

Nintendo®

GAME BOY<sup>®</sup> color



DMG-AADE-USA

27560

34220

JOJOIST<sup>®</sup>

DEFENDER<sup>®</sup>

INSTRUCTION BOOKLET



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MILD ANIMATED VIOLENCE

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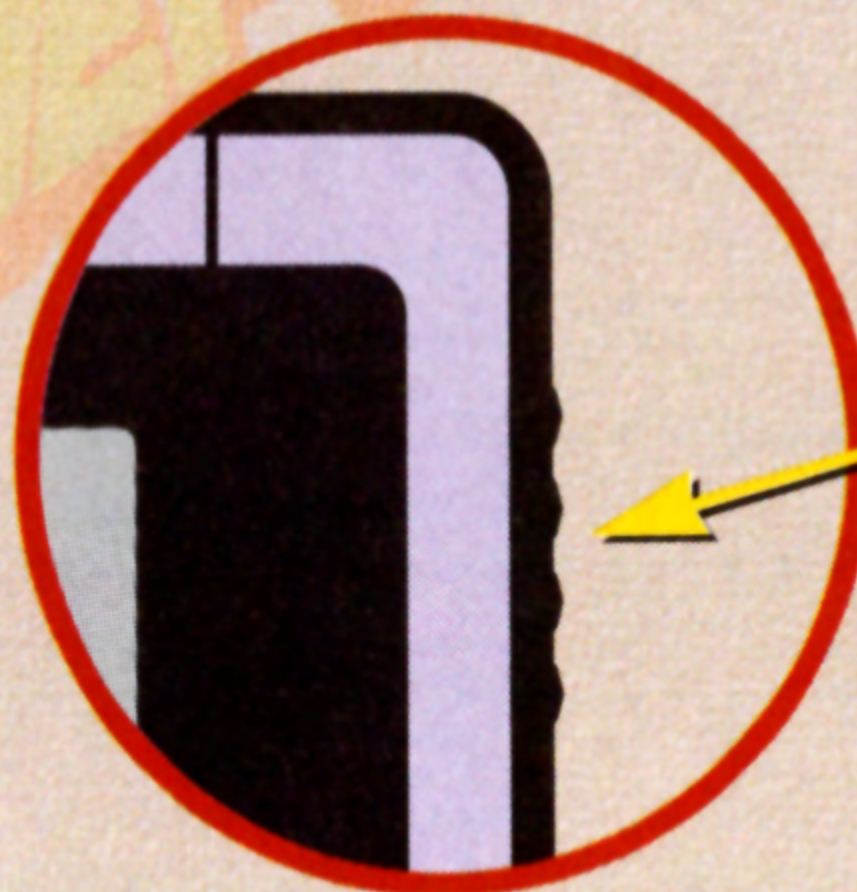
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**THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).**

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# GETTING STARTED



**Power On / Off**

- **Make sure the POWER switch is in the OFF position.**
- **Insert the Nintendo GAME BOY Game Pak into the slot on the back of the Game Boy body, label facing AWAY from play side.**
- **Slide the POWER switch to the ON position to turn ON the power.**
- **Follow gameplay instructions on pages 7 & 8.**

