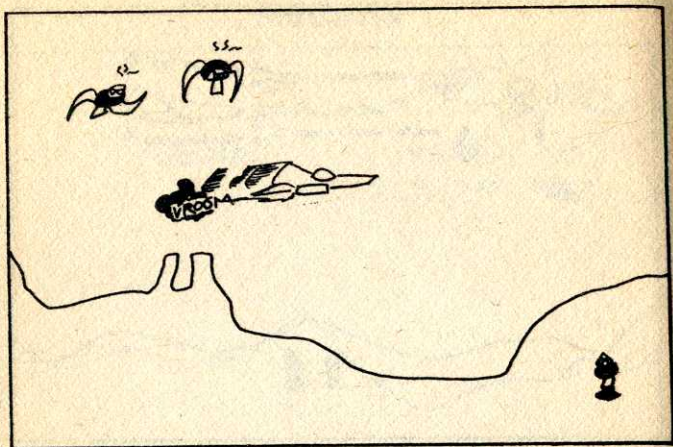
Mutants are ornery. Their sole aim is to chase you and eliminate you. Mutants are the prime enemy-attack aircraft.

They have good speed and are crafty. When they are hit, they shake and die with a loud electronic WHURZZ. A mutant houses your imprisoned Humanoid, which glows in its center.

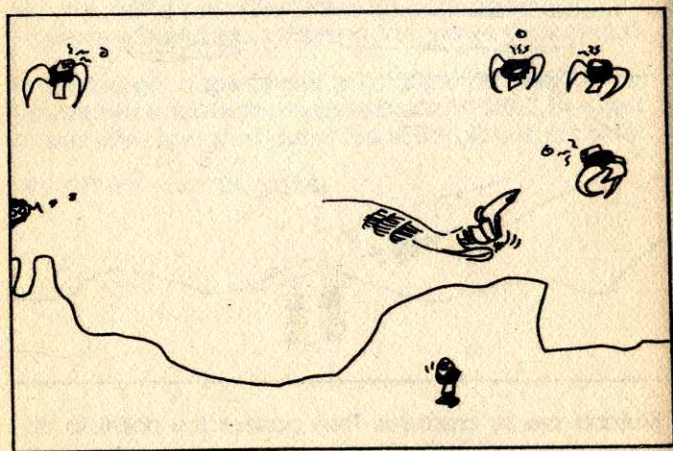
Mutants are worth 150 points.

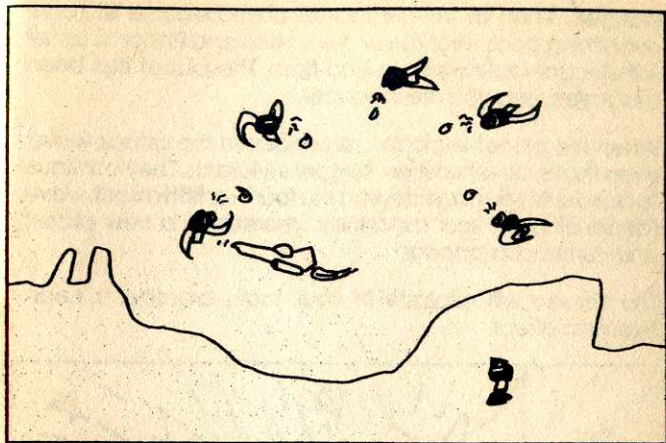


Mutants are sly creatures. They possess the ability to zip away from your frontal attack.

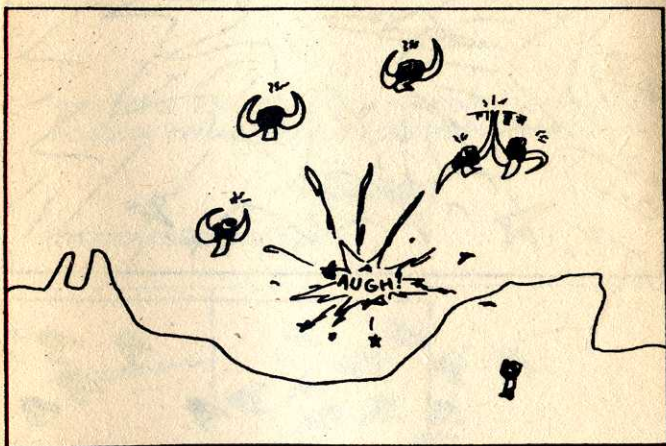


Mutants can zigzag across the screen...





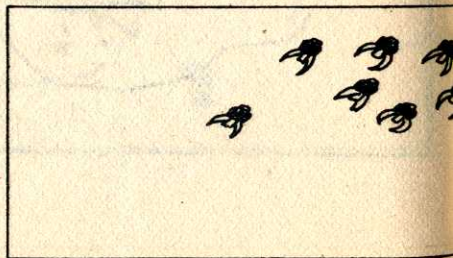
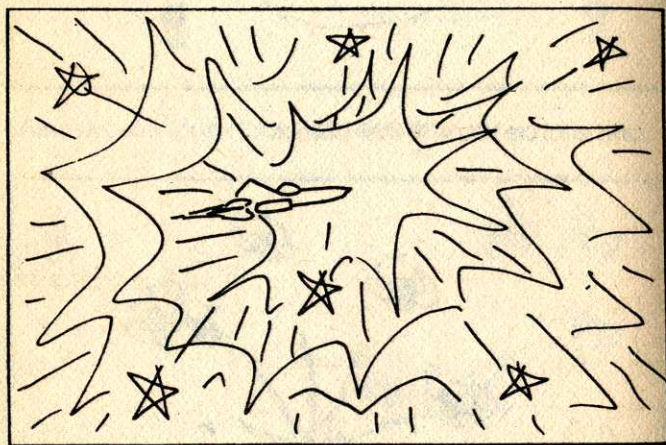
...and encircle you with their bombs.



Danger: When all the Humanoids have become Mutants, everything goes wild! The entire screen and Radar Scanner will electronically wind up and flash. The planet has been destroyed, and you are in space!

When the planet explodes, all Landers in the attack wave, even those as yet unseen, become Mutants. They continue to do so until you have cleared the fourth or fifth attack wave (depending on your machine), whereupon a new planet and Humanoids appear.

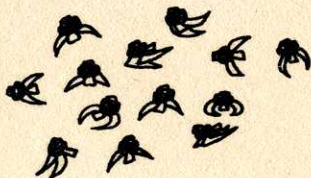
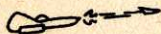
The screen will explode in your face, creating a near-hypnotic effect.



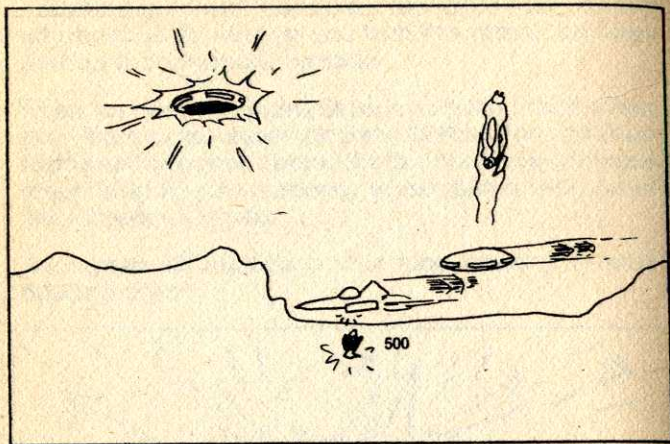
From either side, all mutants will begin converging immediately. They will chase you and fire their bombs.

STRATEGY

Hit Mutants! Go after them!



BAITERS

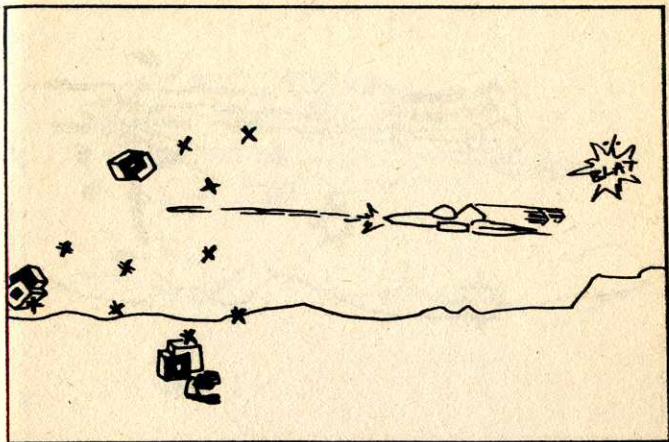


Baiters are troublesome; they can appear one after another right in front of or behind you.

The Baiters interfere with your ability to only save Humanoids. They zip across the screen right at you and act as an incentive to finish the attack wave. Baiters are worth 200 points.

Note: It is not necessary to destroy Baiters to complete an attack wave. They are "bonus ships" that simply vanish if you have blasted all other aliens.

BOMBERS



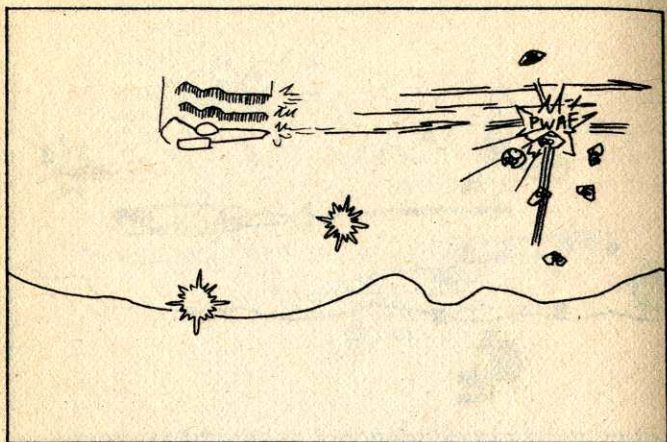
Bombers usually appear in sets of two or three but may appear alone. They are actually sitting ducks. Usually, they appear after the initial phase of the game.

Bombers are worth 250 points.

STRATEGY

It is best to destroy these Bombers right away, canceling any possible trouble by mine-field residue.

