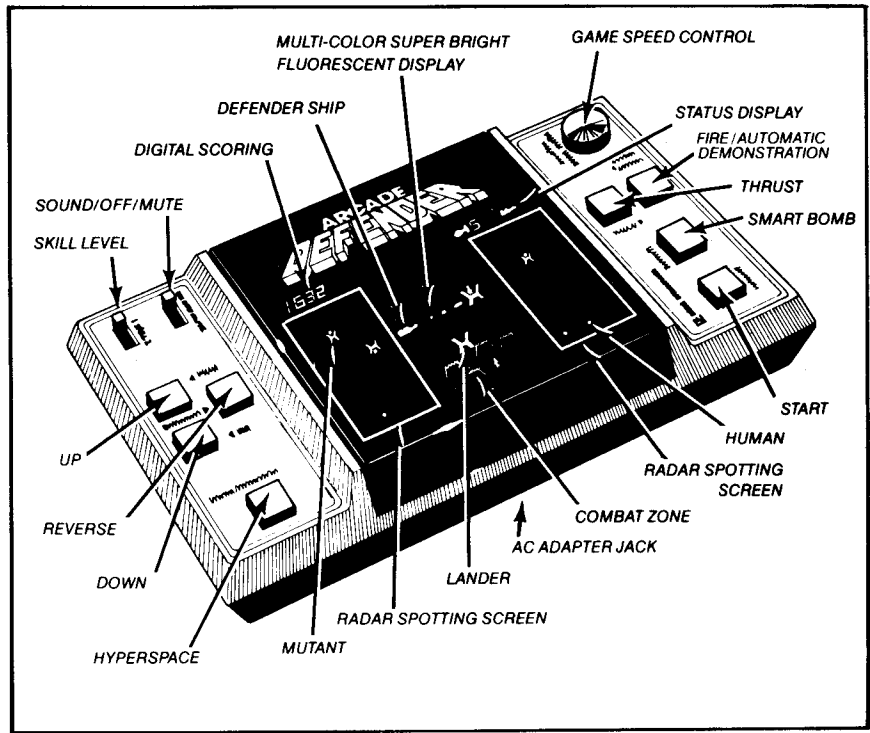


# ENTEX ELECTRONIC ARCADE

# DEFENDER

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Welcome to the exciting world of ENTEX hand-held arcade games. The Defender game 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. BATTERIES**

**Batteries**—Turn game upside down. Press tab towards cover and lift cover off. Insert 4 "C" (UM-2) batteries. Alkaline-type are recommended for longer life. Battery positions are indicated inside the battery box. Replace cover.

**AC Adapter**—This game can be played using an AC adapter (use Entex No. 6060 AC adapter, sold separately). Note: This adapter is designed to operate on 110 to 120 V.A.C. at 60 Hz (the current found in most U.S. homes). Should the current in your area differ, please check with the place of purchase for an appropriate adapter.

**To use adapter**—Remove batteries from game, then insert AC adapter plug into AC jack. When not in use, remove AC adapter from wall socket.

## **2. DEMONSTRATION MODE**

We know you are just dying to try the game. But first, why don't you look at the DEMO MODE. Simply push the fire-button down and hold it while you turn the game to sound or mute. You are now watching the micro-computer play against itself. While observing this function, try turning the game speed control and see how the game speeds up and slows down.

## **3. 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 landers from outer space. You are in command of the Defender ship with all its weapons. The lander's mission is to come down to Earth and steal all the humans. If they are successful in abducting a human and taking him to the top of the screen, they are both transformed

into a mutant, which has more intelligence and is faster than a lander. Watch out! Mutants are both tricky and fast.

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

## 4. CONTROLS

This game has many controls. Please refer to the illustration on the back of the package for the position of each of the controls mentioned below.

1. **SOUND—OFF—MUTE** turns the game on or off. If turned to the mute position, the game will play with no sound effects.
2. **SKILL 1—2** This button steps up the speed and difficulty of the game. Please note the desired skill level must be selected before the game is turned on.
3. **UP BUTTON** Press this button to maneuver the Defender ship up.
4. **DOWN BUTTON** Press this button to maneuver the Defender ship down.
5. **REVERSE** This button is used to instantly reverse the direction of travel of the Defender ship and the fire of the laser cannon.  
After a game is completed, pressing this button will display the score from the prior game played. Use this button to compare notes for two-player competition.
6. **THRUST** Pressing this button accelerates the Defender ship into the direction it is headed. The longer you press this button, the higher speed you will attain until you reach maximum velocity.
7. **FIRE** This button shoots a laser blast forward capable of annihilating anything in its path. However, you cannot fire the next shot until the first shot has disappeared from the screen.  
If this button is depressed when the game is being turned on, the game will check the display and then go into the demonstration mode. See step # 2.
8. **SMART BOMB** The smart bomb destroys all landers or mutants in the playing area, but not landers or mutants out of range in the twin radar screens. It will not, however, destroy humans, the Earth, or the Defender ship. Be careful, you only have 3 smart bombs at the beginning of each game.
9. **HYPER SPACE** This button instantly warps you to another part of the planet.

- 10. START** Use this button to start the game play or to reset the game.
- 11. GAME SPEED CONTROL** Rotating this control will speed up or slow down the action of the game. Use this button to continually increase difficulty level with the skill chosen.

