



Williams®



DEFENDER™

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INSERT COIN(S)

Press **1-Player** or **2-Player** Start
Blast Alien Ships

Blast landers carrying humanoids
before they mutate. Catch falling
Humanoids—500 points; Return
them to surface—500 points.
Bonus for surviving humanoids
after each alien wave.

Hyperspace—Warp To Another
Quadrant—Caution

Smart Bomb—Destroys Enemies
On Screen

Bonus Ship and Smart Bomb
every 10,000 Points

1 PLAY—10p