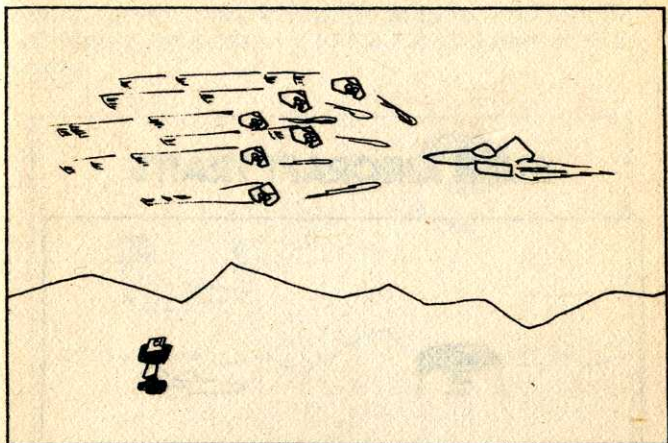
PODS



Pods collect as the game progresses. They have the highest point value, and release Swarmers when hit.

Pods are worth 1,000 points.

SWARMERS



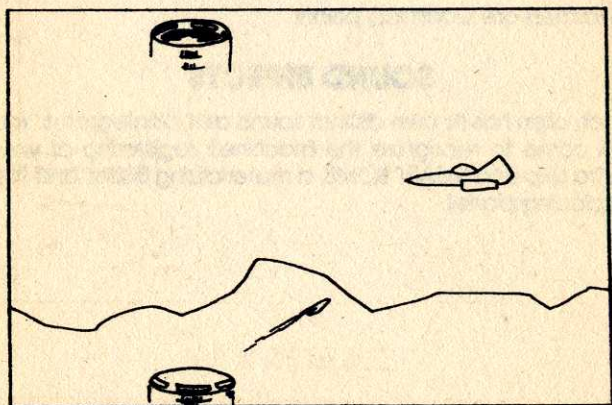
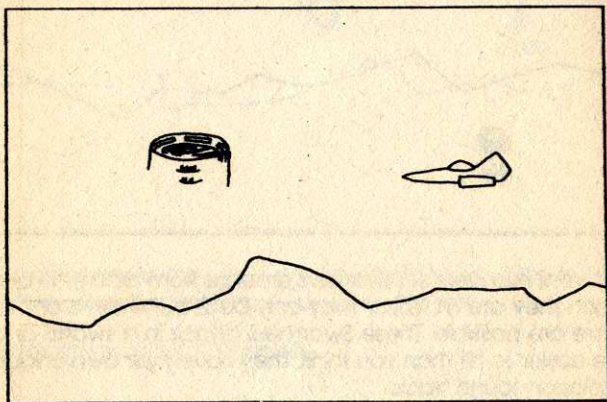
Different numbers of Swarmers emerge from different Pods when they are hit. There may only be 2, but even 6 or 7 or more are possible. These Swarmers attack in a swarm and are easier to hit than you think. They have their own unique explosion sound track.

Swarmers are worth 150 points.

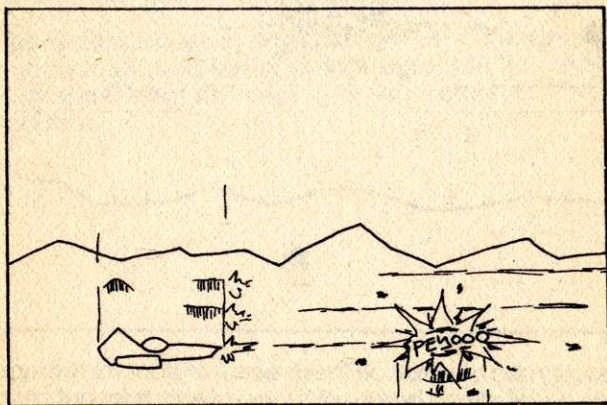
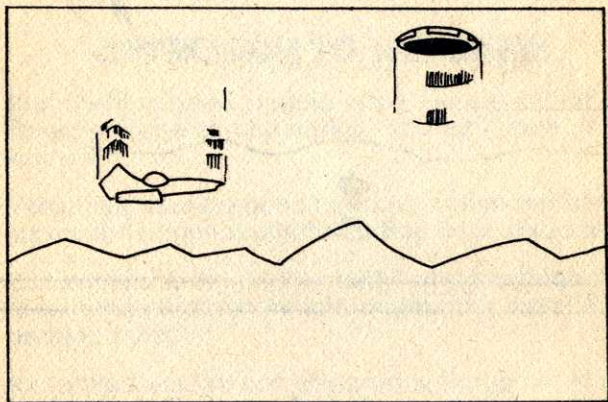
SOUND EFFECTS

Each alien has its own distinct sound as it disintegrates. You will come to recognize the machine's registering of your extra ship and SMART BOMB, a materializing Balter, and the exploding planet.

ALIEN AIRCRAFT TRAITS

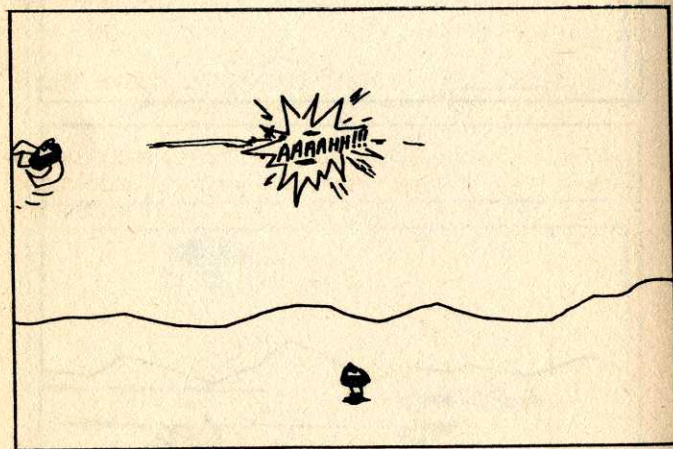
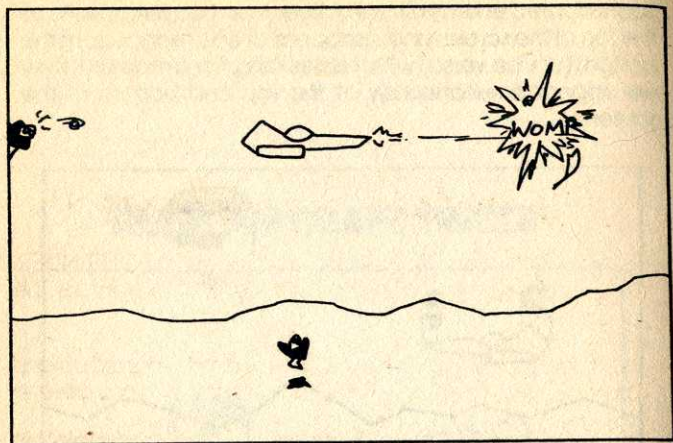


Sophisticated enemy aircraft (other than Landers) can fly to the top of the screen and disappear, only to reappear at the bottom (or vice versa) with missiles firing. For a moment, they will appear simultaneously at the top and bottom of the screen.



STRATEGY

You can prepare for this. For example, when you see a Baiter going to the top, pull DOWN on your knob and FIRE rapidly, hitting the Baiter as it appears at the bottom of the screen.



Be wary also of action off the screen. A Mutant, for example, with a well-aimed bomb will hit you quickly from out of nowhere if you're not careful.

APPROACH TO THE GAME

Stand with a good posture while playing DEFENDER. Separate your feet, and balance yourself in front of the machine.

Mental toughness is needed. You must psych yourself up and approach the controls with the confidence of a pro athlete.

Concentration is the key. Your ability to have and **maintain** all-out concentration in the later stages of the match is the deciding factor.

You **cannot** win. You can only prolong the game. At one point in your game, you **will** be destroyed.

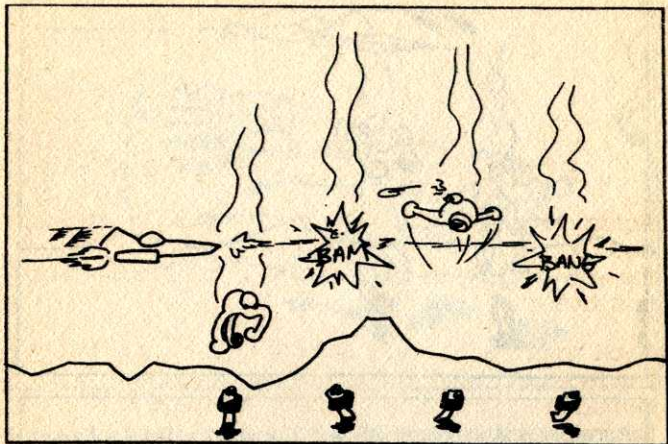
Remember, this is only a game. Don't be too rough on the machine. Listen to Bach's famous organ solo, Toccata and Fugue in D Minor as it celebrates your victory into "The Hall of Fame."

SCENARIOS AND STRATEGY

Actual game situations reveal how the aliens react again and again. Each alien, in turn, is dealt with. At every step of the way, you are guided as to how to best destroy the aliens and save your ship.

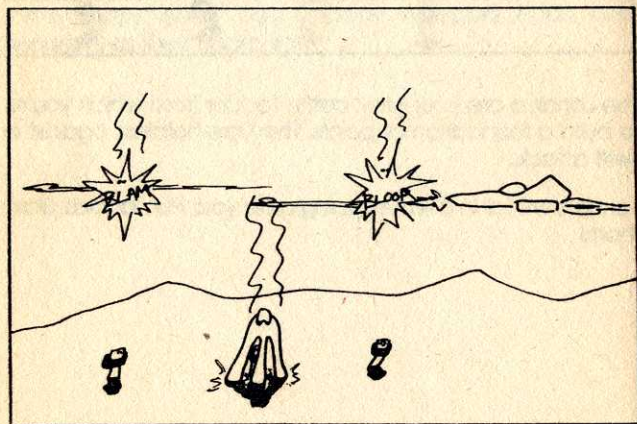
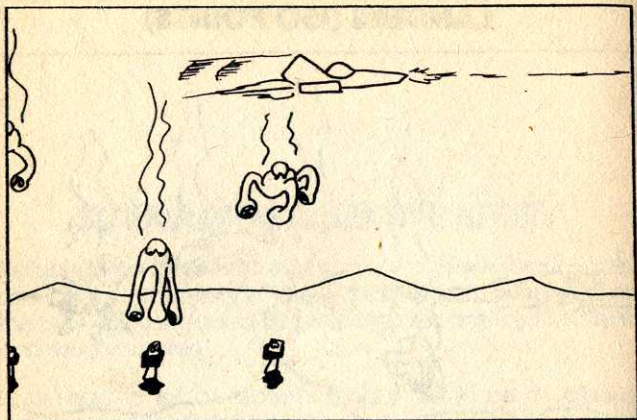
If you had to set an order of firing, it would be as follows: Landers always first; Mutants when unavoidable; Baiters immediately when they appear; Bombers, Pods, and Swarmers as they approach.