## 5. SCORING

Destroying landers—10 points each



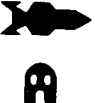
Destroying mutants—15 points each

Rescuing a human, being abducted by a lander, with your Defender ship—50 points

Releasing the rescued human on the ground—50 points

Shooting a lander that is abducting a human within 4 levels from the Earth's surface—20 bonus points

Clearing all landers or mutants of a wave—10 bonus points for each person not abducted

1		LANDER 10 POINTS
2		MUTANT 15 POINTS
3		RESCUING HUMAN 50 POINTS

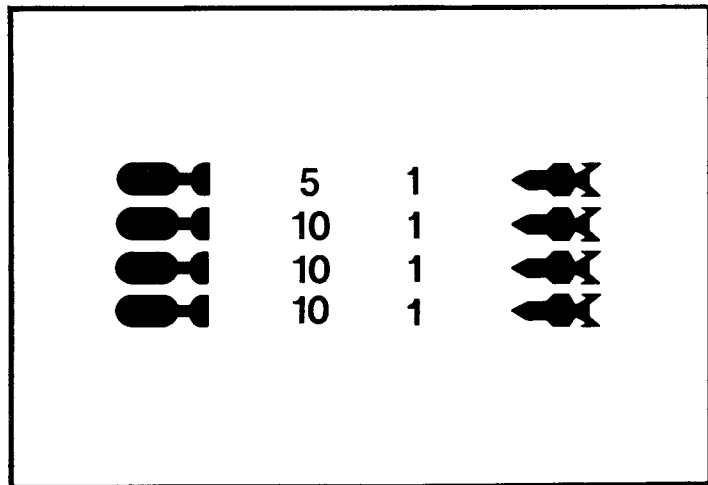
## 6. END OF GAME

The game is over when all your Defender ships have been destroyed.

## 7. GAME STATUS DISPLAY

The upper right hand portion of the display is the game status area. This will indicate smart bombs, Defender ships, and number of attack waves cleared. You may, however, gain an extra Defender ship and a smart bomb at each 1,000 points.

GAME STATUS DISPLAY



SMART  
BOMB  
INDICATOR

ATTACK  
WAVE  
COMPLETED  
INDICATOR

RESERVE  
ROCKET  
INDICATOR

## 8. STRATEGY

As we mentioned earlier, the object of Defender is to save the humans. At the beginning of the game there are 10 humans on the Earth's surface. The mission of the landers is to abduct the humans so they can become mutants which are more intelligent and will seek you out.

If a lander is in the process of stealing a human and you are able to shoot the lander but not the human, the human will be released. If

you can accelerate quickly enough and catch the human with your Defender ship, this maneuver is worth 50 points. If you can put him down safely on the surface of the Earth, that maneuver is worth an additional 50 points. If you shoot a lander that is abducting a human within the first 4 levels from the bottom, the human will fall safely to the Earth and you will be awarded 20 points. If he falls from a height greater than 4 levels, the human will be destroyed.

Initially, you will be tempted to use your smart bombs. Remember, your supply is limited. As you progress, you will use your smart bombs only in an emergency.

The twin radar spotting screens illustrate what is happening in front of and behind you on the other areas of the planet's surface. Although you cannot shoot into those areas, it's good to know what is happening so you can warp into the area to save a human.

## **9. CARE OF GAME**

1. Treat the game as you would any electronic device.
  2. Do not expose the game to extremes of heat or cold.
  3. Always turn the game off when not in use.
  4. Always remove batteries when using AC adapter.
  5. If game malfunctions or display gets dim, try 4 new "C" batteries.
- Defender is a high speed, high action game that we hope you enjoy. Have fun—ENTEX.

# ADAPTER JACK

This electronic game has a built-in adapter jack. When the adapter is used, no batteries are required. We recommend using the Entex No. 6060 6V AC adapter. Use of other adapters with improper connectors or incorrect voltage output may void your warranty and cause permanent damage to your electronic game. If your dealer does not stock the Entex adapter, you can obtain one by using the coupon below.

**NOTE:** THIS ADAPTER IS DESIGNED TO OPERATE ON 110 to 120 V.A.C. at 60 Hz (the current found in most U.S. homes). Should the current in your area differ, please check with the place of purchase for an appropriate adapter.

**Helen Parts  
Entex Industries, Inc.**  
303 West Artesia Blvd.  
Compton, CA 90220

Please send the following for my Entex # 6088 **Defender**

	Quantity	Price	Total
= 6060 AC Adapter	_____	\$7.00	_____
(Cost includes postage and handling)			
Los Angeles County residents	6-1/2% Sales Tax		_____
All other California residents	6% Sales Tax		_____
	Total		_____
	Check Enclosed		_____

Send to:

Name: \_\_\_\_\_

No./Street: \_\_\_\_\_

City/State/Zip: \_\_\_\_\_

## 90-DAY WARRANTY

Entex Industries warrants to the original consumer purchaser that this electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period, Entex will, at its option, repair or replace a defective game without charge after the game has been returned postage prepaid and insured with **proof of date of purchase** to Entex Industries, Repair Center, 303 West Artesia Boulevard, Compton, California 90220.

Games returned without proof of date of purchase or after the 90-day warranty period will be repaired or replaced with a reconditioned unit (at Entex's option) for a service charge of \$25.00. Entex is not obligated to repair or replace any games returned after one year from the date of purchase. If you return a game after one year from the date of purchase or Entex finds that the game has been abused, misused or altered, you will be advised of additional anticipated repair cost prior to commencement of any repair work.

This warranty gives you specific legal rights and you may have other rights that vary from state to state. This warranty is made in lieu of any other express warranty and does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship. Entex's exclusive liability for defects in material and workmanship shall be limited to repair and replacement at an authorized Entex service station. Entex shall in no event be liable for incidental or consequential damages, although in states which do not allow the exclusion or limitation of incidental or consequential damages, the foregoing limitation or exclusion may not apply to you.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:  
Entex Industries Repair Center  
303 West Artesia Blvd.  
Compton, CA 90220
3. Apply correct postage stamps, insure the unit; then mail.