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XBOX



DEFENDER

FOR ALL MANKIND™

MIDWAY

WARNING

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizuresî while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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TABLE OF CONTENTS

GETTING STARTED ..... 3 - 4

STARTING UP 5

GAME CONTROLS 6

OPTIONS ..... 7 - 8

NEW GAME 9

PLAYING THE GAME ..... 10 - 12

2 PLAYER 13

DEFENDER™ UNIVERSE 14

SHIP TYPES 15

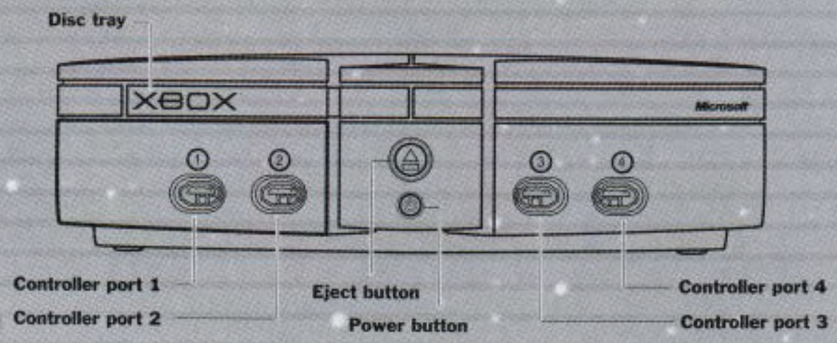
KEY PLAYERS & MANTI 16

CREDITS ..... 17 - 20

WARRANTY 61

SUPPORT 62

USING THE XBOX VIDEO GAME SYSTEM



1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the tray will open.
4. Place the Defender™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing Defender™.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

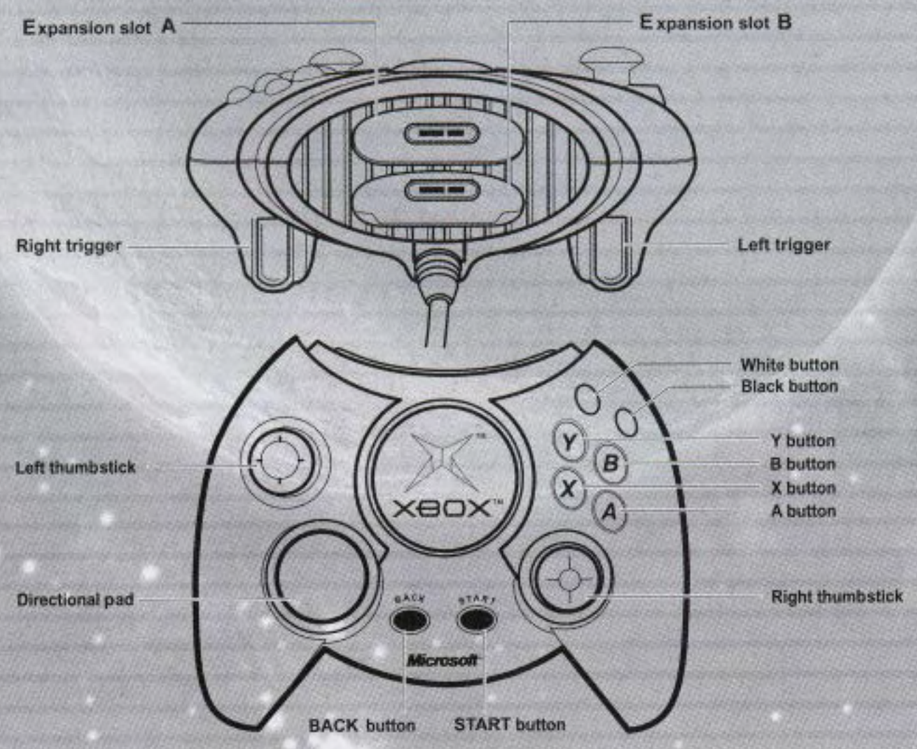
To avoid damage to the discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shape discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.

