DEFENDER

Fast Furious Action Game for your Exidy Sorcerer

Created by John Forster and Nigel Leith

SHIPS 5 BOMBS 3	SCORE 0016000	HIGH SCORE 0235400
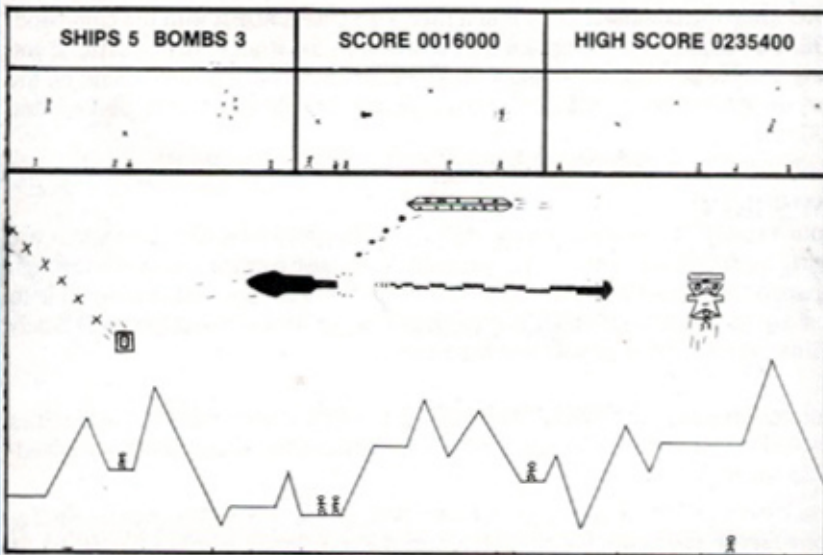
SCENARIO

As Squadron leader, you occupy the 'hot seat'. For weeks now Satellite Surveillance has been sending you photographs showing unusual alien activity within the fourth sector. Today, the analysts assure you, alien formation is identical to pre-battle posture of the Great Invasion of date 7013. 'Could they be mistaken?' you wonder.

'Better think about defense preparations,' you tell yourself. When the attack comes you'll only have seconds to get your squadron into the air. Aliens are quick and powerful. You have dealt with them before. It only takes a moment to capture helpless victims off the street and out of homes, taking them to an unknown fate and destination. Many were lost in 7013.

'Red alert. Red alert!' screams the hot line. The sudden shock dislodges fear, starts the adrenaline flowing. You lift the receiver and hear 'Aliens heading for...' That's it! Move! You taxi up the runway.

DEFENDER is a new concept in arcade games in that it has twin displays. As well as being truly high-resolution and very fast, it is also a very hard game to play. A complete display of conflicts about to occur are shown above the scenario on the radar screen. A moving horizon in the foreground gives the player a real feeling of speed.

LOADING INSTRUCTIONS

You need a Sorcerer computer with at least 16K of RAM. Remove any ROM PAC while the computer is OFF and then load DEFENDER with the command: LOG. Two copies of the program are recorded on the front of the cassette. If you have trouble loading the program, load the 300 baud backup copy found on the reverse side of the cassette. In such a case, give two (2) commands: SE T = 1 and LOG.

MISSION

Your mission is to defend earthlings in your territory from the Aliens that are being captured and turned into mutants. You must control your craft through air-space and shoot down the enemy. If an earthling is captured, it is possible to destroy the Alien and catch the earthling as he drops to the ground. Safely returning unharmed people has big rewards!

But not only mutants plague your success by firing at you, there are also mines planted in space and swarmers which fly at amazing speed and shoot with deadly accuracy.

You have weapons at your disposal for fighting to survive in this deadly simulation. Firstly you have five (5) ships and five (5) 'smart bombs'. These smart bombs will destroy anything currently in your scanners reach. If you are in DIRE trouble, you have the option of hyperspacing out of trouble (or into it, as the case may be!).

KEYBOARD LAYOUT

Two completely different keyboard control layouts have been incorporated into DEFENDER. The option is given at the beginning of the game to choose either.

LAYOUT 'A'

Keypad 2 — Down
Keypad 8 — Up
Keypad 4 — Left
Keypad 6 — Right
Keypad 5 — Fire
TAB   — Fire
Space Bar — Fire
'S'   — Smart Bomb
'H'   — Hyperspace

LAYOUT 'B'

Left SHIFT — Down
TAB   — Up
GRAPHIC   — Reverse direction
Keypad +   — Thrust
Keypad 4   — Fire
Keypad 5   — Smart Bomb
Keypad 6   — Hyperspace

SCORE TABLE

Character	Score	Comment
Lander	150	The most common creature
Mutant	150	Result of a captured earthling
Baiter	200	Very fast and dangerous
Bomber	200	Leaves space mines
Swarmer	200	A deadly accurate little shooter
Pod	200	Contains many Swarmers

NB. 200 extra points may be gained for saving an earthling from falling and returning him to the surface.

At the time of printing, the author of DEFENDER had high-scored 235,400 points. Good luck!!!