◎ ⌐ARCADE⌐ ◎ NO. 6075

◢DVENTURE VISION◣

DEFENDER
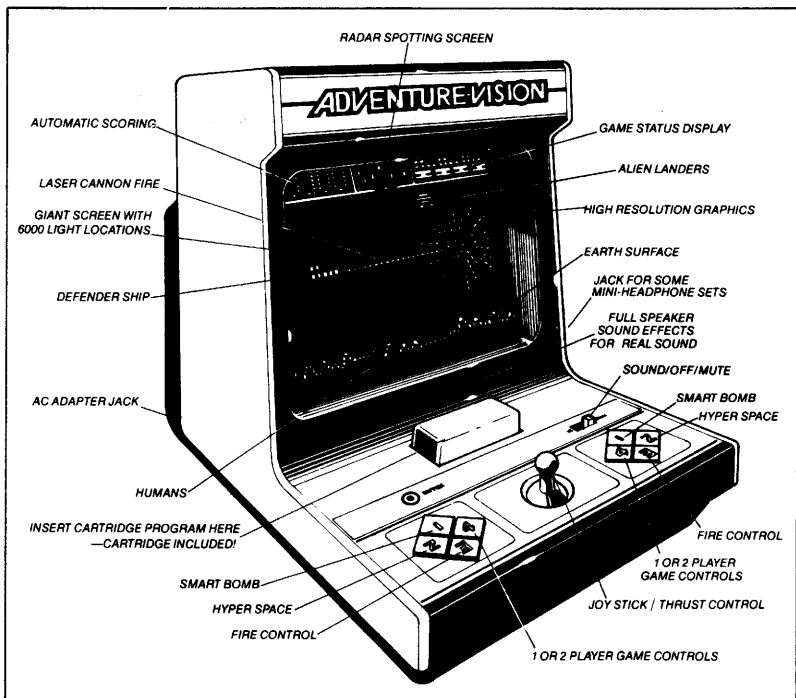
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RADAR SPOTTING SCREEN

ADVENTURE VISION

AUTOMATIC SCORING

LASER CANNON FIRE

GIANT SCREEN WITH 6000 LIGHT LOCATIONS

DEFENDER SHIP

AC ADAPTER JACK

HUMANS

INSERT CARTRIDGE PROGRAM HERE —CARTRIDGE INCLUDED!

SMART BOMB

HYPER SPACE

FIRE CONTROL

GAME STATUS DISPLAY

ALIEN LANDERS

HIGH RESOLUTION GRAPHICS

EARTH SURFACE

JACK FOR SOME MINI-HEADPHONE SETS

FULL SPEAKER SOUND EFFECTS FOR REAL SOUND

SOUND/OFF/MUTE

SMART BOMB

HYPER SPACE

FIRE CONTROL

1 OR 2 PLAYER GAME CONTROLS

JOY STICK / THRUST CONTROL

1 OR 2 PLAYER GAME CONTROLS

CAUTION · BEFORE INSERTING DEFENDER CARTRIDGE PLEASE READ GENERAL ADVENTURE VISION INSTRUCTIONS.

Welcome to the exciting world of ENTEX new tabletop cartridge game system. Adventure Vision is a totally new and unique concept in personal graphics display. It utilizes computer age solid state electronics, and through its special viewing screen system places 6,000 separate and distinct light locations for a graphics display that is virtually unequaled.

The Defender* cartridge is patterned after the world famous Defender video arcade machine by Williams. Before you begin to play this sophisticated game, please read all instructions, then follow these easy steps.

1. CARTRIDGE INSERTION

Turn game to "OFF". Insert the Defender cartridge in the Adventure Vision port.

2. OBJECT OF THE GAME

The object of Defender is to score as many points as possible by defending the earth and the humans from wave after wave of evil invaders from outer space. You are in command of the Defender ship with its laser cannon and smart bombs. Although there are many different aliens, the primary attacker is a Lander whose mission is to come to the earth and steal all the humans. If the Lander is successful in abducting a human and taking him to the top of the screen, they are both transformed into a mutant which is faster than a Lander. Watch out! Mutants are both tricky and fast.

