Nintendo

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arcade CLASSIC 4

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DEFENDER®*

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INSTRUCTION BOOKLET

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arcade CLASSIC

KIDS TO ADULTS
ANIMATED VIOLENCE



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Thank you for selecting the DEFENDER®/JOUST® Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

DEFENDER®

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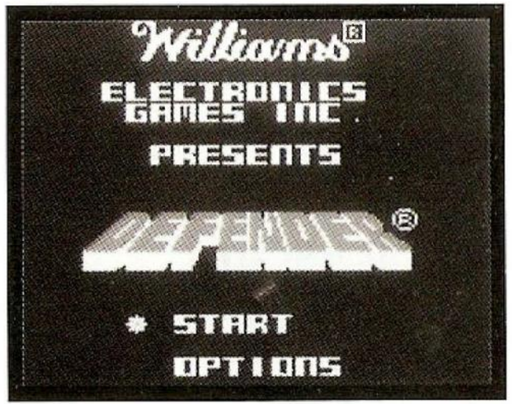
arcade

INTRO

When Defender hit the arcades in the early eighties, it elevated the standards of fast-paced action games and "shooters" in particular. Fast scrolling, multiple enemies and a well-defined mission made it a huge hit. It was not an easy game to master....and it still isn't!

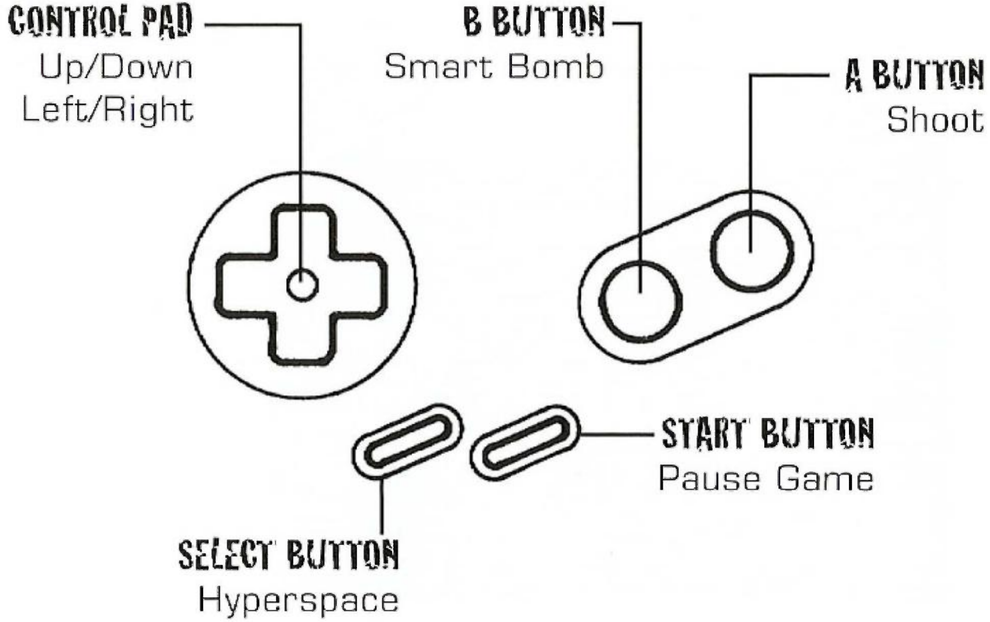
The leap that Defender made from the arcade platform to Game Boy seemed like a bit of a stretch at first, but after playing it, all concerns went out the window. As you are about to discover, the game plays great! You're bound to get a lot of enjoyment out of both sides of the Defender / Joust Game Pak.