LANDERS (150 POINTS)



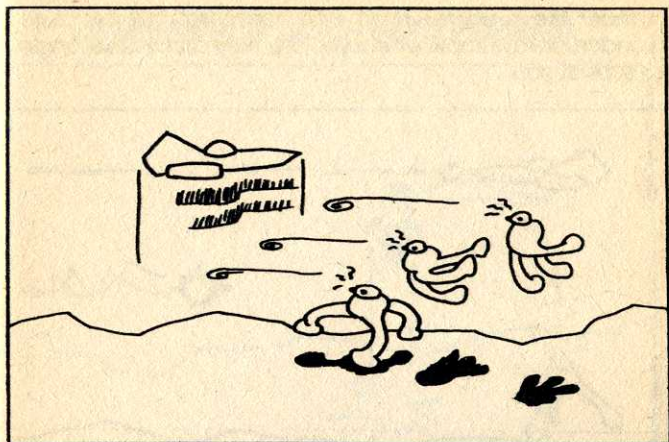
The Landers are your prey, cattle fodder from which you're to build a foundation of points. They are helpless against a swift attack.

Landers will fall in a wave, going after your Humanoids. Blast them!



As you travel and destroy the Landers in one direction, they will continue to fall behind you. If they are close and the direction ahead is clear, REVERSE and FIRE.

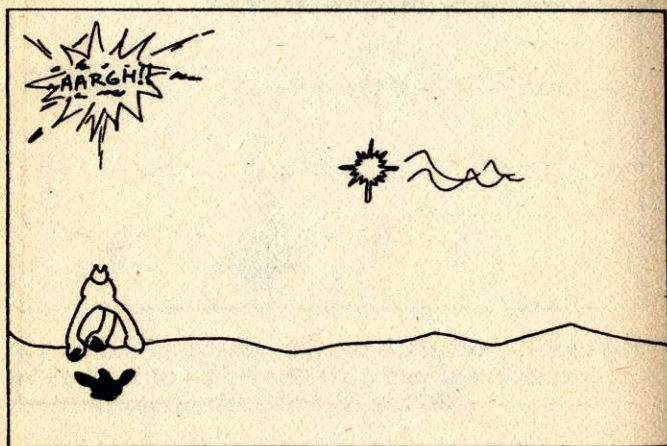
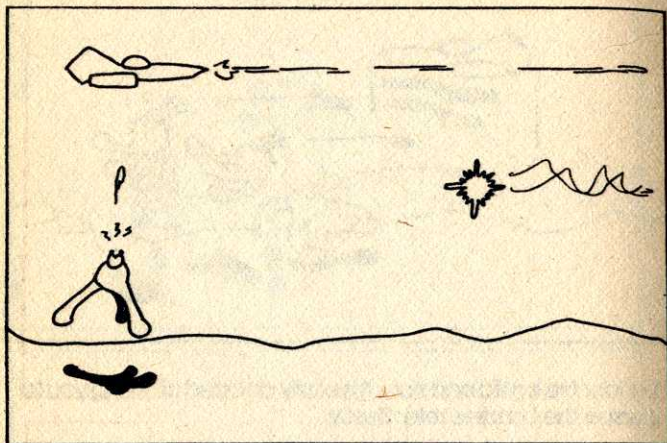
Landers will shoot at your ship as they steal the Humanoid. Simply stay out of reach of this fire, wait until it's midway up the screen, then kill the hapless Lander. Swing under the dropping Humanoid and claim your points or fly away from the shots to the other side, REVERSE, FIRE and save your buddy.



Lander fire is mild and slow. It is easily dodged allowing you to pursue the Landers relentlessly.

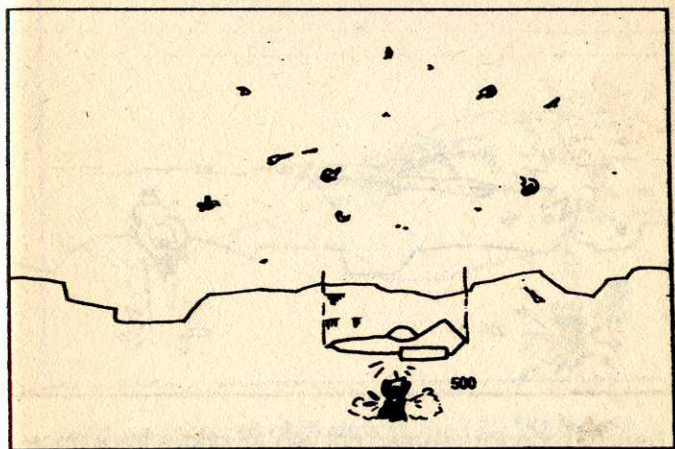
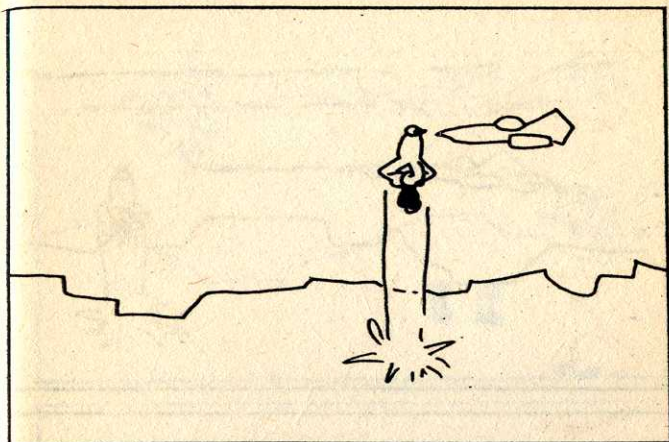
Avoid enemy fire by raising the DEFENDER.

Lander fire is usually short and horizontal, but because Landers always know where you are, they can and will angle a shot at you.

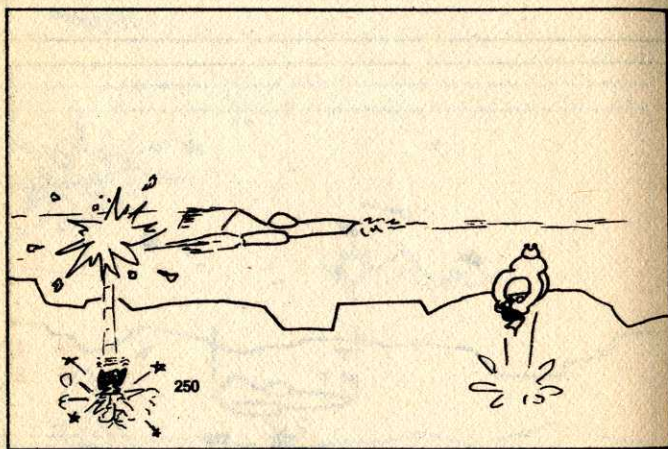
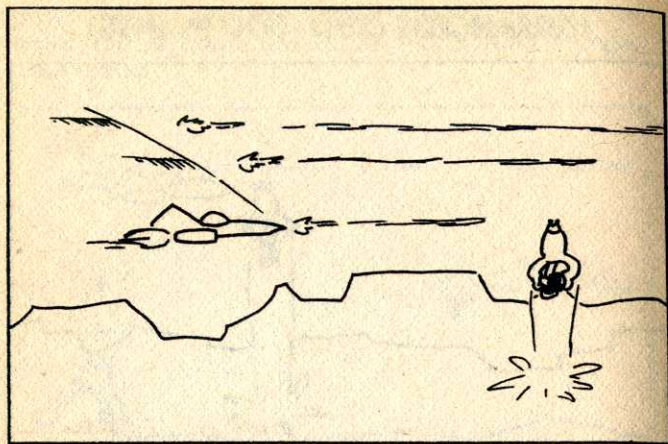


You'll be very surprised and very dead when a lowly Lander hits you.

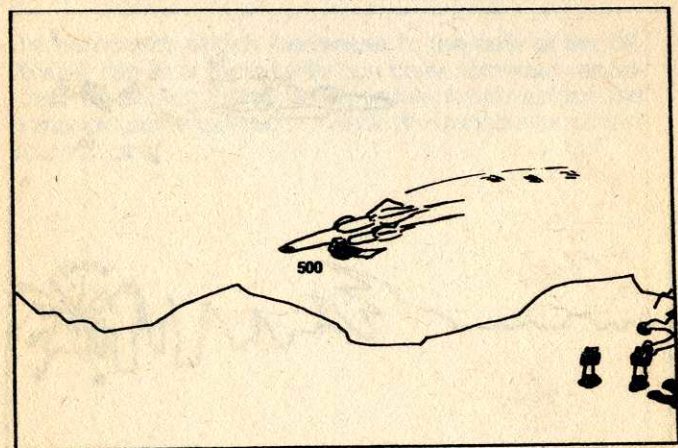
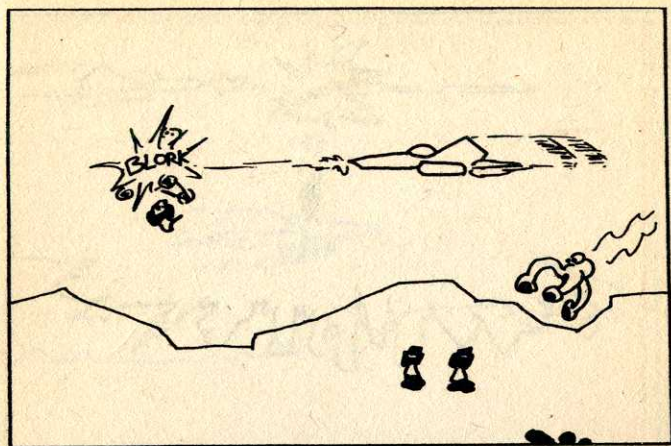
HUMANOIDS (250-500 POINTS)



