

After caught by "RUNDER", and gone to the uppest place, Person come to "MUTANTER".

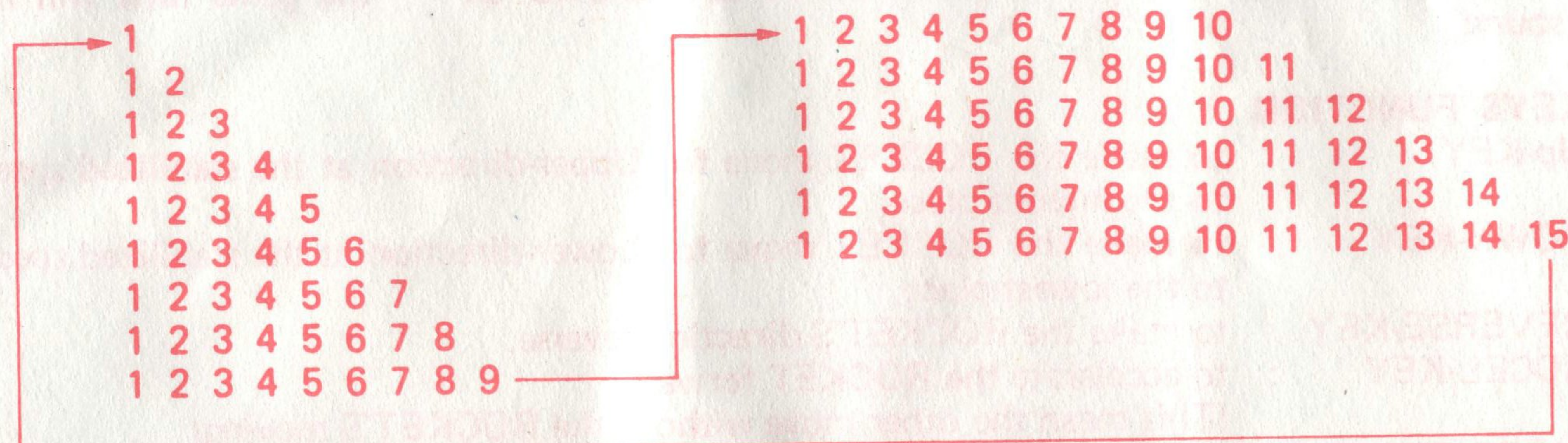
In case that the Person was caught by "RUNDER", the "SHOT" and "SMART" can rescue the "PERSON".

When "RUNDER" was hit by "SHOT" or "SMART", "PERSON" fall down and down, however, the ROCKET can rescue the "PERSON" in over 4 lines from the bottom, and the ROCKET pick up "PERSON", take the falling Person to the ground safely.

In case of under 4 lines, the "PERSON" will be die.