GETTING STARTED



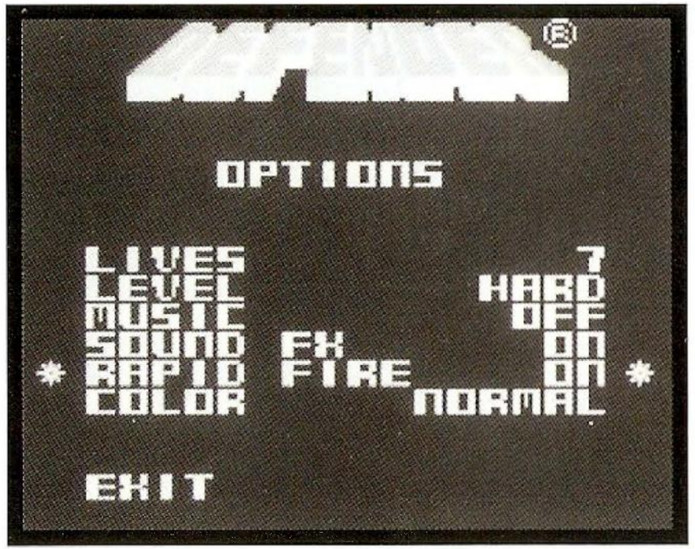
Insert the Defender/Joust Game Pak (label side out) into the Game Boy unit and turn the power switch to the "**ON**" position. When the title screen appears, press **LEFT/RIGHT** on the **Control Pad** (or the **SELECT Button**) to choose Defender, and press the **START**, **A** or **B Button**. Press **UP/DOWN** on the **Control Pad** (or the **SELECT Button**) to select the Options Menu, or press the **START Button** to play. On the Title screen, if you press LEFT on the Control Pad and the SELECT Button at the same time, you can access the **High Scores** table.

CONTROLLER FUNCTIONS



THE OPTION SCREEN

On the Defender title screen, select the Options menu by pressing **UP/DOWN** on the **Control Pad** (or the **Select Button**).



Press the **Start**, **A** or **B Button** to enter the Options menu. By pressing **LEFT/RIGHT** on the **Control Pad**, you can select the number of ships (lives) you will begin the game with (3,5 or 7).

You can also adjust the difficulty level of the game (easy,normal or hard) as well as the music and/or sound effects (on, or off). Switching the Rapid Fire option to the "**ON**" setting allows you to shoot multiple laser blasts when you hold the **A Button**. One of the nicer options the game offers is the ability to choose a normal or inverse graphic style. If you prefer to play Defender with a dark "space-like" background, choose the "NORMAL" setting. Use the Exit function to return to the Defender title screen.

NOTE: You can extend the life of the batteries in your Game Boy if you select the INVERSE graphics mode because there are fewer pixels that are "turned on" in this mode.

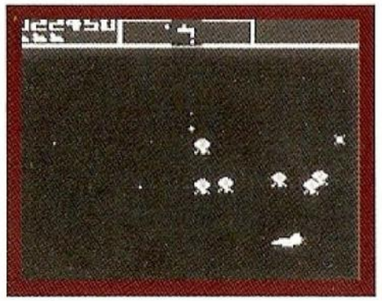
HOW TO PLAY DEFENDER

Your objective is to eliminate the aliens and save the residents of the planet that you are defending. Simple, right? Yeah, it would be simple if it weren't for all of the aliens chasing you and trying to blast your ship into something that vaguely resembles unintelligible specks of cosmic dust.

RULES

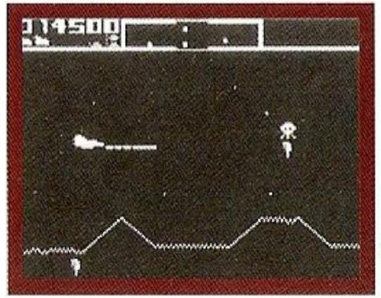
1 You can fly your Defender spaceship anywhere: left, right, up and down. Don't worry about the ground. It won't affect your flight path at all.

2 When Landers have snatched up all of the residents on a planet, the planet explodes. At this point, you don't want to be around! All



Landers turn into Mutants (whether they have nabbed a resident or not) and home in on your ship. If you've got Smart Bombs, this is a good time to make use of them. You've got to move fast and shoot quick!

3 When you have eliminated the alien invaders by shooting them or dispatching them with a Smart Bomb, the attack wave ends. You will then collect any bonus points for saved residents and move on to the next attack wave. The attack wave also ends if your ship happens to collide with the last remaining enemy, but you will still lose a ship.

