

Invasion!

Five years! That’s how long it’s been since you last flew the StarRay into combat. Then, as Defender, you saved a helpless race of people from an invasion of deadly aliens. But this new assignment is far more dangerous – and urgent!

“Seven planets?” you nearly scream, as General Glavodia explains the situation. The Scarcanian System is in big trouble. This ally system, with its blue binary sun and peaceful planets, supplies vital resources to your world. But now critical installations on seven of its planets are threatened by alien invaders!

For instance, there’s Sirion, the jungle planet. (You were hoping that steamy hotbed wasn’t on the list!) Terrific – Sharlon the sub-freezing ice planet needs help too. It gets worse – three of the threatened planets have never even been seen by any civilization outside of the Scarcanians!

“The invaders – who or what are they?” you ask. General Glavodia mentions Blue Hunters, Hivesters, Shards, Rotsats, Niners, Swarmers, Landers, and Krellian Motherships. They sound nasty! But you’re itching to get back into the cockpit and find out what the new StarRay can do. “When do I start?” you hear yourself say.

Your first stop is Gorbaxa, source of the priceless and dangerous Kryptium cells. You don’t even want to think about those cells getting into the wrong hands! After that, it’s on to Sirion to protect the robot workers from the vicious alien wildlife. Then comes Sharlon and Boldava. And if you’re still alive after that, you get to explore three unknown planets . . . and wing it!

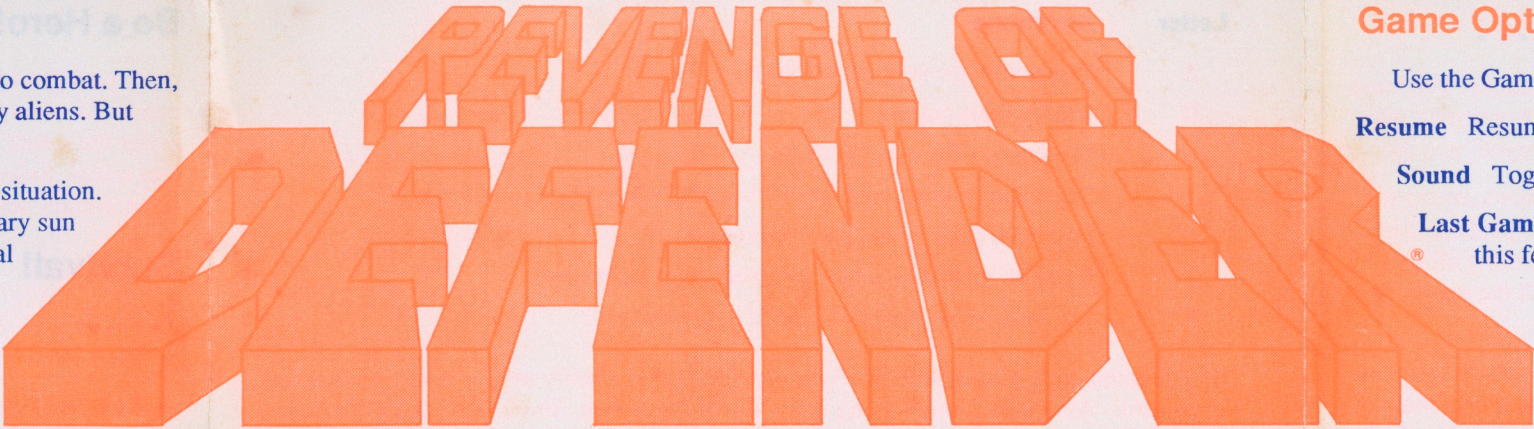
IBM PC and Compatibles Loading Instructions

- 1. Set up your system. If you want to use a joystick, plug it in now.
- 2. Boot up your system.
- 3. Insert *Revenge of Defender* Disk 1 into drive A. (If your system boots from a hard drive, type **A:** now and press **Enter**.)
- 4. Type **revenge** and press **Enter**.
- 5. The graphics mode menu appears. Press the correct letter key for your graphics mode.
- 6. As prompted, insert another disk into the drive and press **Enter**. When the title screen appears, press **Spacebar** or fire button 1 to begin play.
- 7. During gameplay, switch disks in the drive and press **Enter** as prompted.

Copying to a Hard Disk

- 1. With your system booted, insert *Revenge of Defender* Disk 1 into drive A.
- 2. Type **A:** and press **Enter**.
- 3. Type **install C:** (or the correct letter for your hard drive) and press **Enter**. Follow the on-screen prompts to complete the operation.
- 4. At the hard disk prompt, type **cd \revenge** and press **Enter**.
- 5. Type **revenge** and press **Enter**.
- 6. When the graphics mode menu appears, press the letter key for your graphics mode. When the title screen appears, press **Spacebar** or fire button 1 to begin play.
- 7. For future gameplay, get to the root directory and type **cd \revenge**. Then follow step 6 above.