MENU & SUB-MENU NAVIGATION

Throughout this manual, ⬆, ⬇, ⬅ and ➡ will signify pressing up, down, left and right on the Left thumbstick or Directional pad. To navigate through the game menus (i.e. Options), use the Left thumbstick or Directional pad (⬆, ⬇, ⬅ or ➡ depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the Ⓐ button or START (START) button. To go back to the previous menu and/or cancel the previous selection, press the BACK (BACK) button or the Ⓑ button.

USING THE XBOX CONTROLLER



1. Connect the Xbox controller into any controller port of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox controller to play Defender™.

QUITTING A GAME IN PROGRESS

To quit a game in progress, press the START (START) button during the game. The Pause Options screen will appear. Select QUIT and press the Ⓐ button. Next select YES and press the Ⓐ button once again and you'll be brought to the Mission Failed screen.

STARTING UP

IMPORTANT AUTOSAVE INFORMATION

This game uses an "autosave" feature, which means that the game will automatically load and save game data on your Hard-Disk. Game data such as game statistics and unlocked items will be saved and loaded every time you exit or start the game. After the game's Title screen, if you have any saved game data it'll be loaded automatically and you'll proceed to the Main menu. If you don't have saved game data, you'll be informed of this and will have to press the Ⓐ button to continue to the Main menu.

MAIN MENU



The Main menu is where you'll be able to play different game modes as well as change a few options in the game. Below is a breakdown of each sub-menu featured on the Main menu.

NEW GAME

Defender™ offers an exciting single player Campaign mode. Blast your way through aliens and build offensive and defensive ground strategies. Either way, you are the last line of defense for the human race.

RESUME GAME

This mode lets you jump right back into the last game played.

2 PLAYER

2 PLAYER has two game modes. More information can be found on Page 13.

SAVE & LOAD

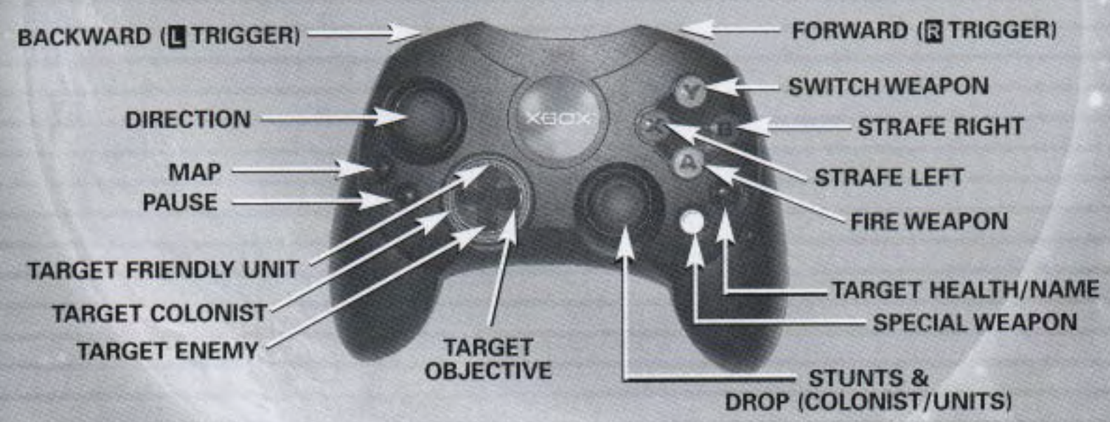
Depending on the memory available on Hard-Disk, it'll be possible to save up to five games. Each possible saved game is in a slot which is either empty or tells the mission on which the game was saved.

OPTIONS

This will access the game's Options menu. The Options menu allows you to change a few of the game's features. See Pages 7-8 for information on what can be found in the Options menu.

GAME CONTROLS

CONTROLLER CONFIGURATION "A" NORMAL



NOTE: Controller Configuration "A" Normal is the default Defender™ controller configuration. To change configurations, see Page 8 for Options/Control sub-menu.

