

INSTRUCTIONS FOR  
**PLANET DEFENDER**  
CARTRIDGE

Cartridge compatible with Acetronic, Radofin &  
Prinztronic Microprocessor Systems.

# **PLANET DEFENDER**

## **OBJECTIVE**

You are responsible for defending four (4) CITIES and your MISSILES BASE. The enemy is attacking you with BALLSTIC MISSILES and CRUISE MISSILES. They are attacking in waves and each wave is faster than the preceding one. They make seven (7) attacks in every wave.

You have 35 ANTI-BALLISTIC MISSILES (ABM) for each wave so make every shot count. Better defend your MISSILE BASE because you lose one ABM each time your MISSILE BASE is destroyed.

## **GAME SET UP**

Insert the cartridge into the game console. Make sure the switch box and the RF cables are connected according to the instructions supplied with the console.

Switch the switch box to GAME position and turn ON the console and TV set.

Press the console RESET switch a couple of times. The Cities and Missile Base will appear on the screen. (If not, adjust the fine turn on the TV set).

Press and hold the console SELECT button until the game variation number you wish to play appears on the TV screen.

Press the console START Button.

## **GAME CONTROLS**

For this cartridge you must use the LEFT HAND CONTROLLER.

The JOYSTICK is used to position the TARGET. Any KEY on the Left Hand Controller will fire your ABM.

(No hand control overlay is required for this game).

### GAME VARIATIONS

Game Variations	Target Control		Cruise Missile		Missile Firing Rate	Color of Missile
	Fast	Slow	Dumb	Smart		
1		●	●		1	Yellow
2	●		●		1	Yellow
3		●		●	1	Yellow
4	●			●	1	Yellow
5		●	●		2	Red
6	●		●		2	Red
7		●		●	2	Red
8	●			●	2	Red
9		●	●		3	Green
10	●		●		3	Green
11		●		●	3	Green
12	●			●	3	Green
13		●	●		4	White
14	●		●		4	White
15		●		●	4	White
16	●			●	4	White

The FIRING PATE of the enemies Ballistic and Cruise Missiles can be selected. You better do a lot of practising at the low game variations numbers before attempting anything over variation 13. If not — you will certainly lose this war!

DUMB MISSILES will maintain a pre-determined trajectory so they may fall without causing destruction. The SMART MISSILES are another story! They will home in on a remaining city or your ABM Command Centre. Better be prepared for action when you select this game variation.

## SCORING

### Shooting Down a

Game Variation	Ballistic Missile	Cruise Missile
1 — 4	10 points	25 points
5 — 8	20 points	50 points
9 — 12	30 points	75 points
13 — 16	40 points	100 points

### Bonus Points

The number of ABM plus the number of cities you have left after each wave is added to your score.

If you have lost any cities you will get one back for every 1000 points.

GOOD LUCK! Would you want to live in one of the cities you are defending? Let us know.

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