DEFENDER

INSERT COIN(S)

Press 1-Player or 2-Player Start Blast Alien Ships

Blast landers carrying humaniods 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¢