Left thumbstick:
Pressing ⬆, ⬇, ⬅ or ➡ on the Left thumbstick causes you to pitch up and down as well as turn left or right. Pressing in (click) will show targets health/name.

Right thumbstick:
When your ship is moving forward, pressing ⬆ does a 360º loop, ⬇ does a 180º, ⬅ or ➡ does a barrel roll in either direction. You can drop colonist/units when you press in (click) the Right thumbstick.

Ⓐ button:
Fire weapon

R trigger:
Forward thrusters

L trigger:
Reverse thrusters

White button:
Special weapon

Black button:
Target health/name

Ⓧ button:
Strafe left

Ⓑ button:
Strafe right

Ⓨ button:
Switch weapon

⬅ on the Directional pad:
Target colonist

➡ on the Directional pad:
Target objective

⬆ on the Directional pad:
Target friendly unit

⬇ on the Directional pad:
Target enemy

OPTIONS MENU



At the Main menu, highlight OPTIONS and press the Ⓐ button to access the game's Options menu. The Options menu lets you adjust the sound volumes in the game, select different controller configurations and more.

NOTE: Each time you make a change in any of the Options sub-menus, the game will "autosave" this data on your Hard-Disk. Press the Ⓐ button to accept changes and continue back to Options menu.

SOUND

The Sound sub-menu includes options for VOLUME, GAME MUSIC and MENU MUSIC.

In VOLUME, you can set the level for Music, FX (sound effects), and Voice. Select a particular feature to adjust by pressing ⬆ or ⬇ on the Left thumbstick to highlight. Next, press ⬅ or ➡ on the Left thumbstick to slide the bar left or right. The bar settings will control the volume with the far right being the highest setting and the far left being the lowest. When you are finished, press the Ⓐ button to lock in your changes and return to the Sound sub-menu.

In GAME MUSIC, press ⬆ or ⬇ on the Left thumbstick to highlight your music choice. Press the Ⓧ button to add a song to the playlist. Press the Ⓨ button to remove a song from the playlist. Press the Ⓐ button to complete your selection and return to the Sound sub-menu.

In MUSIC, press ⬆ or ⬇ on the Left thumbstick to highlight your music choice. Press the Ⓐ button to complete your selection.

CONTROLS



Choose between several different controller configurations and turn the vibration setting ON/OFF in the Control sub-menu. To adjust the configuration, press ⬆ or ⬇ on the Left thumbstick to highlight the control features you'd like to adjust. Press ⬅ or ➡ on the Left thumbstick to cycle through your various choices. When you are finished making adjustments, press the Ⓐ button to accept or the Ⓑ button to cancel.

This Control menu can also be accessed by Player 1 and Player 2 when in the 2 PLAYER menu.

DIFFICULTY

Here you will be able to decide how skilled a Defender™ pilot you are. Choose from Rookie, Veteran or Elite pilot. Press ⬆ or ⬇ on the Left thumbstick to highlight the level you'd like to play, then press the Ⓐ button to accept.

CREDITS

Looking for the amazing people who brought you this game? Simply highlight CREDITS by pressing ⬆ or ⬇ on the Left thumbstick and press the Ⓐ button to watch the presentation.

DVD EXTRAS

Here in the DVD Extras section you can watch bonus material that includes Defender™: A Historical Perspective and The Making of Defender™. You'll also be able to preview a couple of other great Midway titles such as Dr. Muto™ and Haven: Call of the King™.

NEW GAME

STARTING A NEW GAME

From the Main menu press ⬆ or ⬇ on the Left thumbstick to highlight NEW GAME. Next press the Ⓐ button to make the selection and begin a new game.

The Difficulty menu will appear. Press ⬆ or ⬇ to choose between Rookie, Veteran or Elite. Press the Ⓐ button to accept.



The Mission Select Screen is where you'll choose your mission. Start off by selecting a planet. Press ⬅ or ➡ on the Left thumbstick to move through each planet. Press ⬆ or ⬇ on this same control to scroll through the various missions which are available for each planet. As you advance levels in Defender™, more missions will unlock. Once you have selected your mission press the Ⓐ button to accept.