Note: When playing from a hard disk, you must keep the original *Revenge of Defender* Disk 1 in drive A.



Commodore 64/128 Loading Instructions

- 1. Set up your system and plug your joystick into control port 2.
- 2. Make sure the disk drive is empty. Turn on the monitor and disk drive, then turn on the computer.
- 3. Insert the *Revenge of Defender* disk into the drive with side 1 up. Type **LOAD "*",8,1** and press **Return**. (Or, if you have an Epyx Fast Load cartridge, hold down **C** and press **Run/Stop**.) The program loads and the title screen appears.
- 4. Press the fire button to view the high scores. Then press **Spacebar** or the fire button to begin play.

Commodore Amiga Loading Instructions

- 1. Set up your system and plug in your joystick and/or mouse.
- 2. **For the Amiga 500 or 2000**, insert *Revenge of Defender* Disk 1 into the drive and turn on your system. **For the Amiga 1000**, detach the external memory if present. Insert a disk containing Kickstart version 1.2 or 1.3 into the drive and turn on your system. When asked to insert the Workbench disk, insert *Revenge of Defender* Disk 1 instead.
- 3. When the title screen appears and the music starts, press the fire button or left mouse button to continue. When prompted, replace Disk 1 with Disk 2 in the drive.
- 4. When the credit screen appears, press the fire button or left mouse button to begin play.

Game Screen

The StarRay's **Radar Scan** is below the game screen. It shows the positions of friendly and hostile objects. You are the white dot in the center. The dots at the bottom are the installations you are protecting, which change color when invaded by aliens. All other dots are active enemies.

The **Shield Bar** is below the Radar Scan to the left. The bar shortens as you use up the energy in your shields. Keep a watch on the bar. If you run out of shields, the game ends. The **Vaporizer Store**, below the Shield Bar, shows how many Vaporizers you have left. Dropping a Vaporizer destroys all enemies on screen.

Your **Score** is below the Radar Scan to the right.

Game Options Screen

- Use the Game Options Screen to set the following features:
- Resume** Resume game.
 - Sound** Toggle game sound on and off.
 - Last Game Option** Normally, when one game ends, another game starts. Choose this feature to quit the program at the end of your current game.
 - Restart a Level** Choose this option to start play at any one of the first four levels. (You begin with maximum shields at level 1 only.)
 - View Game Screen** (IBM and Amiga only) Lets you see the paused game screen.

Redefine Controls (IBM only) Lets you select your own keyboard controls. If you have a joystick connected, lets you toggle between joystick and keyboard play.

Quit Program (IBM only) Returns you to DOS.

To use the Game Options Screen, follow the steps in the section below for your system.

IBM PC and Compatibles

- 1. Press **Esc** during the game to display the Game Options Screen.
- 2. Use the joystick handle or **Arrow** keys to highlight a feature. For Sound or Last Game Option, press **Spacebar** to toggle the options. For Restart a Level, move the joystick handle right or press the **Right Arrow** key to choose level 1 through 4.
- 3. Press **Spacebar** or fire button 1 to select the highlighted feature.
- 4. Select all the options you want, then select Resume to continue the game.

Commodore 64/128

- 1. Press **F7** to display the Game Options Screen.
- 2. Move the joystick handle to highlight a feature. For Sound or Last Game Option, move the joystick handle left and right to scroll through the options.
- 3. Press the fire button to select the highlighted feature.
- 4. Select all the options you want, then select Resume to continue the game.

Commodore Amiga

- 1. Press any key to display the Game Options Screen.
- 2. Move the joystick handle or roll the mouse up and down to highlight a feature. For Sound or Last Game Option, press the fire button or left mouse button to toggle the options. For Restart a Level, move the joystick handle or roll the mouse left and right to choose level 1 through 4.
- 3. Press the fire button or the left mouse button to select the highlighted feature.
- 4. Select all the options you want, then select Resume to continue the game.



Your Mission, Should You Choose to Accept It . . .

The Scarcanian System has seven planets, each with 10 resource installations. You must keep the installations safe. If they're invaded by aliens, they'll be destroyed or turned into alien weapons bases. If all the installations on a planet are invaded or destroyed, you die.

You begin your mission on Gorbaxa, the first planet. Aliens attack in waves, trying to burn you out of the sky. Destroy aliens by blasting them with laser fire or exploding them with Vaporizors. If the aliens invade an installation, destroy it. Once you destroy all the aliens in a wave, you advance to the next wave. If you stay alive through all the waves on a planet, you immediately fly on to the next planet.

Note: Use the Restart a Level option in the Game Options Screen to begin your mission on any of the first four planets. But you better be good – because it's only on Gorbaxa that you begin your mission with maximum shield energy.