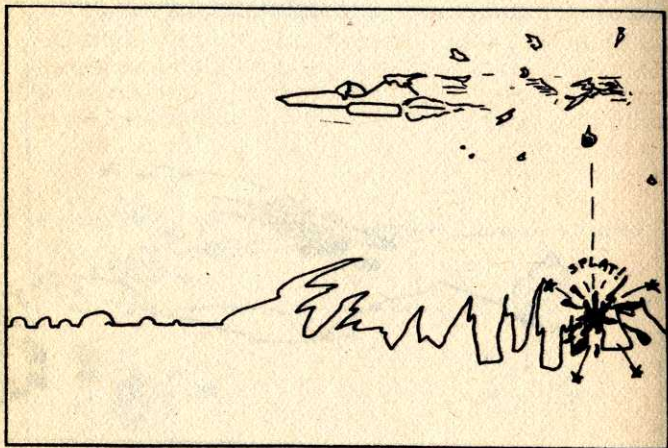
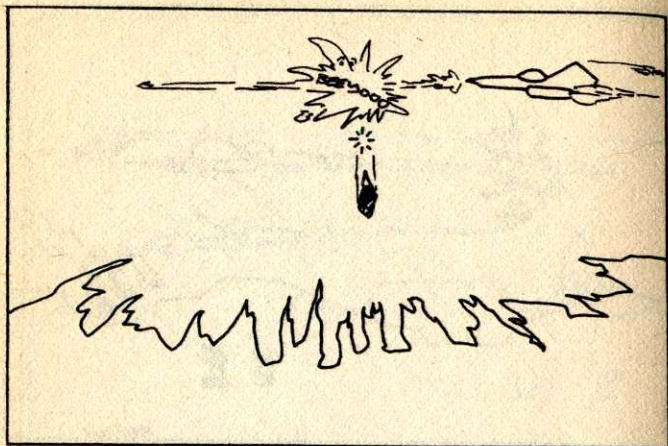
When a Lander rises with your kidnapped Humanoid, blast the Lander and rescue the Humanoid for 500 points. Then return the Humanoid to the planet for an additional 500 points. Your ship must come in contact with the falling Humanoid.



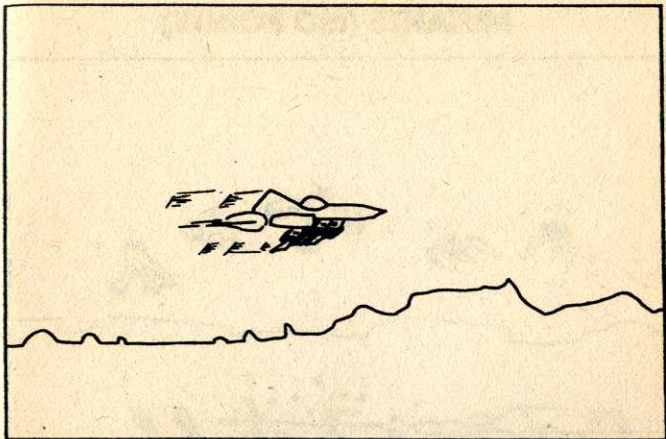
Freed Humanoids, released not very far above the surface of the planet, will fall back to the surface for 250 points. They will not break up on impact.



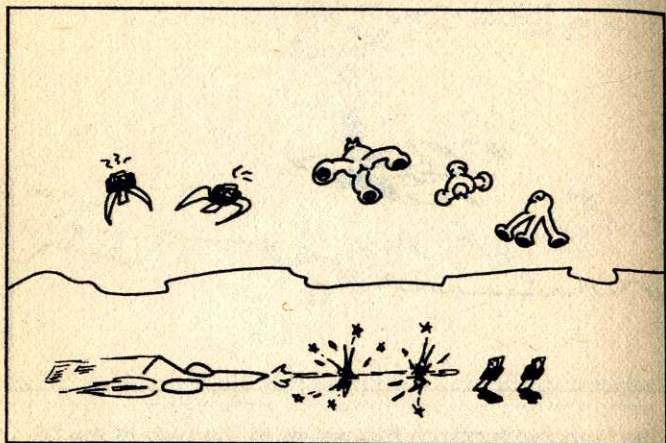
Besides wiping out alien aircraft, the DEFENDER's task is to protect and rescue the Humanoids. Saving Humanoids will lengthen your game considerably. It is the true nature of DEFENDER.



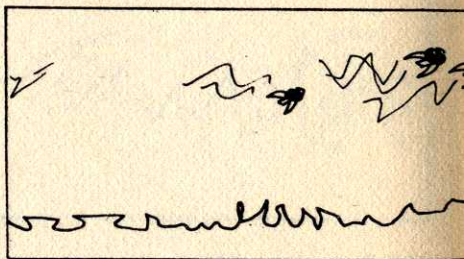
Humanoids freed far above the surface of the planet will fall back to the surface and end their little lives if not rescued.

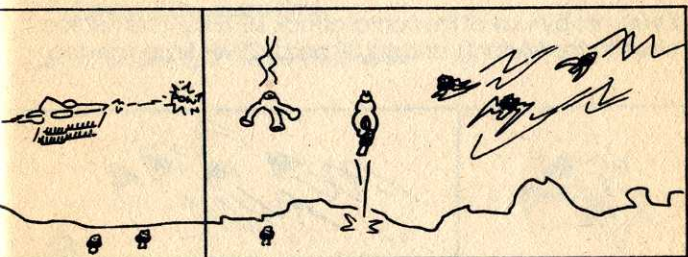


The Humanoids attach themselves to the belly of the DEFENDER ship. Your rocket ship can carry numerous recaptured Humanoids and land safely on the planet's surface. The Humanoid passengers do not hinder the maneuverability of your ship at all.

MUTANTS (150 POINTS)

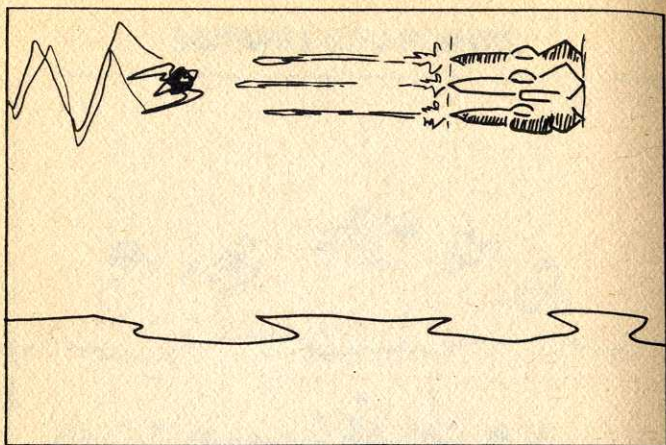
Mutants are a combination of the Lander and Humanoid. If you accidentally destroy all your Humanoids, the planet will explode, and all the Landers will become Mutants. Humanoids are to be protected, not destroyed.





As the game progresses, Mutants will begin to collect and sense your location. You may still be battling Landers and notice on the Scanner a few Mutants rapidly closing in.

Prepare to FIRE: align your rocket ship on the same level as the Mutants, keep in the center of the screen to give yourself fighting room, and FIRE quickly and repeatedly.

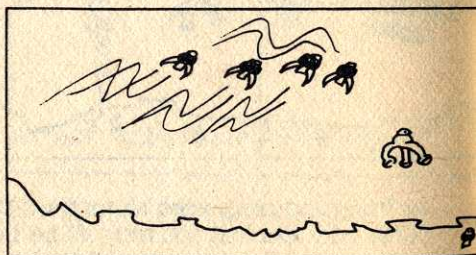


Aim for the heart of the Mutant. Adjust the level of your ship to the shifting Mutant craft. Good timing is essential.

STRATEGY

Get to the level of the Mutants, then move a little higher, shift your ship down to the Mutants' line of flight, and FIRE.

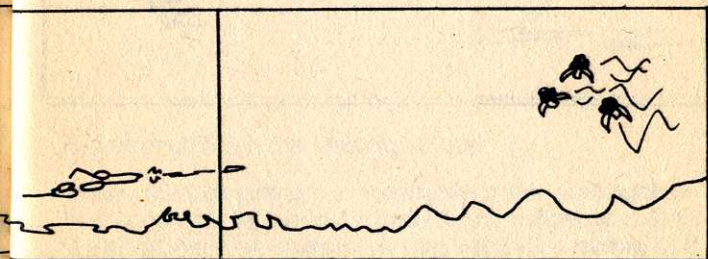
If you miss by way of the frontal attack, REVERSE (but not too close to the Mutant), and go UP and DOWN, firing nonstop.

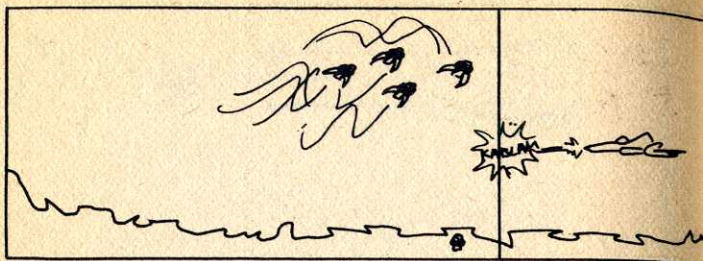


If all the Landers aren't destroyed, which is bound to happen, Mutants will collect and converge on you in a swarm. The planet may be destroyed at this point.

