

DEFENDER

2 0 0 0™



JAGUAR
64 • B I T

GAME MANUAL
MANUAL DE JEU
SPIELANLEITUNG

JAG-WARE

Don't miss out on our
ultra-cool collection of
official Atari Jaguar merchandise —
featuring hats, T-shirts, tote bags and much more!
For your free catalog, call 414-241-3313.

Stuck? Frustrated? Need a Hint?

U.S.A. Customer Help Hint Line 1-900-737-ATARI (1-900-737-2827)

95¢ per minute. If you are under 18, be sure to get a parent's permission before calling.
A touch-tone telephone is required.

U.K. Jaguar Software Helpline 0839-994460

Jaguar Software Helpline, Units 2 and 5 Holford Way, Holford, Birmingham, B6 7AX
Please obtain permission to call from the person who pays the bill. Calls cost 39p per minute
cheap rate, 49p per minute at all other times (maximum charge £3.20). Prices and games featured
on this service correct at time of going to press.

We reserve the right to change the games featured on the helpline without prior notice.

If you wish to join the Official Jaguar Club, please send your name and address details to:
Jaguar Club, Atari House, Slough, SL2 5BZ

Atari Info Consommateur 36.68.00.16 (2, 19 f la minute)

Read before using your Atari video entertainment systems.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board.

For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

DEFENDER®

2 0 0 0™

Jaguar™ 64-Bit Interactive
Multimedia System

GAME MANUAL

Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors or omissions. Reproduction of this document or any portion of its contents is not allowed without the specific written consent of Atari Corporation.

DEFENDER® 2000™ © 1995 Williams Electronics Games, Inc. All Rights Reserved. Defender® 2000™ is developed and manufactured by Atari Corporation under license from Williams Electronics Games, Inc. Defender © 1980 Williams Electronics Games, Inc. All Rights Reserved. DEFENDER 2000, DEFENDER, and WILLIAMS are trademarks of Williams Electronics Games, Inc. Atari, the Atari logo and Jaguar are protected trademarks of Atari Corporation. This software is authorized for use with the Atari Jaguar 64-Bit Interactive Multimedia System.



Contents

Obligatory Introduction	1
Getting Started	4
Main Menu	5
Game Options	6
Controls	8
Fire Power	9
Warp Level	9
Game Screens	10
Scoring	11
Bonuses	12
Powerups	12
Memory Save	13
Credits	14
Warranty	15



Obligatory Introduction

The game takes place in the Future, where the greed of many wasteful generations has squandered Earth's natural resources. Now life can be sustained only by importing resources from other planets. A desperate search for supplies of accessible life-sustaining minerals, ores and deposits among the stars has been successful. Scientists found a rich and plentiful source a few years back on an unpopulated asteroid belt and highly-skilled space miners are now working there.

You are part of the elite System Defense Team. It's your job to protect these miners and their vital work. You ensure the safety of the asteroids and all who live and work there. This is no 9 - 5 job!

The tools of your trade are simple but effective. You command **Threshold**, the state-of-the-art numero uno ship in Earth's fleet. It's equipped with sub-light engines, hyperspace and hyper-reverse capabilities and laser torpedo guns. You also have a limited supply of smart bombs. Use them with care — they're really handy when you're hemmed in with no way to escape. They'll wipe out everything around you.

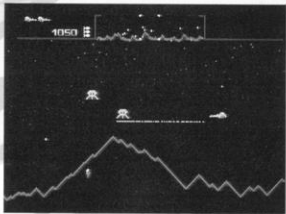
Be on the watch for marauding aliens from the Alpha Proximian Empire. This empire suffered the great disgrace of a failed invasion of planet Earth. Now they're mad as hell! They attack the mining settlements with remorseless hostility. They also take prisoners and absorb their life-energy to power their ships. The remains are turned into hyper-fast mutants programmed to kill kamikaze-fashion. The more aliens you kill, the more they send in. It's a close encounter of the apocalyptic kind!

You are the only one who can save this vital mining settlement from destruction and mutation. You must destroy the attacking aliens and rescue the captured humans before they are transformed.

DEFENDER CLASSIC

This is the classic arcade game with real arcade graphics and sound. Great two-dimensional fun; a real blast to warm up with. You get a whole lot of fire power to defeat the greenies. Stop 'em from running off with the people and turning them into mindless vibrating death-traps. They're homing in on you 'cause you're the only one out there! Watch out, they have a real nasty habit of sneakin' up...

This is a tricky game and should not be taken lightly! Watch out for the white ping pong balls — they are deadly mines. There are lots of levels and a whole bunch of bad guys!



DEFENDER PLUS

Same format as Defender Classic but warping into three dimensions with a lot more zap and mesmerizing colors. You can also choose to fly with two droids. They'll help you cut down the alien numbers and rescue miners. The aliens in Plus are meaner, sneakier and faster. Your ship is better equipped to handle anything those aliens can throw at you, and there are lots of levels to keep you occupied. Jump into different dimensions through the blue warp gates. They'll take you to the nearest human in trouble or halfway around the planet.

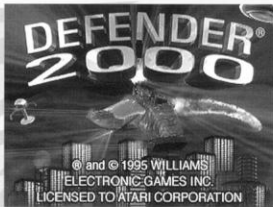
DEFENDER 2000

The Ultimate Challenge! This is a great leap into the next generation of game-playing. Defender 2000 is better, brighter, faster and more demanding than the other versions. The aliens are hair-raising and hyperactive, with devastatingly devious detonations to blast you from the sky. Your ship's got awesome fire power and an additional arsenal from powerups you'll pick up along the way. Its got stunning graphics in a Salvador Dali-land of weirdness. Great sounds get your adrenaline pumping. Pick up a droid to help with the opposition and collect a force field to even the odds. Rescue humans and add their fire power to your arsenal. It's sheer madness, and it makes for a totally great game!