The mission ends when your energy shields dissolve (the Shield Bar runs out) or all the installations are invaded or destroyed. You can only win by staying alive through the last wave on the last planet. To make a bad situation worse, you've only got one StarRay!

StarRay Controls

Action	Joystick (all systems)	Numeric Keypad (IBM & compatibles)	Mouse (Amiga)
Ascend.	Handle up.	Up Arrow or 8 key.	Roll forward.
Descend.	Handle down.	Down Arrow or 2 key.	Roll back.
Fly left	Handle left.	Left Arrow or 4 key.	Roll left.
Fly right.	Handle right	Right Arrow or 6 key.	Roll right.
Fire laser.	Fire button 1.	Spacebar.	Left button.
Fire Vaporizors.	Fire button 2. Spacebar (C64/128). Right mouse button (Amiga).	Right Shift key.	Right button.

Alien Life

Each planet is more dangerous than the one before. Deadlier aliens appear with each wave, and they attack faster and more often the further you get into the mission. Watch out for Dragonflies, Hives, Wasps, Pterodactyls, Silicon Worms, Bloodsucking Plants, Killer Bees, and countless other aliens whose main target just happens to be you!

Landers, Blue Hunters, and Air Buses appear on all planets. Landers are menacing little hot-air balloons that try to shoot you down. When you shoot them, some Landers leave Bonus Coins. Fly over the Coins to gain power, weapons, and bonus points, depending on the letter on the Coin.

Letter	Advantage
A	Temporary burst of acceleration.
B	1,000 bonus points.
C	Continuous fire for 100 shots.
I	You cannot be harmed for 10 seconds (while Shield Bar flashes).
P	Improves laser power for a short time.
T	Kicks in rapid-fire action on lasers for a short time.
V	Increases your maximum speed temporarily.

Blue Hunters look like molecules, fly at top speed, and usually appear when you get lazy at the controls. Air Buses lumber along at the top of the screen. Shoot them and grab their cargo before it hits the ground to renew your energy, collect 5,000 bonus points, or gain an extra Vaporizor. (Watch out for the cargo marked "X"!)

Note: Air Buses appear in the IBM and Amiga versions only.

The Planets (What's Known About Them . . .)

Planet	Surface	Installations (Friendly)	Installations (Invaded)
1 Gorbaxa	Mountainous	Power rods	Broken rods
2 Sirion	Jungle	Flammers	Rapid-fire Gunners
3 Sharlon	Ice	Furnaces	Air-mine Launchers
4 Boldava	Power plant	Pumps	Flame-throwers
5, 6, and 7	Unknown	Unknown	Unknown

If You Succeed

You earn points by destroying aliens. Each time you complete a wave or save a planet, you also earn random points based on the number of safe installations remaining.

All Aliens	Score
On Gorbaxa	10 to 250 points
On Sirion	10 to 250 points
On Sharlon	10 to 250 points
On Boldava	60 to 700 point
On Planet 5	50 to 750 points
On Planet 6	70 to 1,000 points
On Planet 7	25 to 1,500 points

Be a Hero!

If your final score is one of the best, it appears in the high score table at the end of the game. To enter your initials, use the joystick, **Arrow** keys, or mouse to move the arrow under the initial you want. Press the fire button, **Spacebar**, or the left mouse button to select that initial. Select the left arrow to back up and change an initial, if needed. After choosing three initials, select OK to save the high score table and start a new game.

Survival!

Watch your Radar Scan for incoming attackers. Many aliens make distinct sounds. Learn to listen for advanced warning of their attack.

Running into aliens will generally destroy them and you'll gain points, but your energy shields will suffer. Conserve energy by avoiding collisions.

Keep a lookout for sneaky aliens attacking your installations. It doesn't take much for one of them to break through. On the unknown planets, watch out for aliens underground and behind walls.

Grab as many bonuses as you can from Landers and Air Buses – they'll keep you alive!

Credits

Programming IBM by Chris Sawyer (CGA, VGA, Tandy) and Walking Circles (EGA, Hercules). Commodore 64/128 by Psycodelic Software: James McDonald (coding) and James Kerr (graphics). Amiga by Hidden Treasures: Erik von Hesse (coding and design), Thorsten Meyer (additional game design), Andreas Voist and Arno Seiler (graphics), and Niritto K. Fischer (soundtrack). Testing Erik Rauch, Josh Allen, John Darrah, Jeff Davies, Erik Florn, Jerzy Gromostalski, Eric Johnson, and Frank Robles. Instruction Sheet Jeff Wagner and Carol Ann Brimeyer; illustration by Arthur Koch. Special Thanks To Alan Dangerfield, Jim Siefert, Kari Curtis, and Carlos Hueso.

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