



Williams<sup>®</sup>



# DEFENDER<sup>™</sup>

## DEFENDER

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—25¢