If all the humans are stolen, the earth will be destroyed and you will find yourself in outer space fighting fleet after fleet of mutants.

3. CONTROLS

A. SOUND — OFF — MUTE

SOUND turns the game on and engages the speaker for a wide variety of sound effects. MUTE enables the game to be played with no sound coming through the main speaker.

B. JOY STICK

Pushing the JOY STICK forward (up) causes the Defender ship to travel towards the top of the screen. Pulling the JOY STICK back (down) causes the Defender ship to maneuver toward the bottom of the screen. Moving the JOY STICK to the right causes thrust and will make the Defender ship move faster and faster to the right. Moving the JOY STICK left causes thrust and will make the Defender ship move faster and faster to the left.

To reverse direction, simply move the JOY STICK in the opposite direction and this will instantly reverse the position and direction of the ship.

C. BUTTON 1 - SMART BOMB

Pressing button number 1 will release a SMART BOMB which destroys all alien life within the viewing area. However, your SMART BOMBS are limited. You have 5 at the beginning of each game. You may receive an additional SMART BOMB and Defender ship at each 10,000 points scored.

BUTTON 2 - HYPER SPACE

Pressing button number 2 will warp you into HYPER SPACE. This should be used as your last means of escape. HYPER SPACE will put you into a different part of space that is briefly free of aliens. However, when HYPER SPACE is used, you run the danger of being blown up in the transition. This occurs randomly.

BUTTON 3 - FIRE

Button 3 fires a laser blast which will annihilate anything it touches including humans.

BUTTON 4

Button number 4 is not used in this game.

4. POINT SCORING

Points are scored as each alien is destroyed.

LANDER - 150 points

The primary mission of the LANDER is to abduct humans and/or destroy the mother ship.

MUTANTS - 150 points

The only mission of the MUTANT is to destroy the Defender ship.

PODS - 1,000 points

A POD free-floats in space. However, when shot, the POD will release a random number of SWARMERS.

SWARMER - 200 points

The SWARMERS mission is to destroy the Defender ship. They possess intelligence.

BOMBERS - 600 points

The mission of a BOMBER is to lay space mines which when touched by the Defender ship will cause immediate destruction.

Rescuing a Human From Lander with Defender Ship - 500 points

Safely Returning a Human to Earth with Defender Ship - 500 points

5. GAME STATUS DISPLAY

The game status display (see illustration) contains the scores accumulated, a graphic representation of the number of Defender ships remaining, a graphic representation of the number of SMART BOMBS remaining, and a scanner. The scanner is a large scale radar screen of the entire playing area showing the relative position of all alien life forms to the Defender ship which is always at the center of the screen.

6. GAME STRATEGY

As mentioned earlier, the object of Defender is to score as many points as possible. There are a limited number of aliens in each attack wave. In the first attack wave, only Landers and/or mutants appear. In all subsequent attack waves, pods, swarmers, and bombers must also be destroyed to complete the attack wave.

Defender is a high speed, high action game, and the main purpose is to defend the humans. Humans are below the Earth walking from left to right and they can be picked up by the Lander and carried into the universe. If a Lander is in the process of abducting a human and you shoot or SMART BOMB the Lander, the human will be released and float slowly back to the Earth's surface where he will be destroyed. You may, however, swoop down with your Defender ship and catch the human beneath the ship. If you are successful in this maneuver, you will be awarded a bonus of 500 points. You may also drop the human back off safely on the Earth's surface. If this is accomplished, an additional 500 bonus points is awarded.

Use the scanning screen and the sound effects to locate alien life forms and humans being abducted, and use your SMART BOMBS sparingly.

Good hunting!

7. END OF GAME

The game is over when all 6 Defender ships have been destroyed. To reset the score and start a new game, simply push button number 3, the FIRE button.

POINTS ARE SCORED AS EACH ALIEN IS DESTROYED.

←——Must hit here to destroy a Lander

LANDERS . . . . 150 Points

MUTANTS . . . . 150 Points

PODS . . . . 1000 Points

SWARMERS . . . . 200 Points

BOMBERS . . . . 600 Points
Saving a Human from a Lander . . . . 500 Points
Safely Returning a Human to Earth . . . . 500 Points