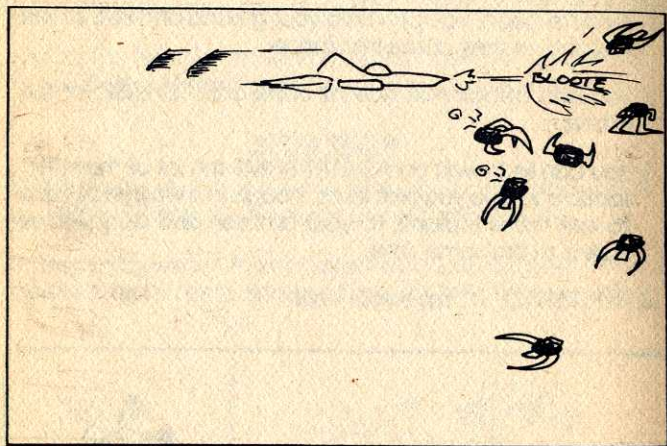
But you have a few choices:

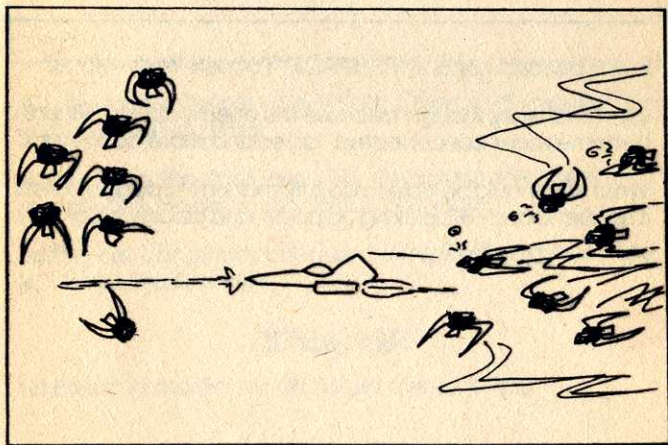
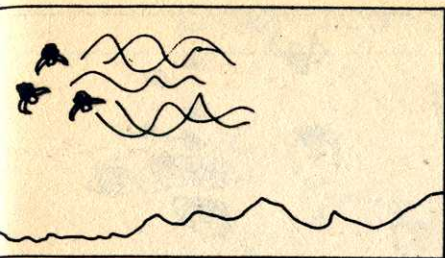
1. If you're good, you can hold your ground and FIRE at the Mutants as they come into range.
2. You can attack one side at once and REVERSE for the others.
3. You can lie in wait and SMART BOMB the lot of them. This tactic can give you problems, though. In a way, you'll have to lure these Mutants to your ambush and dodge their bullets at the same time.
4. HYPERSPACE. It'll save your neck.





In order to SMART BOMB effectively, fly to one side, drawing the Mutants in, then press the REVERSE button. The Mutants will be hot on your tail as you fly straight into the other herd of Mutants.





Fly fast and FIRE as the Mutants attack.

Lower your ship, letting the maximum number of Mutants on to the screen. At the last moment, just before you're hit, SMART BOMB! The Mutants' missiles will still be active, and you'll have to maneuver out of their path. If there are too many missiles, HYPERSPACE instantly.

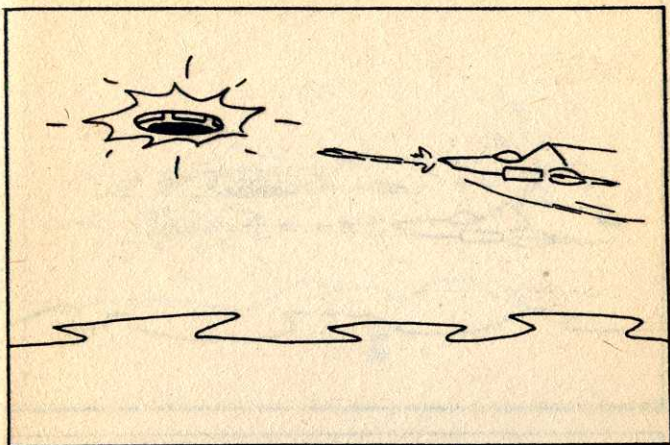


If all is beyond hope, **HYPERSPACE!** "Pooosh! You're gone."

It isn't that easy, though, because the enemy aircraft will only become more concentrated, faster, and more dangerous.

What you should be able to do is fly, maneuver, dodge bullets and aliens, and **FIRE**, picking up points and clearing your way.

BAITERS (200 POINTS)



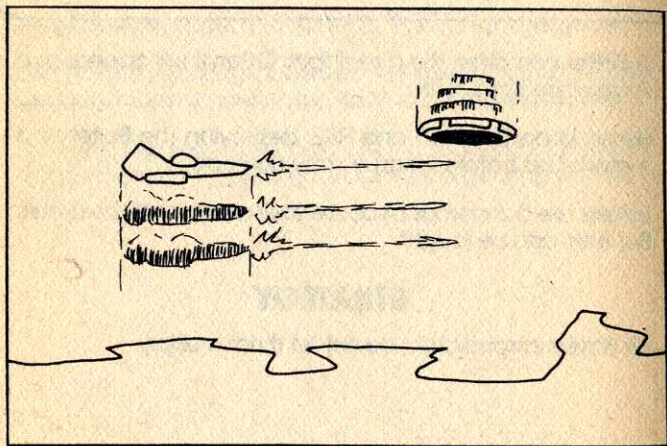
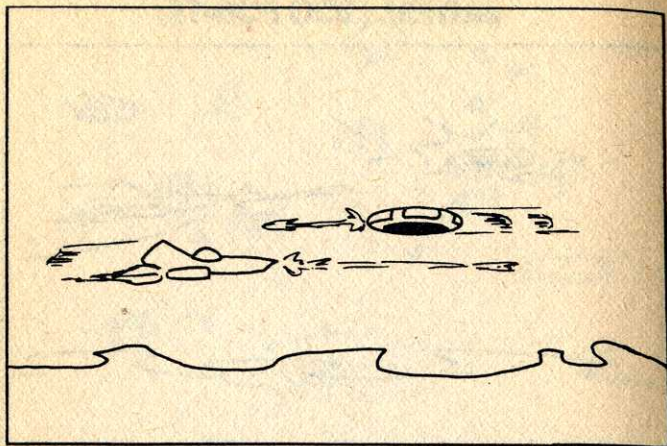
A Baiter can offer you a real fight. Often it will appear as a small white flash at first.

Home in on the flash and FIRE, destroying the Baiter as it materializes before it can do any damage.

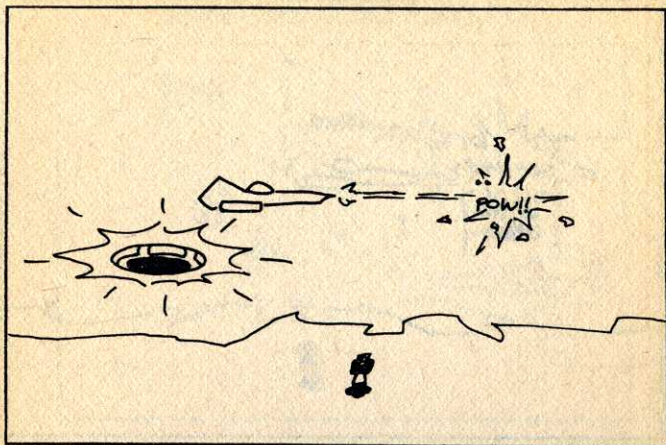
Baiters are dangerous because their speed matches yours. But they can be fought.

STRATEGY

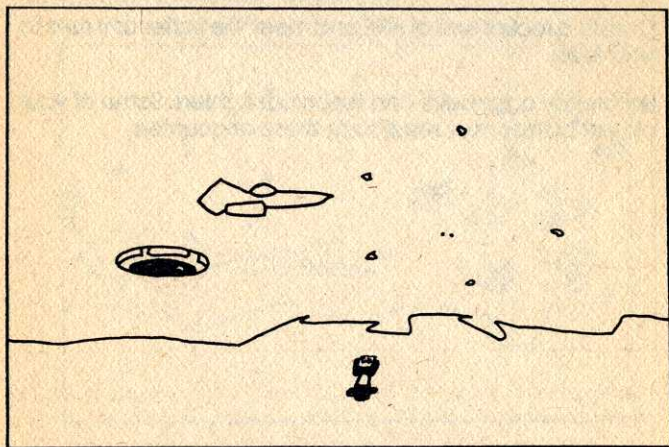
Hit Baiters immediately; do not let them multiply.



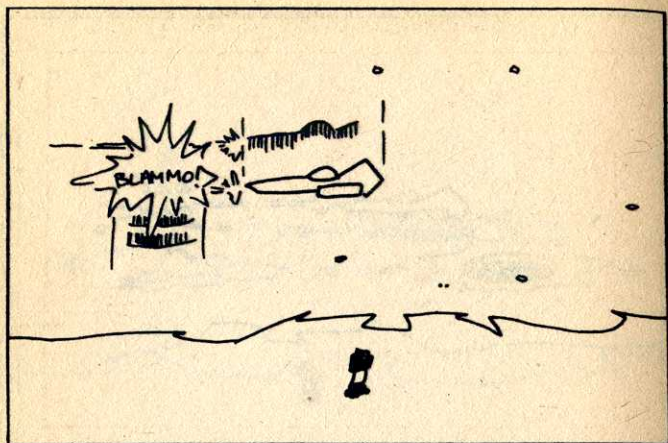
Here, a Baiter is rushing your ship, yet neither of you is on the same level. Meet the Baiter as it drops to your level. Lift your DEFENDER and hit the Baiter by creating a rocket wall of FIRE. The Baiter can also fly at you, firing new bullets, which tend to cluster.



Still another Baiter may appear at your tail immediately afterward. It's time for evasive action.



For an instant, the Baiter may not chase you.

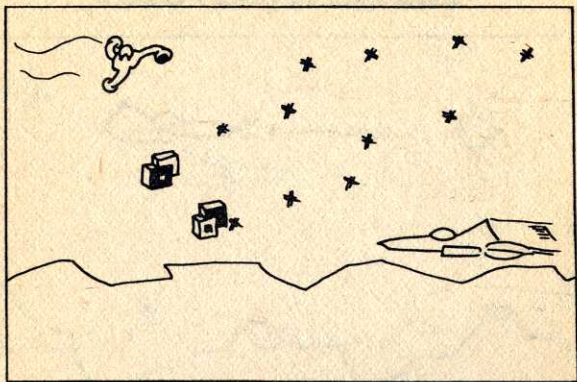


In this moment of peril, keep cool but take swift action. Swing out of the Baiter's path, maintaining your distance; REVERSE and FIRE.

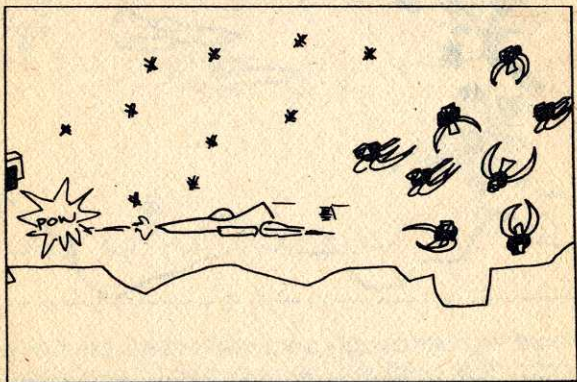
Create a rocket wall of FIRE and meet the Baiter as it rises to your level.

Baiters are aggressive and tenacious fighters. Some of your closest battles may result from these encounters.

