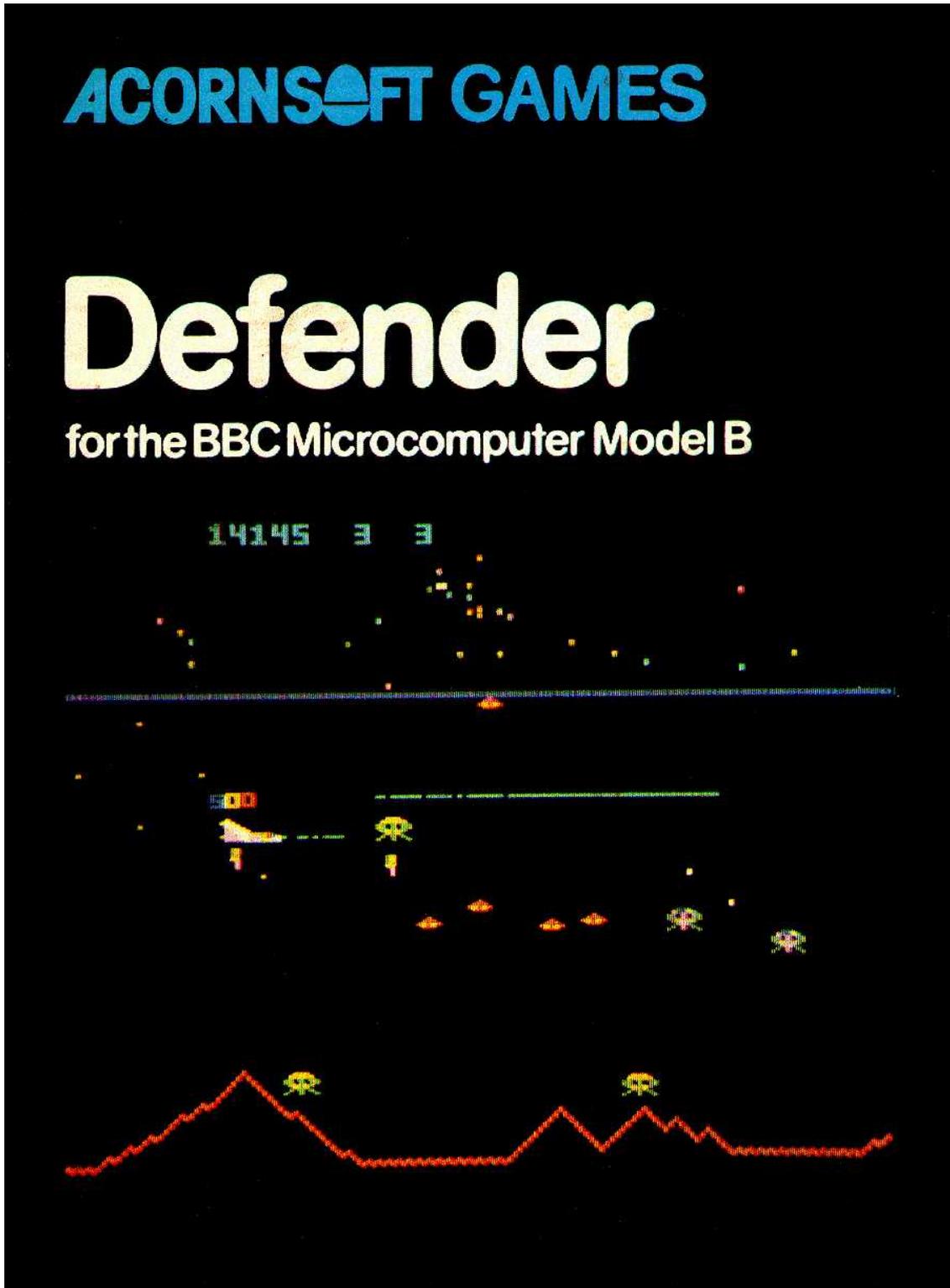


ACORNSOFT GAMES

Defender

for the BBC Microcomputer Model B



Defender

for the BBC Microcomputer Model B

Author Neil Raine

To load and run the program, type:

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CHAIN "DEFENDER"
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After the title page appears, the program will take about three minutes to load.