NOTE: Throughout this game, when making a selection from any of the sub-menus, each time you finish making a selection a smaller window will pop up to confirm your decision. Press the Ⓐ button to accept or the Ⓑ button to cancel.



SPACESHIP SELECTION



After selecting the planet and your mission, it's now time to choose your spaceship from the hangar. Press ⬆, ⬇, ⬅ or ➡ on the Left thumbstick to cycle through the displayed ships. As you complete missions, more ship choices will be unlocked. Once you have made a decision, press the Ⓐ button to accept.

PLAYING THE GAME

EXTRA SUPPLIES

After your spaceship selection you'll be brought to a screen where you'll have the opportunity to purchase weapon upgrades and extra lives. You start out with 1000 credits. When continuing a previously saved game, you may have more credits built up to make more expensive upgrades.



Once you have made your purchases or if you choose not to upgrade at this time, press ⬆ or ⬇ on the Left thumbstick to highlight CONTINUE and press the Ⓐ button to begin your campaign.

DURING THE GAME

Each Defender™ ship is essentially controlled by its pitch and its roll. The pitch determines the change in elevation, the roll determines how fast the craft steers into a turn.

Thrusters cause your ship to accelerate forward or in reverse. If you don't apply your thrusters your ship gradually slows down to its minimum flying speed. If your ship is on the ground it will slow to a halt.

There is a maximum elevation that a Defender™ ship can reach. At this elevation you may still point your nose above the horizon line, but you cannot increase your elevation.



Turn ship using Left thumbstick.



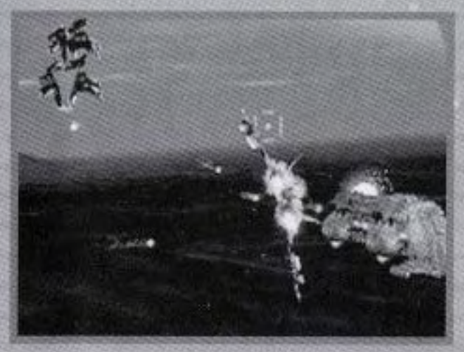
Pick up colonists on the ground.

Because the Defender™ ship must often dive toward the ground to pick up or put down objects, it's designed to survive scrapes with the ground. The ship automatically levels out and drags along the ground (slowing down and kicking up dust). Running into the ground doesn't damage the craft, it only slows it down.

The Defender™ can pick things up by flying into them either on the ground or in the air. Things that should be picked up, like colonists, tanks and so forth automatically hook onto the ship. Colonists automatically detach from your ship only if you fly into a landing pad on the ground. Press in (click) the Right thumbstick to detach them anywhere else. Other items, like tanks, unhook from your ship on their own when you fly into the ground.



Drop off colonists on flashing target.

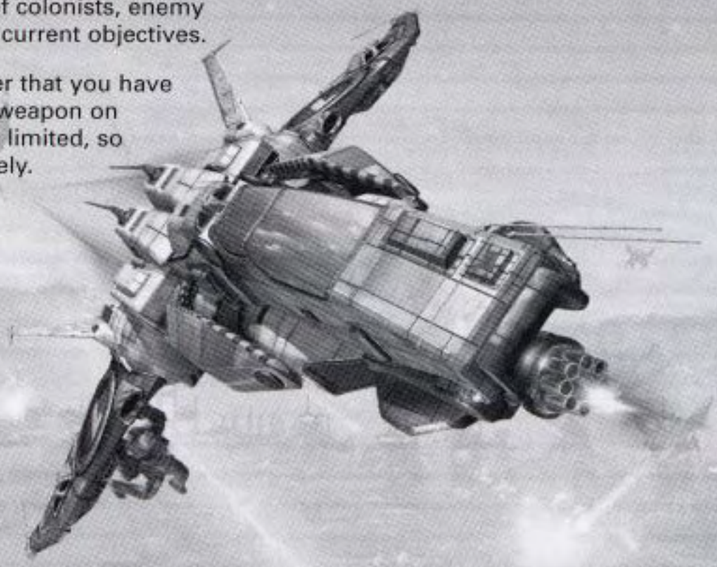


Dodge enemies quickly using the Right thumbstick.