BOMBERS (250 POINTS)



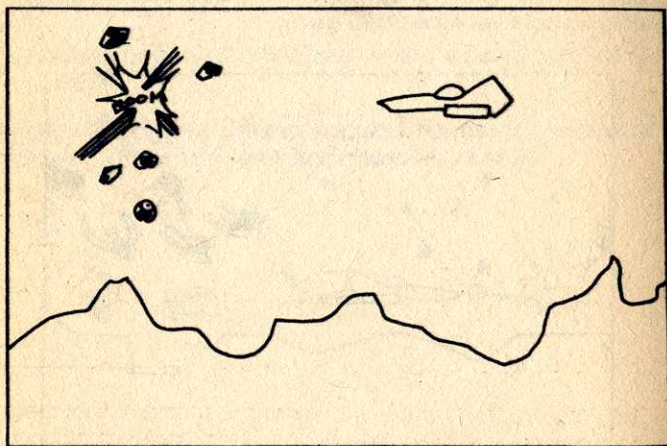
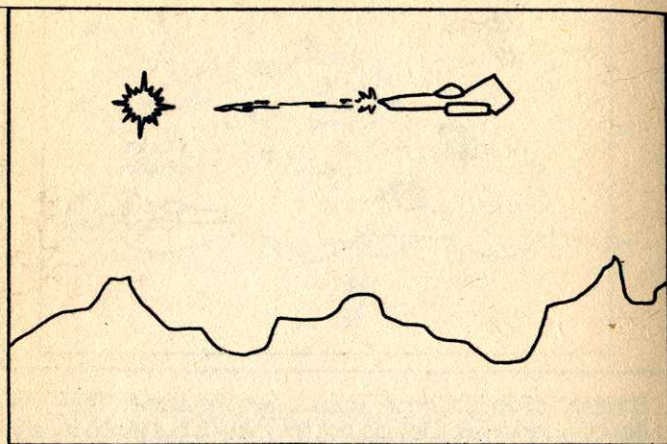
Bombers glide diagonally up or down the screen. They are passive obstacles. They do not fire missiles but leave a very active mine field in their wake. The mines cannot be destroyed but eventually fade away.



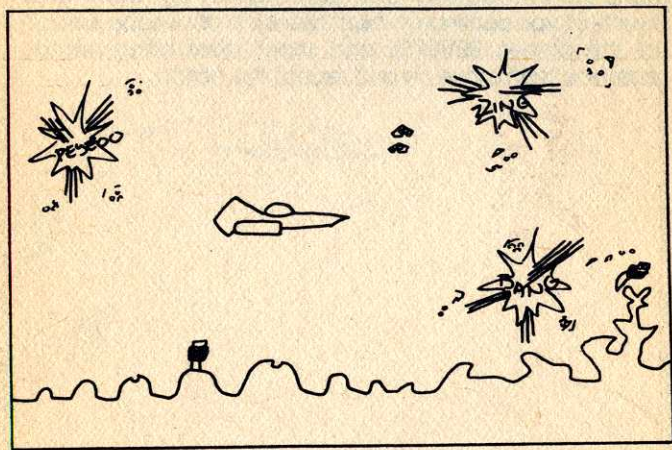
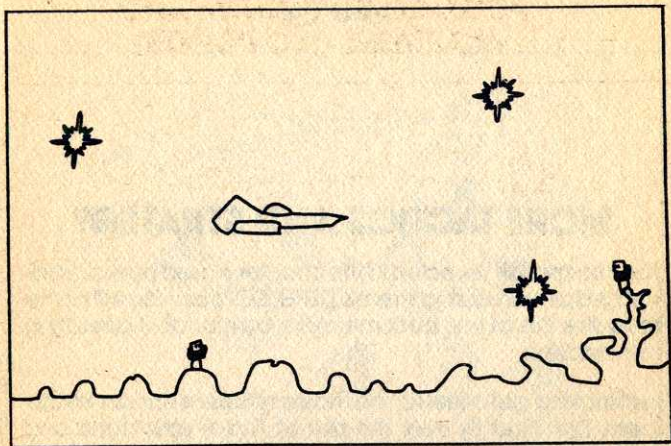
You'll have to destroy these relatively slow moving targets and evade the mine field.

This may look simple, but with 8 hot Mutants on your scent, it can be hectic.

PODS (1,000 POINTS) AND SWARMERS (150 POINTS)



Pods are easily your best point value, but they have a dark side. Upon their destruction, a pack of Swarmers will be born. You can destroy these Swarmers more easily while they are still in a small bunch. As you shoot a Pod, keep your distance or a freed Swarmer will quickly destroy your ship.



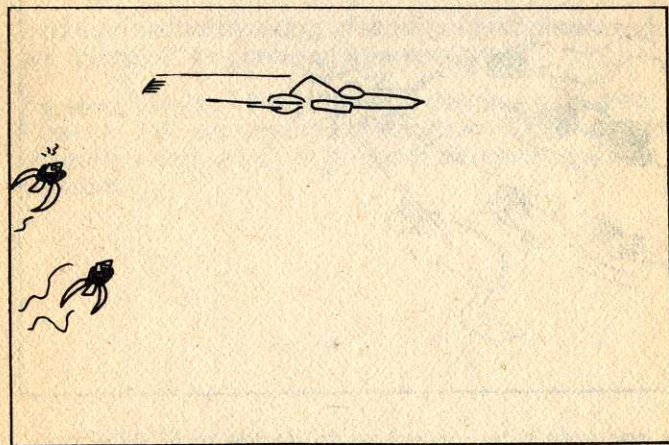
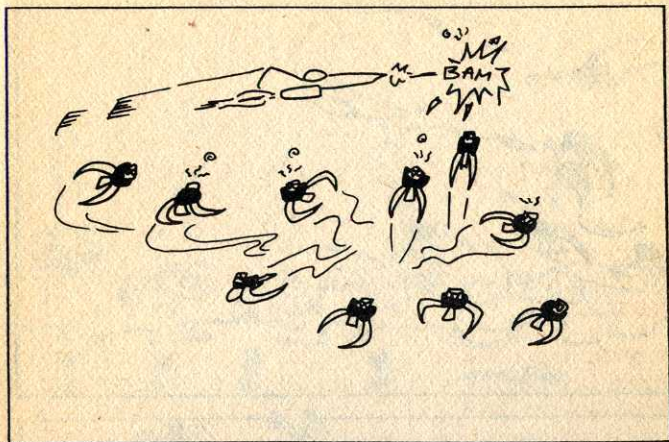
The Pods, like the Bombers, are a passive enemy in that they do not chase you or fire any weapons. They just float around.

By saving your Pods until they are together on the screen, you can collect a lot of points by pressing SMART BOMB. Moreover, at times, some Swarmers will escape the destroyed Pods and continue the attack.

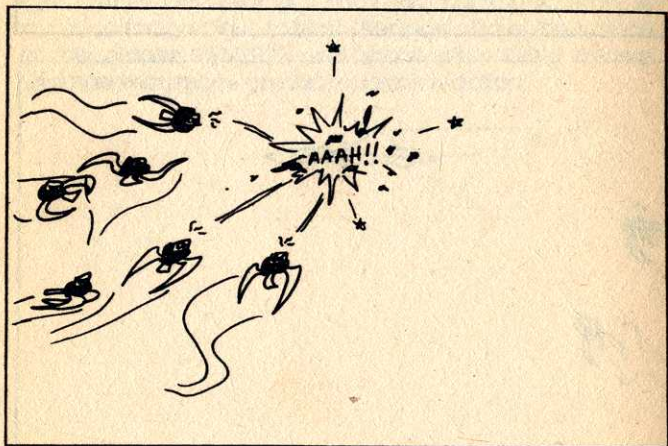
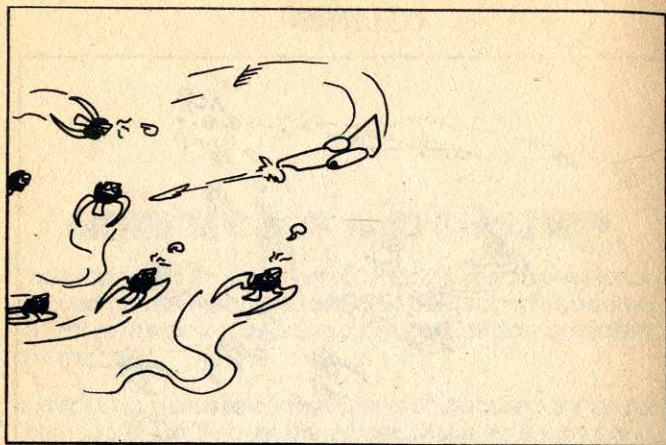
MORE TACTICS AND STRATEGY

The information revealed in this chapter is used by more advanced players during intense DEFENDER play. You will come to realize this as you become more comfortable operating the machine.

In attacking, get a **feel** for the masses of aliens and annihilate them. Don't just fly over the planet. Make your stand and fight. Get into the thick of it. You'll find that you won't fly as much, as you continue to blast aliens just above the surface of the planet; REVERSE and shoot after killing nearby enemies; then move on and repeat this action.

FLYING

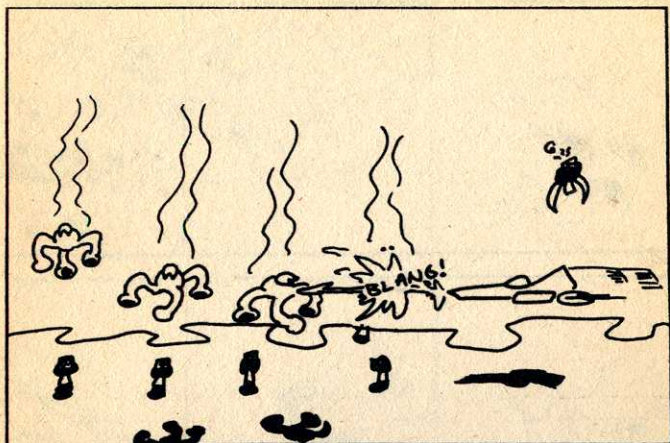
When lots of aliens are on the screen, crowding the flying space and hampering maneuverability, fly in one direction. Keep up a steady, continuous momentum. This is the hit-and-run approach. The aliens will appear again after they run their course on the panel.



It becomes more dangerous to decide to REVERSE and switch back across the screen. The Mutants will catch up to you and blow you apart.