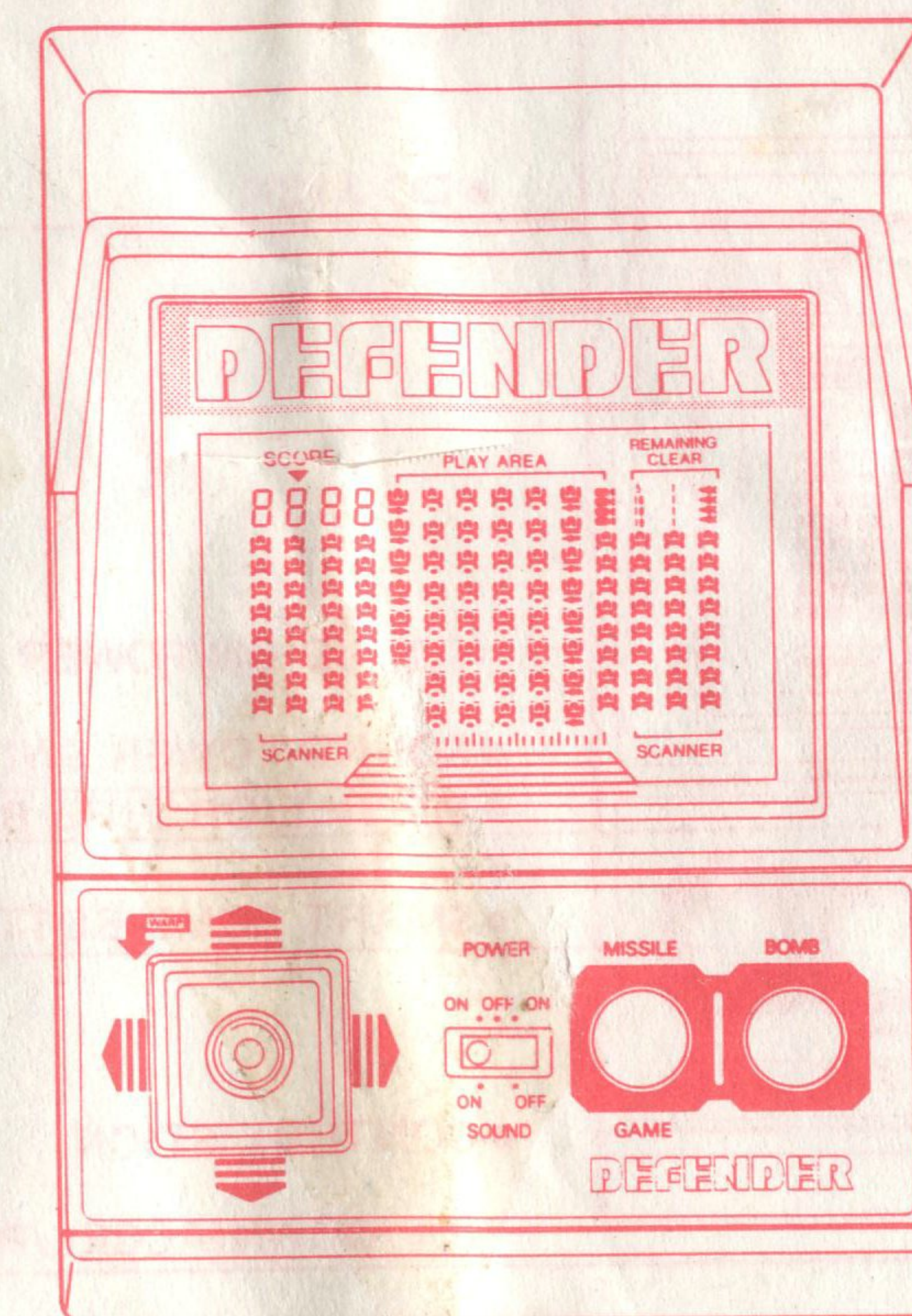
**SCANNER** : to display the position of "PERSON", "RUNDER", "MUTANTER" without PLAY-AREA.

**SPEED** : The speed for "RUNDER" and "MUTANTER" is accelerated in every "CLEAR".



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# DEFENDER



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**SCORE** : Can display 4 DIGITS.

Each points are:

- |   |           |
|---|-----------|
| 1) Destroying "RUNDER"                              | 10 points |
| 2) Destroying "MUTANTER"                            | 15 points |
| 3) Rescuing the "PERSONS" who is caught by "RUNDER" | 50 points |
| 4) And taking the Persons to Ground                 | 50 points |
| 5) Arrived safely on Ground                         | 20 points |
| 6) Cleared all "RUNDER", "MUTANTER"                 |           |
| Remained persons X                                  | 10 points |

\* Every time you score 1,000 points, you get an extra "ROCKET" as a bonus.

But if you already have 4 ROCKET'S in reserve, you can't get any more.