Use the Right thumbstick to perform advanced flying manoeuvres. You'll be able to perform Barrel Rolls, 180º and 360º turns. These are helpful by allowing you to quickly change directions in order to make a quick pick-up or help you avoid enemy fire.

BONUS TIPS:

- Remember to take colonists back to the drop zone if you need power ups.
- Use your map. Hit the BACK ( ) button while in a mission to bring up a tactical map of the level that will show you the location of colonists, enemy units and current objectives.
- Remember that you have a special weapon on board. It's limited, so use it wisely.



HEADS UP DISPLAY (HUD)

The HUD contains all the on screen information you'll need during a game. The information below features callouts of what you'll see on the screen.

SINGLE PLAYER HUD



1 - WEAPON DISPLAY

A silhouetted icon of the currently selected weapon.

2 - HEALTH DISPLAY

It starts out healthy as green, as your ship becomes damaged it turns to yellow and turns red when very damaged.

3 - SCANNER

This shows position of landers, colonists, and various alien craft relative to your current position.

4 - AMMUNITION DISPLAY

Shows the amount of charge or ammunition available in the currently selected weapon.

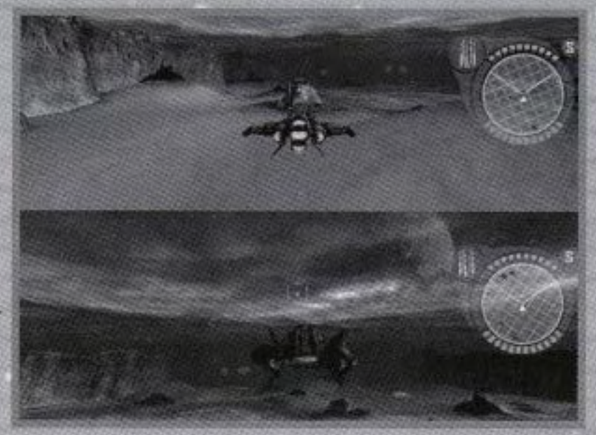
2 PLAYER

The 2 PLAYER menu contains two game modes. From the Main menu, highlight 2 PLAYER and press the Ⓐ button to access the 2 PLAYER menu.

NOTE: You must have two Xbox controllers inserted to access the 2 PLAYER menu.

Once you have accessed the 2 PLAYER menu, select between Deathmatch and Cooperative mode. Once a mission is agreed upon and selected from the Mission Select screen you'll be brought to the Spaceship Select menu where each player will be able to choose their own ship.

2 PLAYER HUD



Player 1 will appear on the top half of the screen while Player 2 will appear on the bottom half. All HUD displays are the same as pointed out on the previous page.

DEATHMATCH

In Deathmatch mode you and a friend will battle against each other. It's a one on one dogfight to win the game by destroying your opponent before he destroys you!

COOPERATIVE

In Cooperative mode, you and a friend work together to rescue colonists as well as destroy enemy forces.

DEFENDER™ UNIVERSE

FROM THE BEGINNING

When the First Swarm came to Earth, we didn't know what hit us. The skies went dark as they filled with Manti bugs. Manti consume human DNA to survive and power their fleet. Soon whole cities were consumed and harvested by the ravenous swarm. Once harvested, infected humans become dangerous mutants turning on their own by attacking humans in battle. Fleeing to the Solar Colonies, our species grew scattered and weak. By the time the Second Swarm arrived, the Earth was barely fit for human life. Now the Second Swarm is well underway. The Manti have taken the Earth as their own homeworld. If there is a Third Swarm, human life will not survive it. The Manti threat must soon be eliminated if the human species is to continue to survive.