# GAME SELECTION



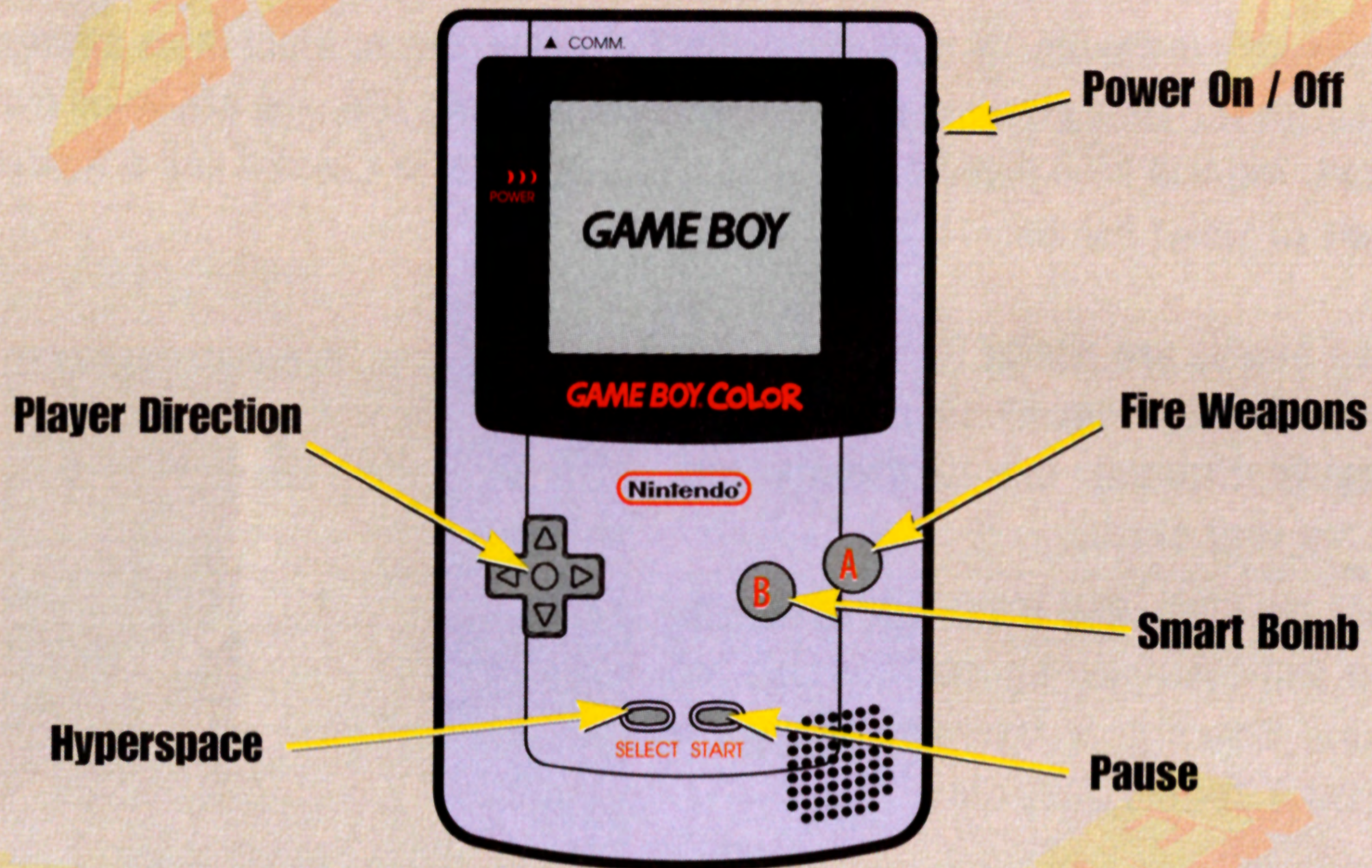
At the Game Selection Screen, press the **A Button** to select **Joust**, or press the **B Button** to select **Defender**.

# DEFENDER

**Aliens have landed and are harvesting earth's inhabitants! It's up to you to save the day! Fly across the decimated remains of earth's cities seeking out any survivors and destroying any adversaries you might encounter!**

**Save the residents who are being snatched up by the aliens in an attempt to destroy the planet! Survive one attack wave only to be faced with countless more! They don't call you the Defender for nothing!**