**GAME END** : When all ROCKET'S were destroyed, the GAME come to "END" and "STOPPED".

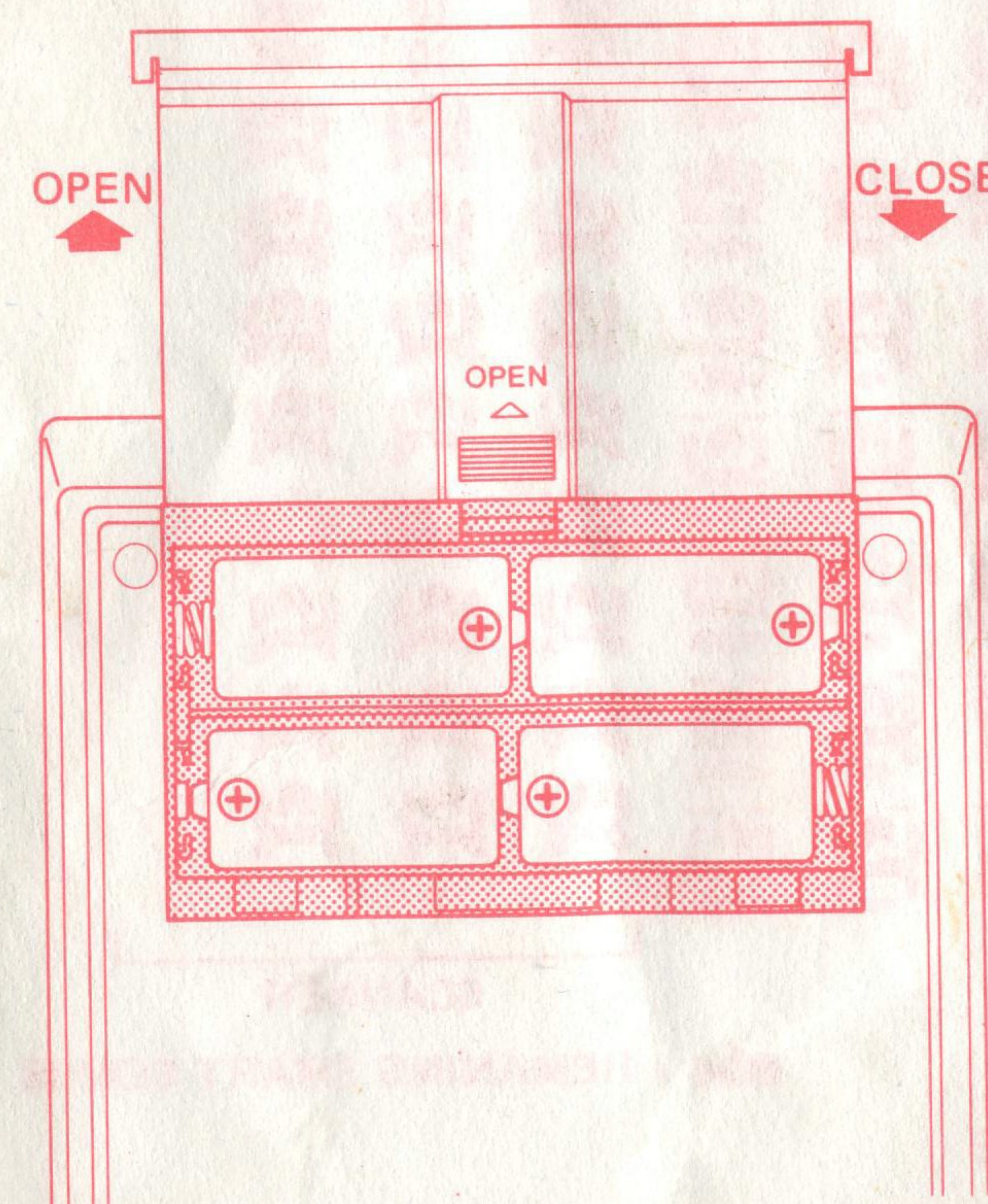
**DEMONSTRATION :** In "FULL AUTO" the ROCKET move up and down automatically, also ACCEL and FIRE move automatically.

