

# 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—25¢