# DEFENDER CONTROLS



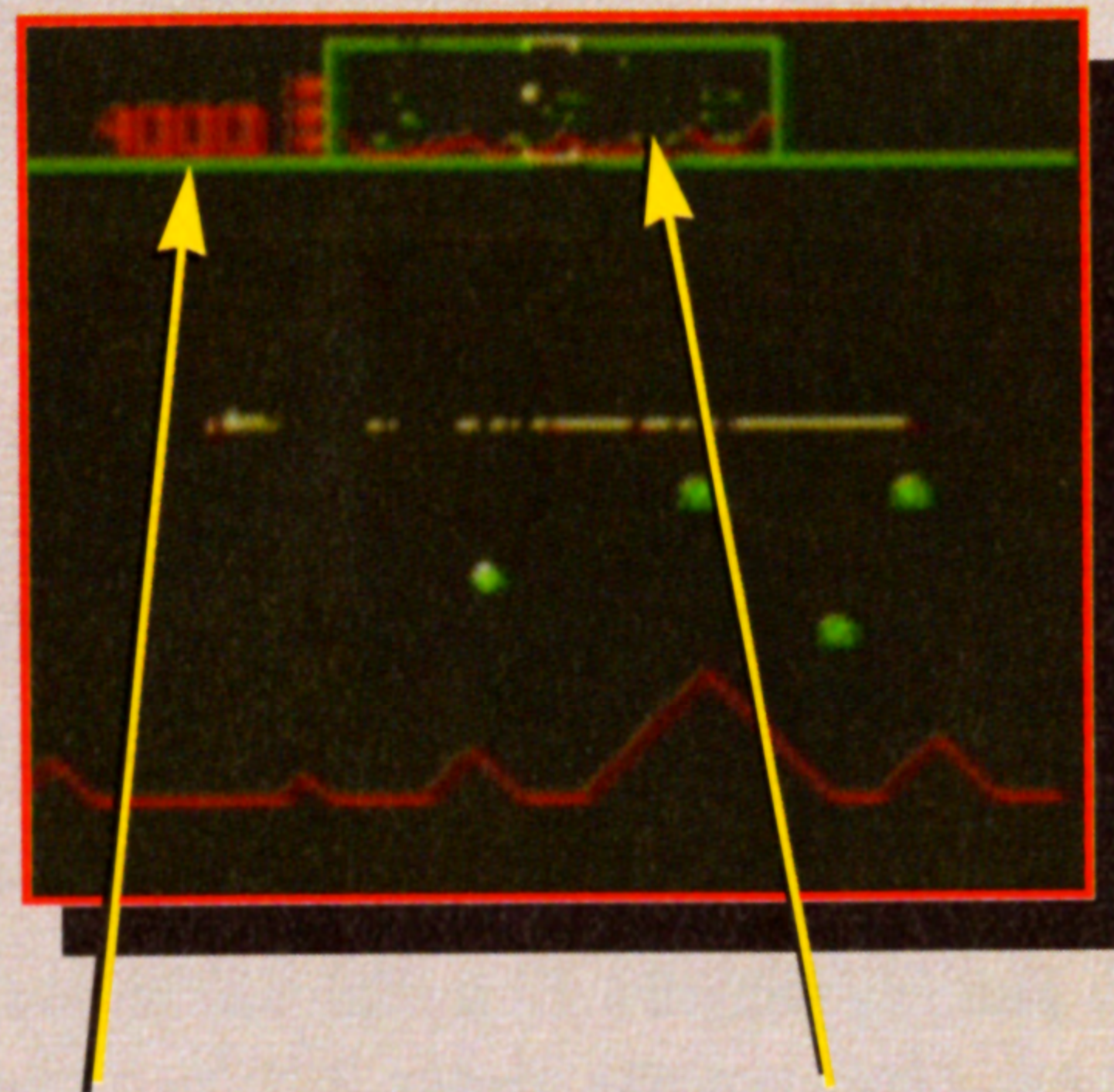
If you are playing on a non-Game Boy Color system, you can invert the game's gray-scale palette, press **START** to Pause the game, then press **SELECT**. This option will not work on the Game Boy Color.

# HOW TO PLAY

The premise is simple, fly your spaceship Up, Down, Left or Right in an attempt to destroy the alien invaders and save any residents of Earth who are being harvested. You will be equipped with a nose-mounted laser cannon and a limited supply of smart bombs.

These bombs are useful for taking out a large amount of enemy ships. Carefully navigate through the landscape and engage your enemy.

When an alien has a citizen, blast the alien and then pick up and drop off the citizen. Watch your laser fire though, if you hit a citizen...they die.



Point Total

Scanner Screen

# DEFENDER OPTIONS

Press the **Control Pad Up** or **Down** to select an option, then press **Left** or **Right** to adjust the setting. Press **Start** to reset the options to default settings.

## SHIPS TO START

Adjust the amount of ships your game will start with. Select from **1** to **99**.

## BONUS EVERY...

You'll earn a bonus ship depending on the amount of points you select. If you select **No Ships**, you'll only have the ships you start the game with and gain no extra ships throughout the game.

## DIFFICULTY

Select from **1** to **99**. The higher the number you select, the harder the game.

## WAVES UNTIL NEW PLANET

Control the number of attack waves you'll face before you reach a new planet. Each new planet features 10 residents you must protect. If you select **No New Planets**, you'll play the game with only one planet and only 10 residents to rescue throughout the game.

# ENEMIES AND POINTS

## LANDER

The most common. Worth **150 points**.

## MUTANT

Once a Lander has captured a human, if it reaches the top of the game screen it becomes a mutant. Worth **150 points**.

## BAITER

Small, quick and resembles a spaceship. Worth **200 points**.

## BOMBER

Drops mines and moves slowly. Proceed with caution around them. Worth **250 points**.

## POD

Within the pods are SWARMERS. Make sure your enemies are nearly all destroyed before you blow up a pod! These are worth **1000 points**.

## SWARMER

After a POD is destroyed, the Swarmers will not only shoot at you, they will fly directly at your spaceship. Try to destroy a Pod from a distance to ensure your safety. Swarmers are worth **150 points**.