It is easier not to be destroyed if you fly in one direction. You become a hit-and-run assailant. You survive, not the enemy.

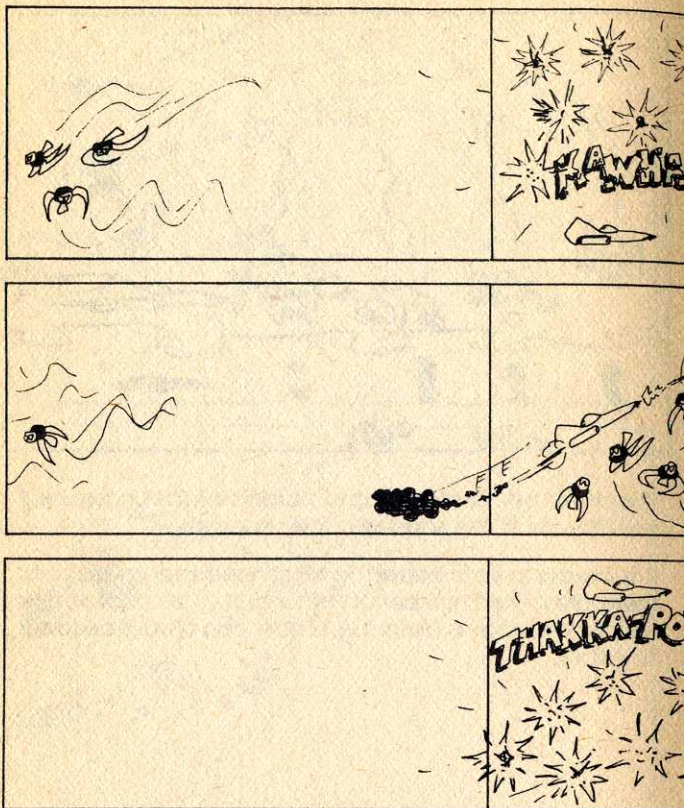
MUTANTS



The planet will not blow up and Mutants will not chase you if you "bump off" the Landers quickly enough.

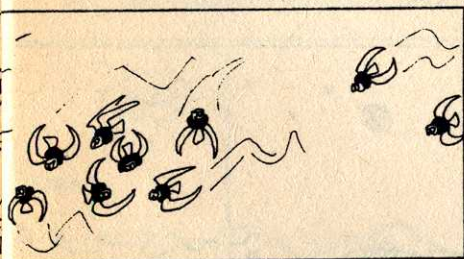
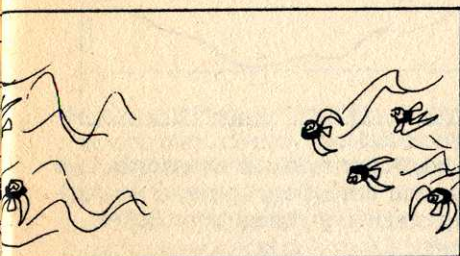
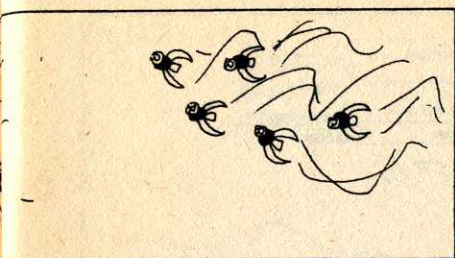
It is always in your interest to kill Landers before Mutants. There are a fixed number of Humanoids to be captured. A Mutant is already a Mutant. A Lander can always become a Mutant.

EXPLODED PLANET

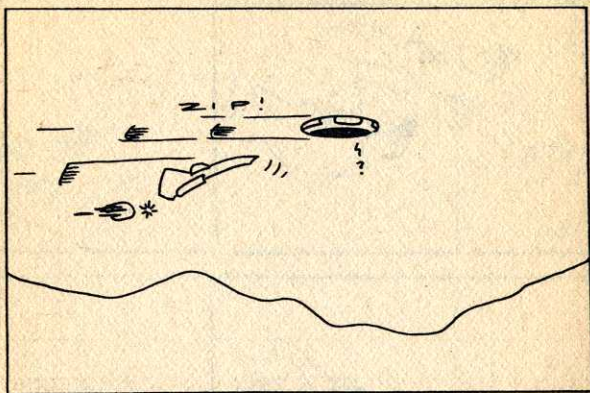


Vigorously shift your knob UP and DOWN as you fly at full THRUST, shooting and SMART BOMBING great bunches of Mutants and occasionally halting, allowing a shower of bombs to bypass your DEFENDER, setting you free.

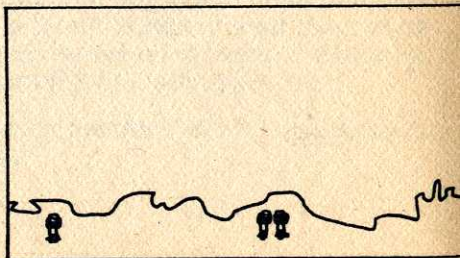
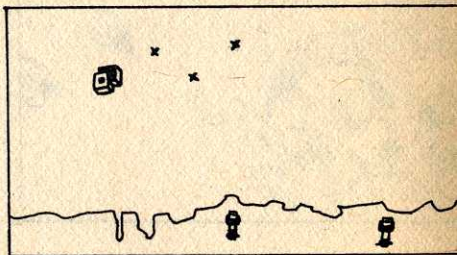
Don't fly in the middle; for then aliens will catch you, surround you, and destroy you.

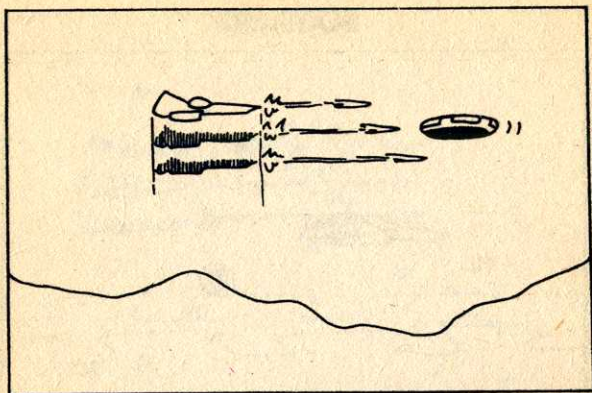


BAITERS

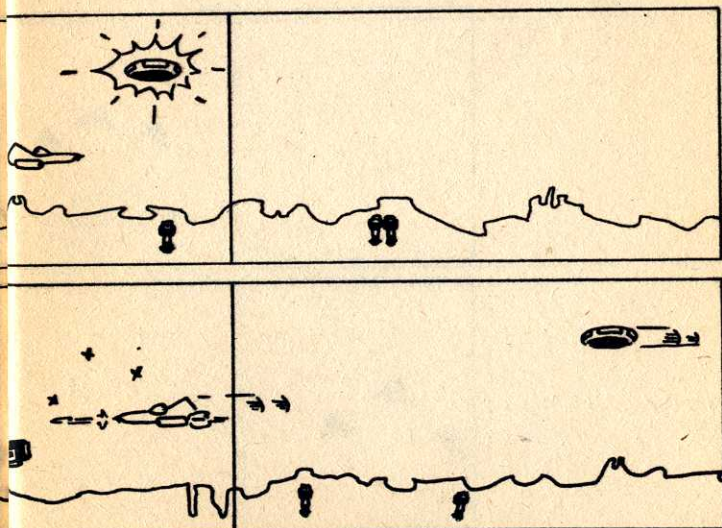


When Baiters appear, they'll often fly in your direction but will not stop as quickly as you do. The Baiter is helpless if you suddenly stop. Lift your ship and FIRE at the surprised Baiter.

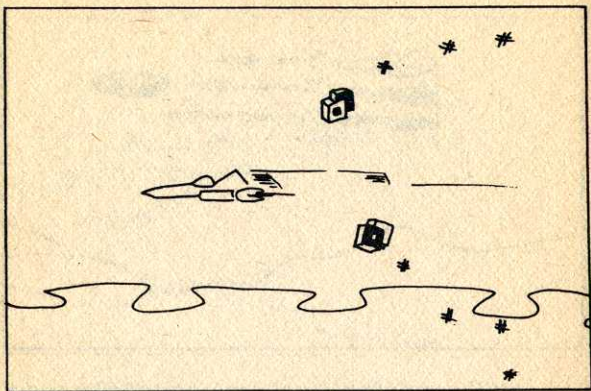




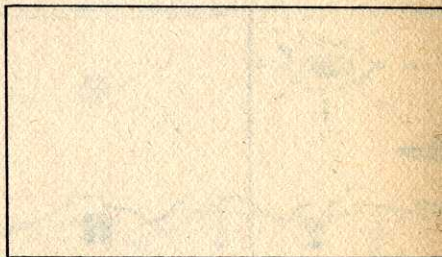
As you near the end of an attack wave and a Baiter appears, you can often destroy your last enemy in the wave by flying at top speed to the alien. You have a slight advantage; the Baiter is left hanging, and you'll reach a new attack wave. If surrounded by Baiters, you can HYPERSPACE out of their clutches to your last enemy. But Baiters will also materialize in your new quadrant, so you'll have to be fast.

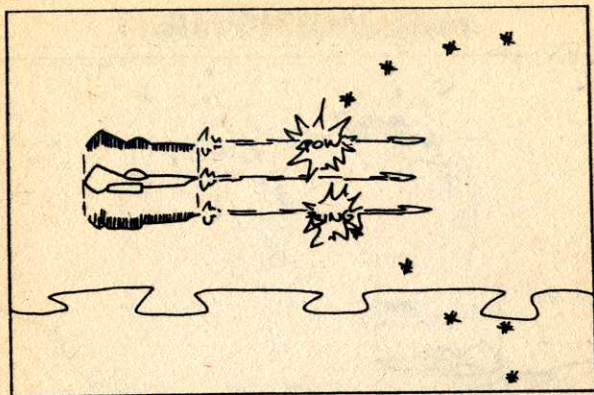


BOMBERS



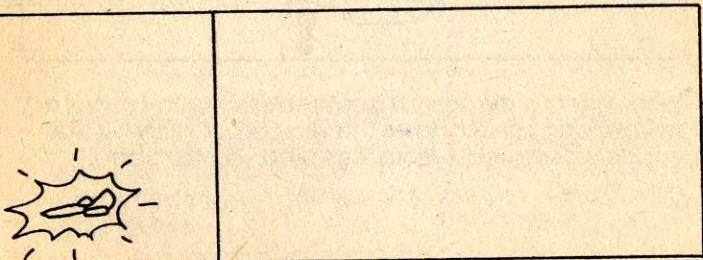
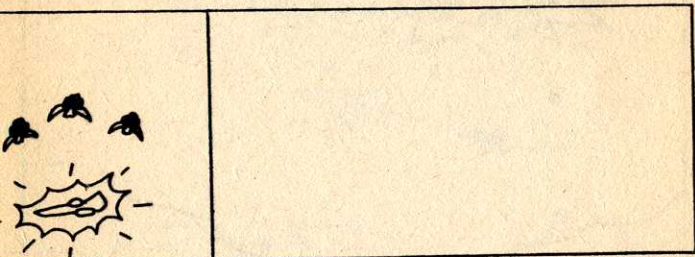
These tugboats really set themselves up for destruction. Since Bombers fly at an angle toward the top or bottom of the screen, they will on occasion bounce off at an angle and meet in the center. Simply fly past them and their mine field, REVERSE, wait, and FIRE.