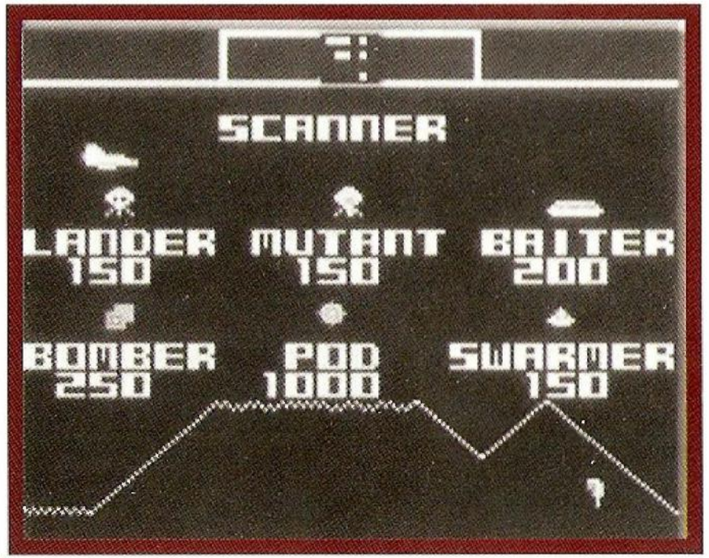


WEAPONRY

Your ship is equipped with a nose-mounted laser cannon. You have unlimited use of it. Press the **A Button** to use it. You are also given a ration of

Smart Bombs to use in tricky situations. Press the **B Button** to launch a Smart Bomb.

ENEMIES & SCORING



Any of the enemies in Defender can blow up your ship. They can do this by either coming in direct contact with your ship or by shooting your ship. You need to be able to recognize each type of threat and be able to react quickly to that threat. While the descriptions of each enemy provided here should benefit you on your mission, nothing more than excellent hand-eye coordination and practice will make you a Defender ace.

LANDER: 150 points

This enemy is abundant throughout the mission. They are relatively slow. Their mission is to land on the surface of the planet and capture the residents you are trying to protect. Beware of the mines that Landers shoot out at you.

MUTANT: 150 points

When a Lander has made it to the top of the play field with one of your residents, it becomes a Mutant. It looks basically the same as a Lander, but it flashes and moves much faster. It's like a Lander gone mad!

BAITER: 200 points

This enemy looks like a spaceship. They tend to approach from the rear toward the end of an Attack Wave. Since they are not very "tall," they are a little difficult to hit. Sometimes, when you reverse directions quickly, there they are!

BOMBER: 250 points

Moving mostly vertically and dropping mines as it moves along, the slow-moving Bomber is the only enemy that won't chase you. That, however, does NOT mean that you shouldn't take evasive actions when approaching one. Of course, you'll want to avoid mines that are dropped by a Bomber.

POD: 1000 points

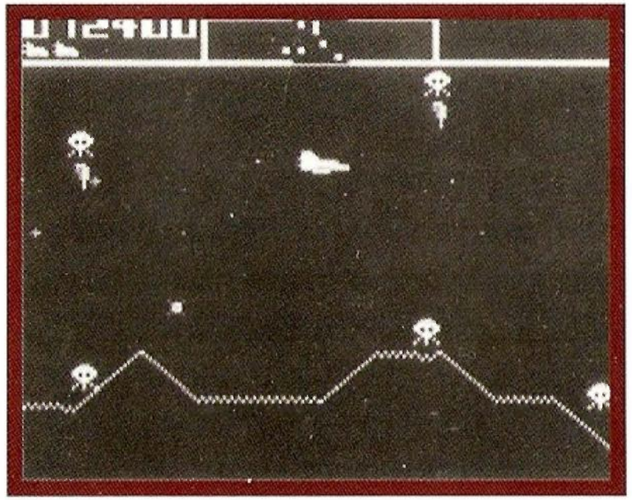
Each Pod contains Swarmers. Don't shoot a Pod until you have cleared away most of the other enemies. Even though you are heavily rewarded for shooting a Pod, the risk that you take may not be worth the payoff.

SWARMER: 150 points

From a blown Pod, Swarmers emerge to make your life pretty miserable. You have to fly away from Swarmers quickly because they will home in on you. If you hit a Pod from long range (actually the best thing to do), just keep blasting away at the same level because the Swarmers will be coming right for you!

