DEFENDER

INSERT COIN(S)

Press *1-Player* or *2-Player* Start

Blast Alien Ships

Blast landers carrying humanoids before they mutate. Catch falling Humanoids–500 points; Return them to surface–500 points. Bonus for surviving humanoids after each alien wave.

Hyperspace–Warp To Another Quadrant–Caution

Smart Bomb–Destroys Enemies On Screen

Bonus Ship and Smart Bomb every 10,000 Points

1 PLAY–10p