There are two difficulty levels, Tikka Masala for normal difficulty, and the red hot Vindaloo, which becomes available after you have conquered the game in Tikka Masala mode. Are you hot enough to survive them both?

Getting Started

- 1) Insert your *Defender 2000* cartridge into the cartridge slot of your Jaguar 64-Bit Interactive Multimedia System.
- 2) Press the **Power** button.
- 3) Press the **B** button to leave the **Title** screen and go directly to the **Main** menu.

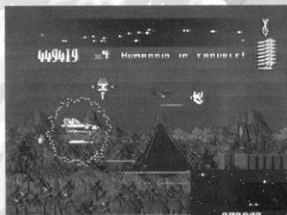


Main Menu

Press up or down on the Joypad to select your game.

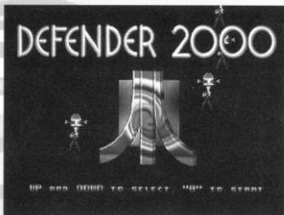
DEFENDER PLUS

You may choose to be accompanied by two droids on your mission. They will increase your chances of survival and assist you in the rescue of humans. The other choice is to go in Naked and Alone; a pro selection for those connoisseurs who enjoy the thrill of danger. Press up or down on the Joypad to select the small space craft and left or right on the Joypad to turn the \emptyset symbol on or off.



Game Options

Press **Option** while on any game Title screen to go to the **Option** screen.

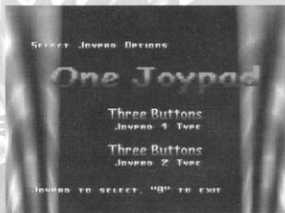


OPTION SCREEN

Press up or down on the **Joypad** to move between options and left or right to change them. When you have finished choosing your options, press the **B** button to return to the **Game Title** screen.

One or Two Joypads

You can play a two-player game even if you don't have two controllers. If you have only one controller, choose **One Joypad**. You and the second player will take turns playing, sharing the controller. If you have two controllers available, choose **Two Joypads**. The second controller will become active when it is Player Two's turn.



Joypad Type

If you have a ProController, you can choose to make your Defender Classic game exactly like the arcade version with separate buttons for Fire and Thrust. See *Controls* for details. To take advantage of this option, choose Six Buttons. If you have a standard controller, you must choose Three Buttons.

NUMBER OF PLAYERS

Press the **Joypad** left or right to select 1 or 2 players. See the **Option** screen for further information on using one or two **Joypads**.

Press the **B** button to start your game.



Fire Power

You get unlimited fire power at a touch of the **Fire** button, just keep zapping those invaders. Classic fires single shots with each press of the button. For Plus and 2000, just hold the button down to continue firing (take your finger off the trigger to change directions). Blast your way out of trouble with a smart bomb (C), they obliterate everything around you. You get three per level, so use them wisely.

Warp Level

If you're lucky enough to collect enough Warp powerups to enter the Warp level, use your **Joypad** to follow the green path. If you stray off the path for too long, your tail will shrink. Once it's gone, you're back to fighting aliens.

Game Screens

Classic and Plus

Top left of the screen (top right for second player) shows the number of lives you have left, your score and the number of smart bombs you have.

The radar screen in the top center will help you locate alien vessels and humans.

Defender 2000

The radar at the top of the screen shows the location of enemies and humans.

Your score and multiplier are located on the left below the radar monitors. The number of ships and smart bombs you have left are located to the right of the radar.



Scoring



Enemy	Score
Lander/Mutant	150
Humanoid	1
Pod	1000
Bomber	100
Mine	23
Swarmer	100
Batter	150
Foo	666
Fooball	100
H. Lazer Drone	100
Firebomber	100
V. Lazer Drone	555
Mirror Ball	1234
Lander Launcher	200
Pointy Finger	300
Camel	100



Bonuses

In Defender 2000 you score extra points at the end of a wave for each successfully protected human. The harder the level the more points you get.



Powerups

AI Droid

Rescues falling humans and helps you shoot aliens

Shield

Protects you from two collisions

AI Droid 2

Gives you a second droid

Lightning Laser

Shoots targeted lightning bolts as well as regular ammo

Turbo Lightning Laser

Fires 15 shots/second


Warp

Takes you into warp mode (collect four of these to warp)



Memory Save

High scores and music/sound effects volume are retained in the cartridge even if you have turned off your Jaguar 64-Bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear currently saved changes, press *, # and **Option** while on the *Defender 2000* Title screen.



Credits

Producer	John Skruch
Programming	Jeff Minter
Original Game	Eugene Jarvis Sam Dicker Larry DeMar Paul Dussault
Graphics	Metropolis Digital Eric Elliot Chris Thompson
Lead Tester	Tal Funke-Bilu
Testers	Lance J. Lewis Phil B. Gelber Grant Collier Jason Cordero Eric Riley Eric Johnsen Leonard Sayers
Product Marketing Manager	Jeanne Winding
Creative Services	Greg LaBrec Diana Bredfeldt Metropolis Digital Sally Mathieson designworks



Warranty

Atari warrants to the original purchaser this product to be free from defects in material and workmanship under normal authorized use for a warranty period of ninety (90) days from the date of purchase as evidenced by your receipt. Atari will replace the defective software free of charge. After the expiration of the warranty period, you assume the entire cost of all necessary servicing, repair or correction.

The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product. Warranty does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to his place of purchase, which will follow the required procedure to obtain a replacement.

In no event shall Atari be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you.



ATARI

Copyright 1995, Atari Corporation
Sunnyvale, CA 94089-1302
All Rights Reserved

J9041E

514041-002
Printed in USA