TIPS & HINTS FOR PLAYING

1 Don't fire a spray of lasers. Even though it can effectively wipe out one or several enemies in one swoop, you run a greater risk of hitting a resident (either being taken aloft by a Lander or on the surface of the planet).



2 Make constant use of your Scanner screen. As you approach enemies, according to the Scanner, line your ship up with the enemy to give yourself the best chance of connecting early with a laser blast.

3 Use Smart Bombs only as a last resort. For example, if you have a pack of pesky Swarmers following you and there are numerous other enemies in the general vicinity, this would be a good example of when it would be prudent to expend a Smart Bomb.

4 You have to keep moving! Not only will Landers automatically pick up all of the residents, other enemies like Pods, Baiters and Mutants will home in on your ship. You'd be a sitting duck if you didn't move at all.

5 It's generally a good idea to blast Landers before they snatch residents from the planet surface. However, if you

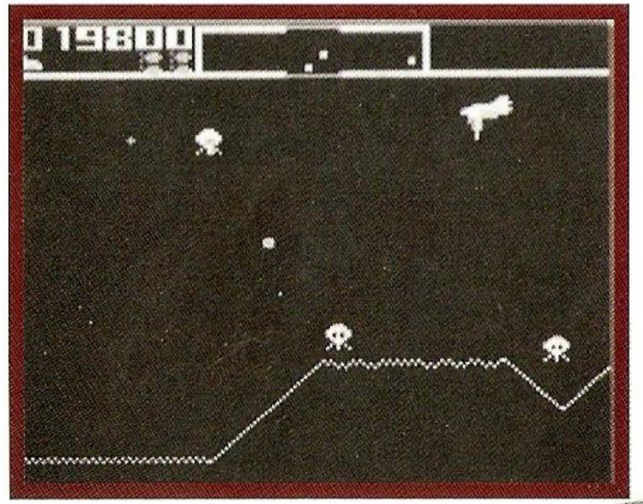
get to the point in a stage where there aren't many aliens left to deal with, you may consider letting a Lander pick up a resident. This way, you can earn bonus points for not only destroying the Lander, but rescuing a resident will earn you points, too! Of course, you always run the risk of blowing away the resident, so attempt this scoring technique at your own risk.

6 Leave Pods alone until near the end of the round. Even though they're worth 1000 points, what you don't need is fast-moving Swarmers on your tail while you're trying to aim carefully at other aliens and rescue residents!

7 When rescuing residents and setting them down on the planet surface, don't set them down on a mountain. Set them down as low as possible. That way, when you fly by with your laser cannon blazing, you'll be less likely to pick

off a resident. Unfortunately, residents are always vulnerable to stray laser fire.

8 Use the Hyperspace function to get out of trouble. However, like other games that have a hyperspace or "warping" feature, by using it, you may just be putting yourself into an even worse situation than the one you are trying to escape from.





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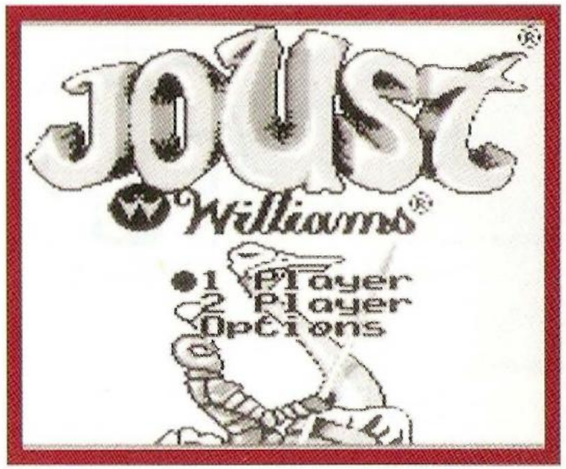
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Introduction