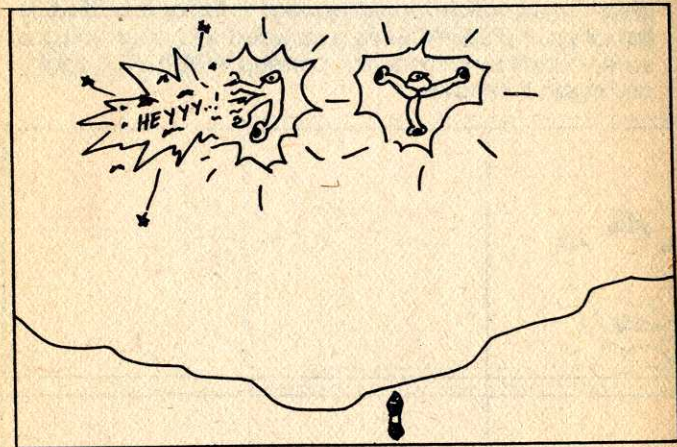
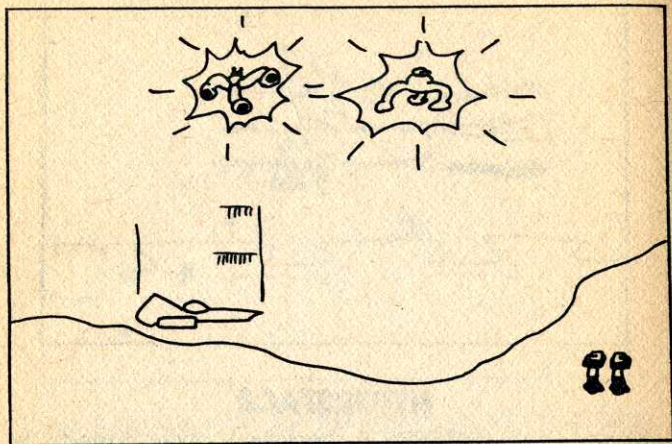


HYPERSPACE

Whenever you HYPERSPACE, check the Scanner to see if all is clear. You will notice yourself appearing first as a small white flash. If you HYPERSPACE into a crowded field, often you can save yourself by immediately pressing HYPERSPACE again—and again, if need be.

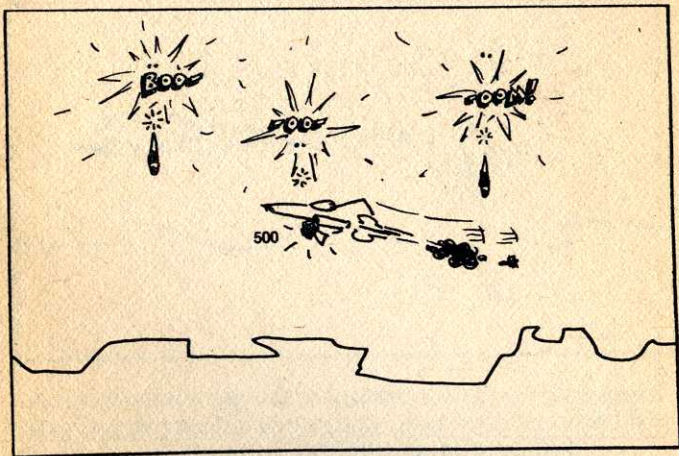
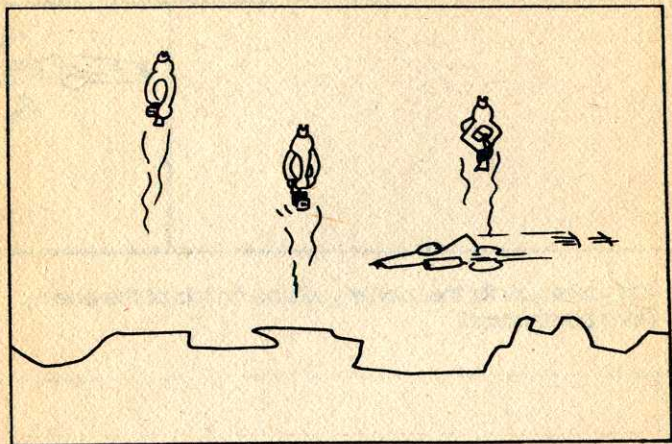


MATERIALIZING ALIENS

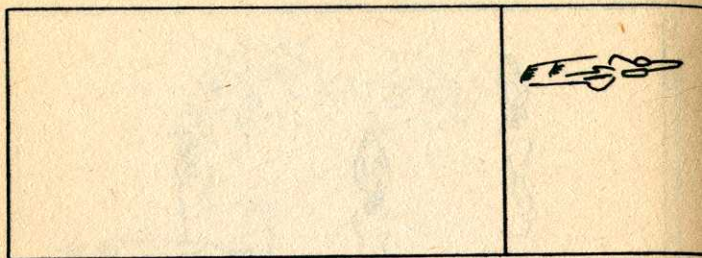


When you start the game, it is advisable to stay low so that a materializing Lander doesn't destroy you. Otherwise, you could be destroyed without registering your first point.

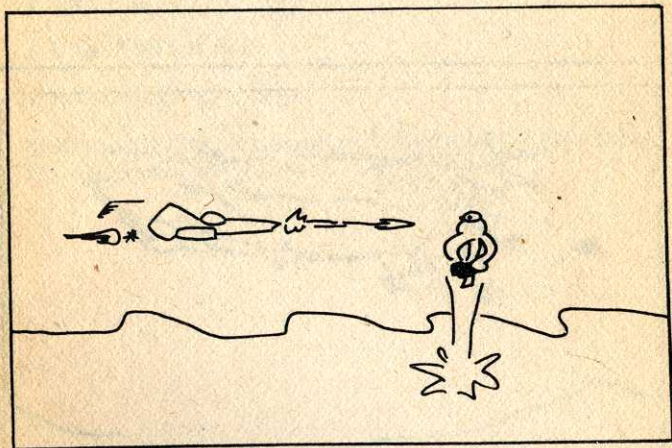
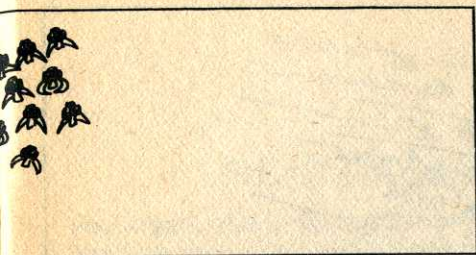
SAVING HUMANOIDS



When you SMART BOMB to save Humanoids, scoop up the lowest Humanoid first. You will have to practice this art, because it is easy to miss and there isn't much time to recover from these mistakes. This scenario alone is worth 3,450 points.

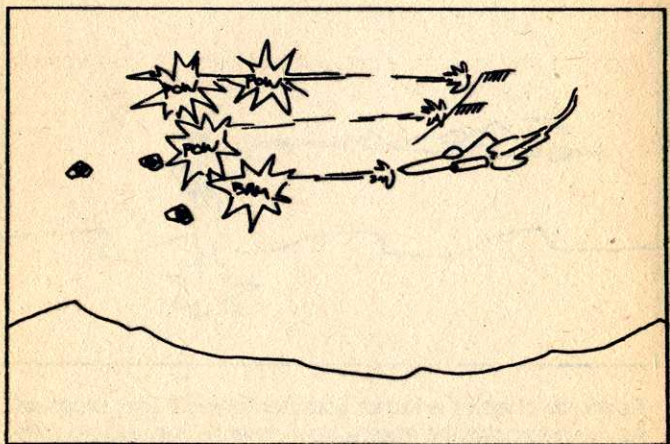
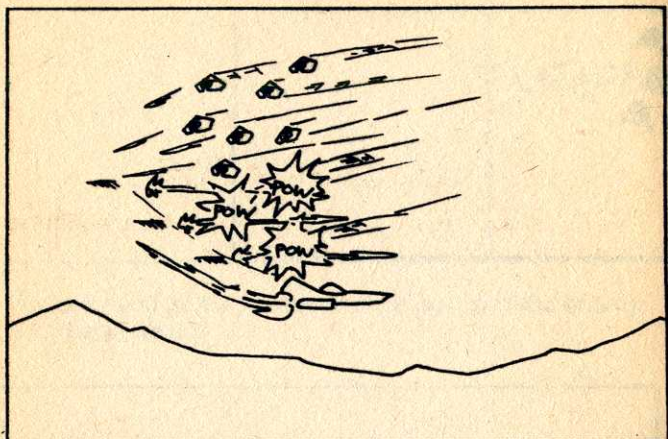
SPEED

The faster you fly, the sooner you'll be on top of the enemy.
Don't be surprised!



As you fly, check the Radar Scanner to verify your progress. As you approach the enemy, slow down. When you are within firing range, take aim and FIRE. You are in control.

SWARMERS



Using your superior maneuverability, attack the Swarms by charging at one side and then swinging under the beasts and around their flank. Immediately REVERSE and blast them out of existence.

FINAL SUMMATION

How to get better: keep your cool and become one with the machine. Don't allow anything to interfere.

Playing tactics:

1. Fly smoothly and quickly.
2. PRACTICE.
3. Save SMART BOMBS.
4. Protect your Humanoids.

If fatigued by the game and scoring low: stop. Take a break. Play a conventional game.

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