**GAME** Can operate "KEY" for "REVERSE", "SMART" and "WARP".

\* See to "FIRE-KEY" section.

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## POWER SOURCE



• When dry batteries are used:

1. Set ON/OFF switch to "OFF".
2. Remove the lid of the battery case on the back side of the body by pusing it in the arrow-mark direction.
3. Put 4 UM-2 (size "C") dry batteries in place confirming the position of their + - polarities in the case.
4. For closing the lid set both ends of the lid in the grooves on the body and slide the lid in the arrow-mark direction.

• When AC adaptor is used:

1. Buy the AC adaptor at the shop where you bought.
2. Turn off the switch, and then insert the plug of AC adaptor into the jack on the top of the body.
3. Insert the AC adaptor into your house-hold plug consent.

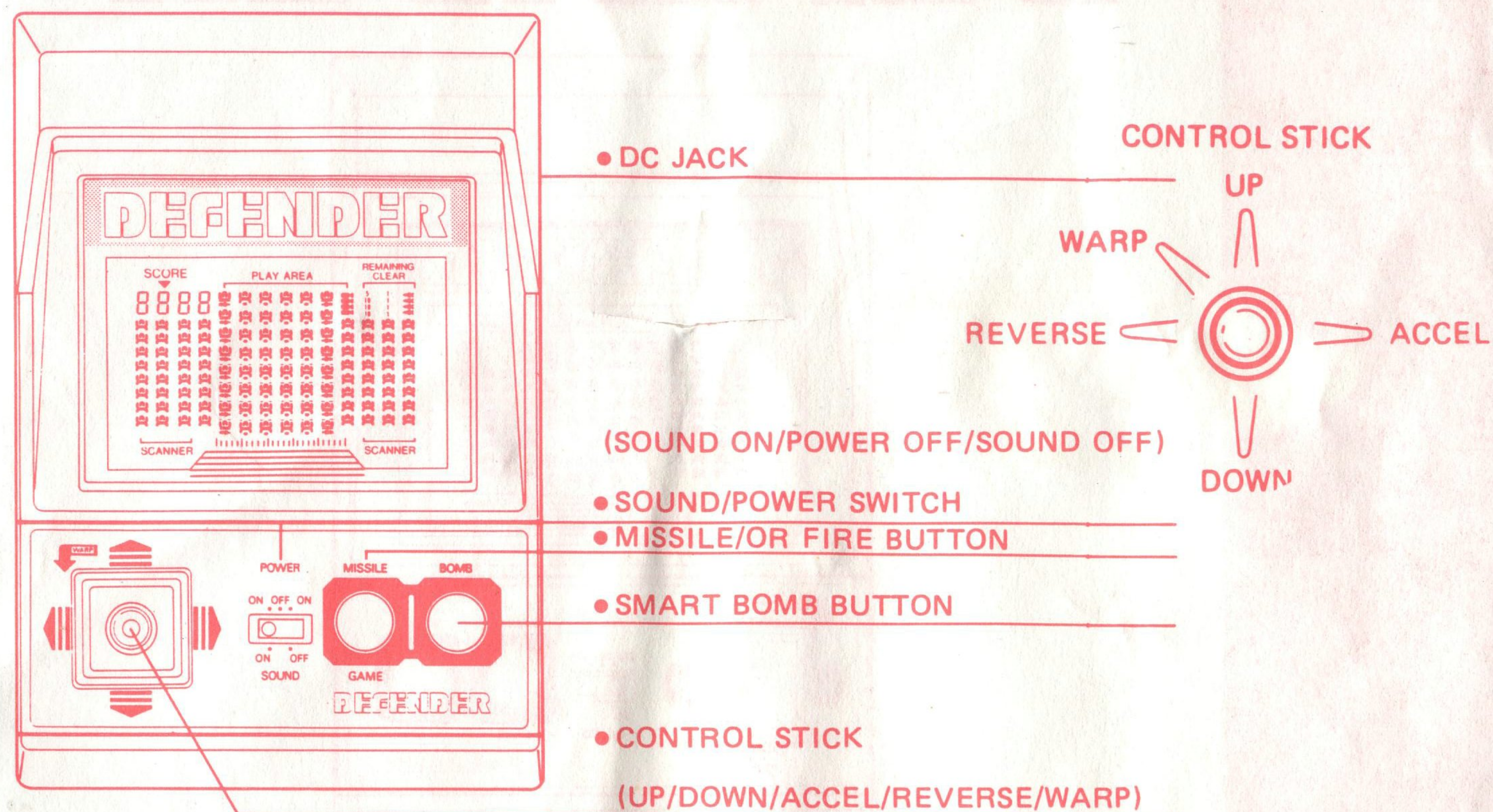
• Ratings of AC adaptor used:

1. Input power source voltage: AC100V, 50Hz, 60Hz.
2. Output voltage: DC 6V.
3. Load current: 300 mA.
4. Plug diameter: 2.5 mm.
5. + -: The inside is + and the outside is -.

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## NAME OF PARTS



• DC JACK

CONTROL STICK

UP

WARP

REVERSE

ACCEL

DOWN

(SOUND ON/POWER OFF/SOUND OFF)

• SOUND/POWER SWITCH

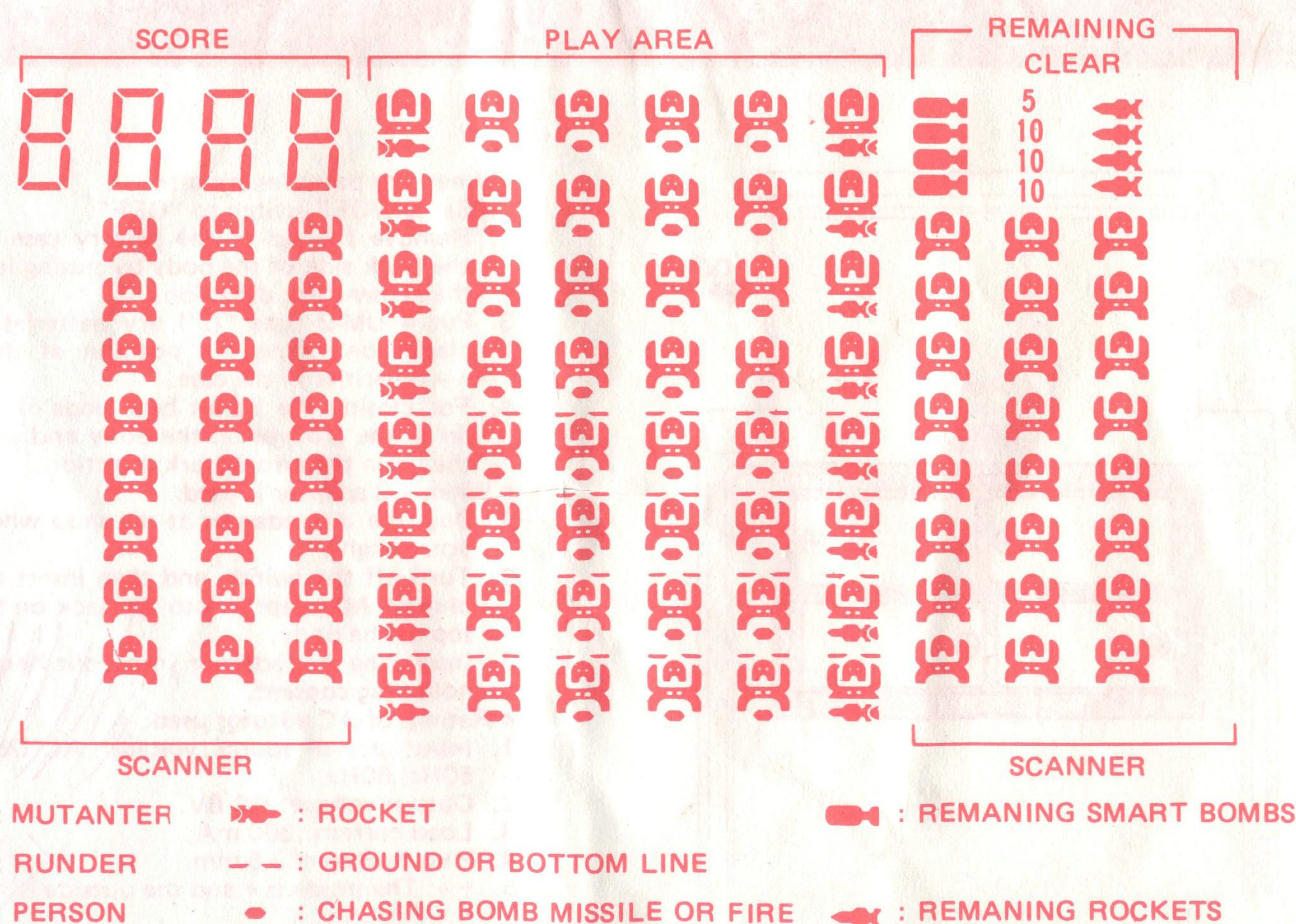
• MISSILE/OR FIRE BUTTON

• SMART BOMB BUTTON

• CONTROL STICK

(UP/DOWN/ACCEL/REVERSE/WARP)

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SCORE

PLAY AREA

REMAINING  
CLEAR

SCANNER

SCANNER

REMANING SMART BOMBS

REMANING ROCKETS

MUTANTER

RUNDER

PERSON

ROCKET

GROUND OR BOTTOM LINE

CHASING BOMB MISSILE OR FIRE

## "HOW TO OPERATE" for "DEFENDER"

### SUMMARY

Move your "ROCKET" with the control stick to avoid the Chasing Bomb, the RUNDER, and the MUTANTER.

Score points when you destroy the RUNDER and the MUTANTER or blow up the MISSILE and BOMB button, and the ROCKET pick up the PERSON take the falling PERSON to the ground safely.

### HOW TO PLAY

#### 1. Turn the SOUND/POWER switch to "SOUND ON" or "SOUND OFF".

\*When the SOUND/POWER switch is turned to "SOUND OFF", the game tone will not sound.

#### 2. KEYS FUNCTION

- Up-KEY : to make the ROCKET move for Upper-direction at the stabilized speed, to the highest place.