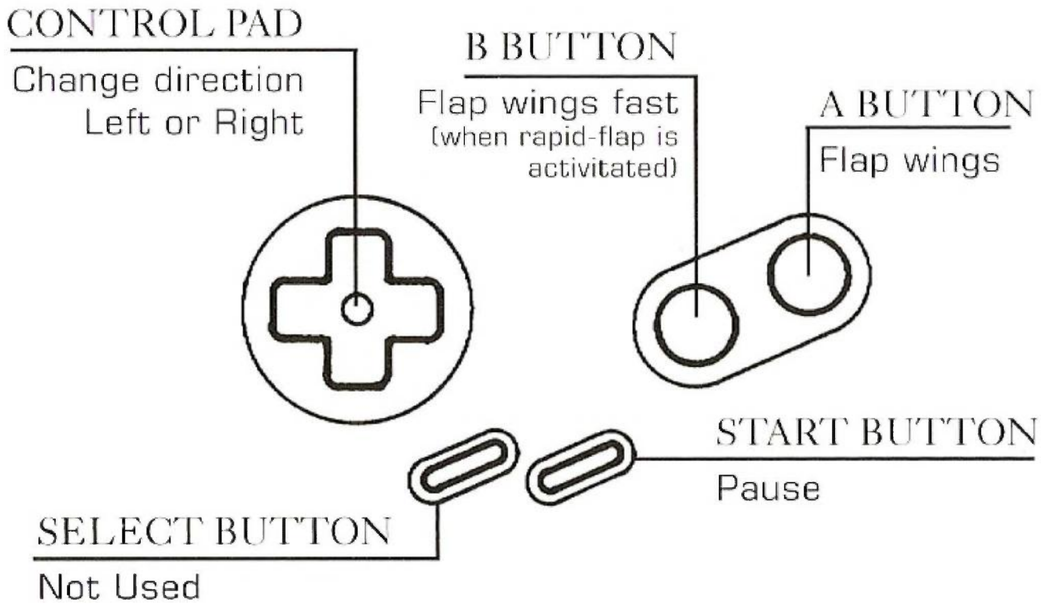
In the past, knights once dressed for battle and mounted horses to challenge one another to a contest called the joust. The knights of the future will participate in a similar game, but will be riding winged beasts that resemble the ostriches that you and I know today. They will do battle in the skies, touching down briefly to regain their bearings and to wait for their next challenger to approach. "What's this?" Some of you may remember saying these words when Joust first appeared in the arcades. "You mean I have to ride an ostrich?" often followed. Strange, but true. Ostrich-riding became something of a craze in the early eighties as Joust gained popularity with arcade crowds. The feather-flapping fun is spreading once again as Joust makes a triumphant return on Game Boy!

Getting Started

Insert the Defender/Joust Game Pak (label side out) into the Game Boy unit and turn the power switch to the "ON" position. When the title screen appears, press LEFT/RIGHT on the Control Pad (or the SELECT Button) to choose Joust, and press the START, A or B Button. Press UP/DOWN on the Control Pad (or the SELECT Button) to select the Options Menu, or press the START Button to play.



Controller Functions



The Option Screen

On the Joust title screen, access the Options menu by pressing the SELECT Button twice or by pressing DOWN twice on the Control Pad. Press the START, A or B BUTTON to enter the Options menu.

Lives: Press Left or Right on the CONTROL PAD to select the number of lives you will begin the game with (3,5 or 7).



Level: Adjust the difficulty level of the game (easy, normal and hard).

Music: Turn the music on or off.



Sound FX: Turn the sound effects on or off.

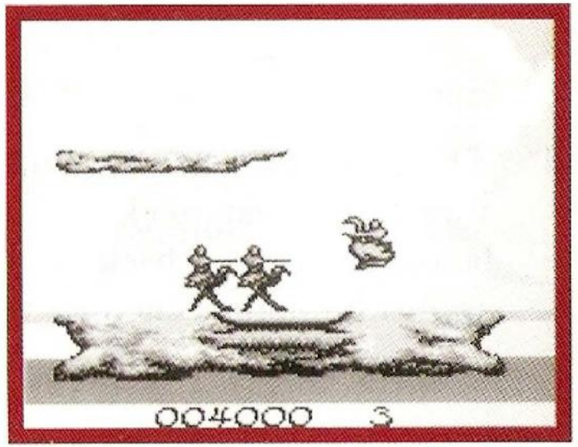
Game: This is probably the best option. Choosing NORMAL lets you play Joust on a single non-scrolling screen. If you select UPDATED, you'll play a newer version of Joust that many feel is much better. All characters are larger and the screen scrolls left, right, up and down. This version allows you to imagine that you've "zoomed in" to the action.