The Laser Ship is patrolling the rocky terrain of a distant planetoid, defending and delivering the Humanoids from the clutches of the Landers. The scanner in the top section of the screen shows the whole planet surface, and can be used for long-range reconnaissance. The lower part of the screen displays the section over which the Laser Ship is flying.

The Landers hover around the surface on the look-out for Humanoids which they can drag off into space. As a Lander ascends with a Humanoid you can destroy it with your lasers, or with the 'smart bombs' which disintegrate everything hostile within sight. Having annihilated the Lender, you can intercept the plummeting Humanoid before setting him back down on the surface.

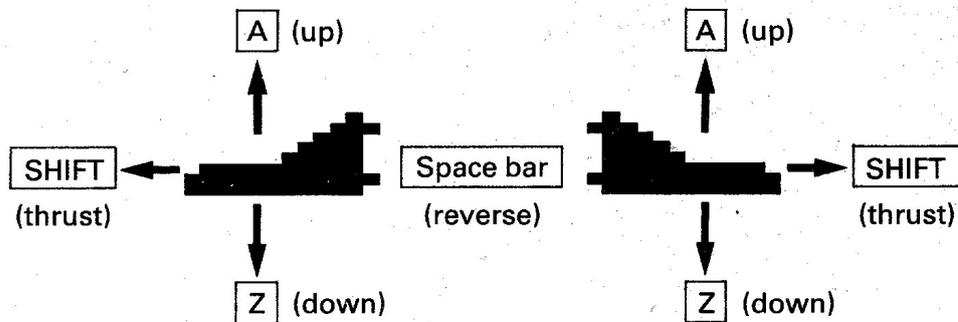
Should you fail to rescue the Humanoid before the Lander carrying him reaches the top of the screen, the Lander will mutate. While contending with the Mutants, you are also attacked by Bombers, Pods, and Swarmers, all of which are to be avoided at all costs, and killed before going on to the next wave. Baiters are also dangerous, but don't have to be destroyed before you move on to the next wave. When Pods are destroyed they release a cloud of Swarmers – use the smart bombs wisely, as you only have three to begin with.

Look out when only one Humanoid remains, since if the Lander abducting him reaches the top of the screen the planetoid explodes, and all the Landers become Mutants. However, after every five attack waves you get a new planetoid, and a new set of Humanoids to defend.

You start off with three ships, but every time you score 10000 you gain a ship, plus a smart bomb.

Controls

To manoeuvre the starship, use the following controls:

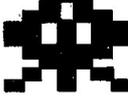


RETURN = laser bolt **TAB** = smart bomb

H = hyperspace (ship dematerialises, and materialises in another position)

Score

500 for each Humanoid caught in flight, and 500 for each one safely returned to the planet.

	LANDERS	150		BAITERS	150
	MUTANTS	150		SWARMERS	250
	BOMBERS	150		PODS	1000

Bonuses for each surviving Humanoid at the end of each wave are as follows:

First wave	100
Second wave	200
Third wave	300
Fourth wave	400
Fifth wave	500
Subsequent waves	500

Three numbers are displayed at the top of the screen: the first shows your score and the second and third show the numbers of remaining laser ships and smart bombs respectively.

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This pack contains cassette plus instructions for the fast-action graphics game, Defender.

Save the Humanoids from the Landers, using the ship's laser missiles, smart bombs, and hyperspace jump. If you fail to rescue the Humanoids the Landers will mutate. Mutants have a nasty habit of converging on the ship, and what with the vicious Baiters, Bombers, Pods and Swarmers, can bring the game to an untimely end.

Complete with sound effects, full colour graphics, and high score.

Also available:

MONSTERS

SNAPPER

PHILOSOPHER'S QUEST

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