- DOWN-KEY : to make the ROCKET move for Lower-direction at the stabilized speed, to the lowest place.
- REVERSE-KEY : to make the ROCKET'S direction reverse.
- ACCEL-KEY : to accelerate the ROCKET forward  
(This mean the other move without the ROCKET'S moving)
- FIRE-KEY : to fire the shot from the ROCKET.  
Can't fire the next shot till the first shot disappeared.

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SMART-KEY  
WARP-KEY

\*(If keep pushing when electric source is putted "ON" automatically checked with FL, and come to "FULL-AUTO".)

- to destroy all "RUNDER" and "MUTANTER" within "PLAY-AREA"
- to make the ROCKET move to other place in an instant.

#### 3. FUNCTION ROCKET

- When initition, one ROCKET appear at the left edge of fifth line from the bottom.

SHOT

- to destroy "PERSON", "RUNDER" and "MUTANTER"
- When the ROCKET placed at left, the ROCKET move to right.
- When the ROCKET placed at right, the ROCKET move to left.

RUNDER

- to move runder.
- If "RUNDER" find the Person, "RUNDER" try to catch the Person by moving down.
- After catching the Person, "RUNDER" move up and become "MUTANTER".

MUTANTER

- to fire the chasing bomb.
- to move in closing to ROCKET.
- to fire chasing bomb.

CHASING BOMB:

- to move forward at stabilized speed.
- If hitted to ROCKET, can destroy the ROCKET.

PERSON

- When initiation, there are 10 Persons in bottom line.

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