Human resistance is led by a coalition of galactic troops known as the GSA (Galactic Stargate Authority). Headquartered at Cydonia Base, Mars, GSA troops cross the galaxy using a network of stargates to attack Manti outposts. Only bold GSA Defenders, the elite pilots of the Galactic Stargate Authority, stand in the way of human extinction. No treaties can be made, no peace can be reached.

Manti have hijacked Earth as their new homeworld. It's not looking good for mankind. This is where you come in. You've enlisted in the Swarm Wars and you're going to drive the deadly Manti out of the solar system once and for all.

COLONISTS

SAVED COLONISTS

Saving colonists during a mission earns you credits to buy cool new weapons. You can drop colonists off at a drop zone to get power ups. Power ups will restore your health and reload your weapon rack. If you drop the colonists off at a missile crawler or tank factory, you can build your own army for ground and air defense. For every three colonists you drop off at a tank factory, you can build one tank. For every two you drop off at a missile crawler factory, you can build one missile crawler.

ABDUCTED COLONISTS

In Defender™, colonists are the resource for both the human resistance and the Manti. Colonists that you save in missions help research new technology, build new ships and provide reinforcements. Colonists captured by aliens are mutated into new Manti Craft or allow Manti Craft to mutate into more dangerous forms.

As in the original, if a lander captures a colonist and holds him in orbit for an appropriately long period of time that lander becomes a mutant. While landers are pretty wimpy, mutants are tough opponents.

SHIP TYPES



DEFENDER™

SPEED = 400 M/S
ARMOR = 75
AGILITY = 180
STRENGTH = 150
SPECIAL WEAPON = ENERGY SHIELD
The Defender™ is the staple of the GSA air force. It's fast, reliable and gets the job done.



GUARDIAN

SPEED = 300 M/S
ARMOR = 150
AGILITY = 120
STRENGTH = 250
SPECIAL WEAPON = HYPER SPACE
Slow, but mean. The Guardian can take a beating and dish one out.



NEMESIS

SPEED = 500 M/S
ARMOR = 50
AGILITY = 180
STRENGTH = 150
SPECIAL WEAPON = SMART BOMB
Although vulnerable to enemy fire, the Nemesis is fast, agile and sports a cool weapon rack.



DEFIANCE

SPEED = 600 M/S
ARMOR = 125
AGILITY = 180
STRENGTH = 125
SPECIAL WEAPON = PULSE MINE
An upgrade to the Defender™ ship, the Defiance is faster, sleeker and packs a heavier punch.



JUDGMENT

SPEED = 250 M/S
ARMOR = 300
AGILITY = 100
STRENGTH = 300
SPECIAL WEAPON = ENERGY SHIELD
It's bulky and tough to manoeuvre, but what it lacks in speed and agility, it makes up for in armor and strength.



RETRIBUTION

SPEED = 900 M/S
ARMOR = 75
AGILITY = 270
STRENGTH = 100
SPECIAL WEAPON = HYPER SPACE
This ship is as fast as they get. The Retribution leaves the Manti in it's dust.

KEY PLAYERS & MANTI

DEFENDERS OF THE HUMAN RACE

Man, woman and machine play a key role in the defense of the human race.



BATTLESHIP MEMORY
The biggest ship ever built by humans. Memory is the size of a small moon, and with her AI she practically runs the fleet from any sector in space.



KYOTO
Rookie Defender™ pilot with promise. If she can take a beating, she can hang with the big bugs.



COLONEL ADAMS
Kyoto's CO, Colonel Adams, has crushed more Manti than anyone else in the fleet & knows the drill.



DR. MUDO
A doctor at GSA Research who thinks he's onto something. Some new weapon that will eradicate the bug threat forever

MANTI



LANDER (FLYING MANTI)
A floating craft intended to harvest DNA from various life forms. The lander can harvest people for mutations. A lander and a colonist produce a mutant.



MUTANT (FLYING MANTI)
A fast, tough and accurate air based unit. A mutant can also harvest humans, although it is less inclined to than a lander.



OGRE (GROUND MANTI)
Also known as "Widows", they will turn colonists into Infectors.



MORE MANTI TO BE DISCOVERED!

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