Rapid Flap: If this option is ON, your ostrich will flap its wings rapidly when you press the B BUTTON, thereby allowing faster flight.

Use the EXIT function to return to the Joust title screen.

How to Play

Joust is not an intricate game. The object is very simple. You have to take out your enemies in the exact same manner as they would take you out, but you have to do it better. Study the following "rules" and put the following tips into practice to become a Joust expert!



Rules

1 When you have defeated all enemies and have collected all eggs, the Attack Wave ends and a new one begins.

2 Each enemy will turn into an egg when you best it in a jousting match. Capture each egg by touching it. If the egg remains untouched for too long, a knight will emerge from it and a new ostrich will fly in to pick up the knight. From there, you'll have to enter into battle once again!

3 To be victorious in a joust, your lance must be slightly higher than your opponent's when you make contact. The higher lance will always win the joust.

4 There are different types of stages in the game. During an Egg Wave, you must quickly fly around and pick up all of the eggs before they revert back to ostriches. A Survival Wave pits you against numerous enemies thrown at you simultaneously.

Enemies & Scoring

Bounder: 250 points

This is the most common Joust enemy. The ostrich is dark in color. They are not very intelligent—flying in fairly predictable and flat patterns.

Hunter: 500 points

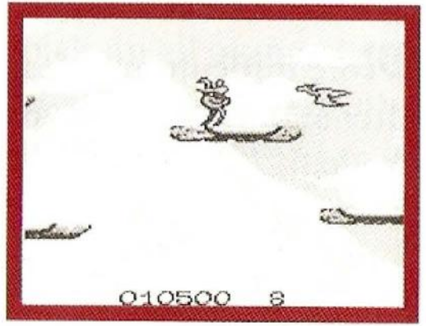
More difficult to defeat than a Bounder because they often chase after and home in on you, the Hunter is an ostrich of a lighter shade.

Shadow Lord: 750 points

Difficult to defeat because they're always chasing after you, Shadow Lords can be differentiated from other ostriches by their all-black appearance and sharp up/down flight patterns.

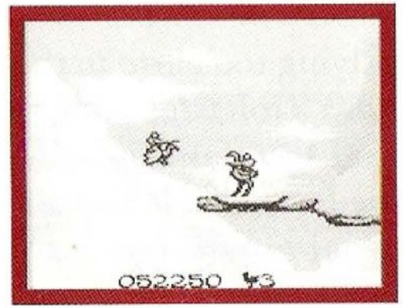
Pterodactyl: 1000 points

Originally thought to be invincible, the Pterodactyl will enter the play field when you take too long to complete an Attack Wave. It flies fairly straight, but is quite fast. To defeat it, you must hit it directly in its mouth. No other spot will get the job done. It's best to just avoid it. A Pterodactyl will remain on the screen until you die, defeat it, or complete the Attack Wave.



Tips & Hints

1. Make it your goal to fly using smooth, fluid motions. Too much speed or jerky movements will make your ostrich bounce off ledges in an out-of-control manner.
2. Use the Rapid-Flap button only when you're about to get hit. If you use it as your main method of motion, you're liable to lose some control.
3. At the start of a new Attack Wave, stand on a Generator Platform to prevent new enemy ostriches from appearing.

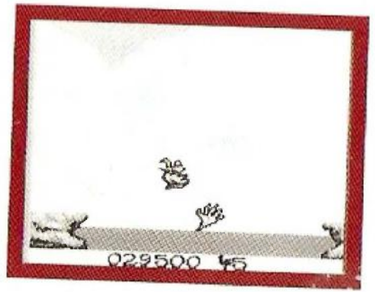


4 Be somewhat aggressive. If you take too long to defeat your opponents, the fearsome Pterodactyl will appear.

5 One of the best attack methods to use is to fly in soft downward patterns. This way, you'll be able to recover your flying poise easier after impacts.

6 The Shadow Lord's flight pattern is tricky, so anticipate where he will go and try to beat him to that point so you can be on top when he arrives there!

7 Flying too close to the lava allows the Lava Troll (the thing that looks like a hand) to grab you and pull you down into the lava. Use Rapid-Flap if you happen to get caught and you may be able to break free.



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