## **DEFENDER HINTS**

- **Watch your laser fire. Sure you will blow up more enemies, but you just might hit a citizen as well.**
- **Try to keep flying around as much as possible. Not only will you find more ships stealing humans, but you'll help to avoid the countless ships homing in on you!**
- **The scanner screen is your friend...use it!**
- **Use your smart bombs only as a last resort. It'd be a shame to need one and not have it!**

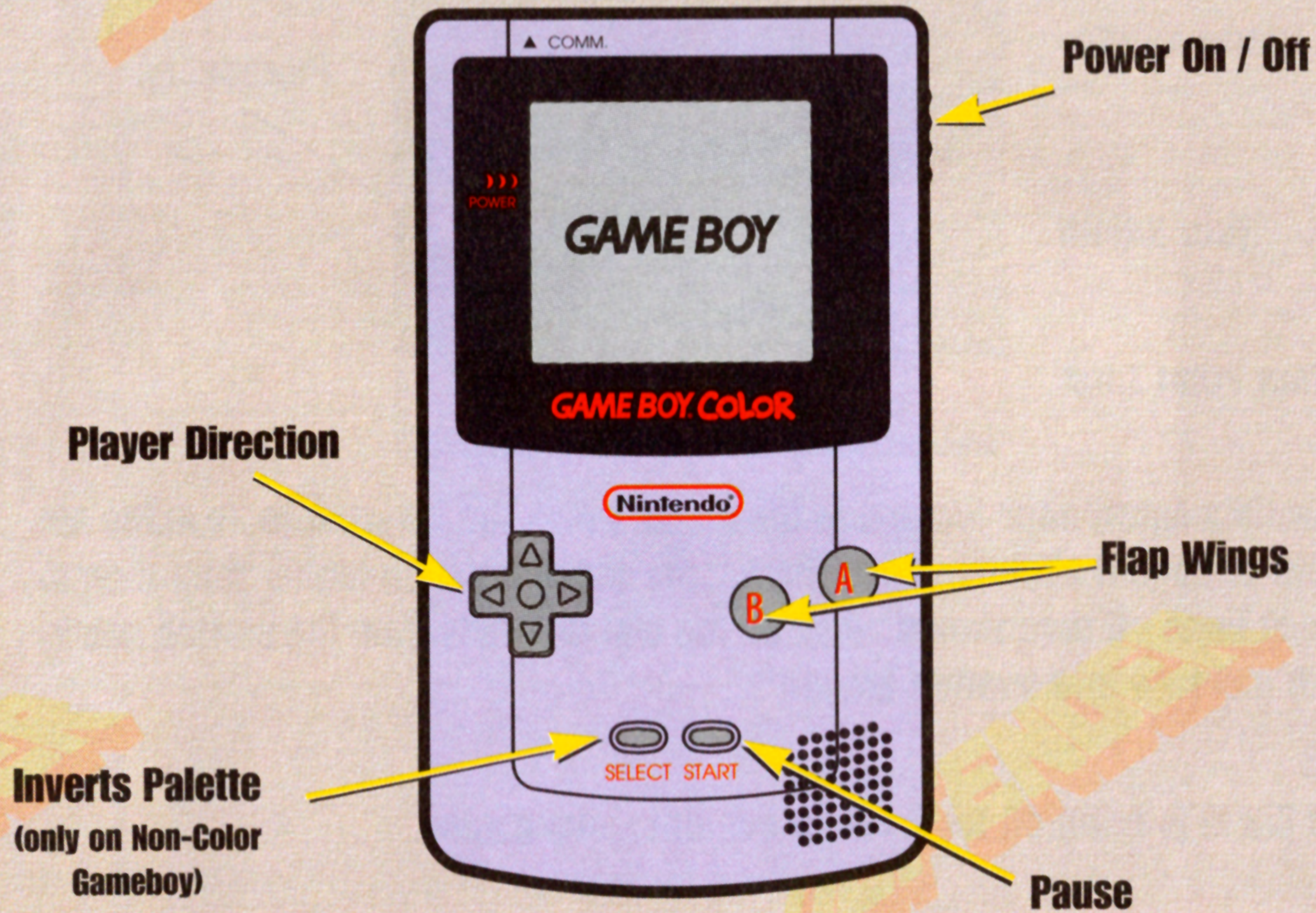
# Joust

**In the future, brave knights will climb onto their trusted ostriches and compete for the ultimate goal, their lives! Fly around the arena and knock your opponents out of the sky. Joust features two different ways to play the game.**

**In Survival Wave you'll face off against numerous knights as they try to destroy you. As you hit them, collect the eggs that fall to earn points. In Egg Wave, collect as many eggs as you can before they turn into knights!**

**Both waves contain the same level of danger. Watch out for the many different knights, lava pits, lava trolls and the dreaded pterodactyl!**

# MOUNT UP!



# BUZZARD BAIT!



Start from a safety zone located in the arena. Press the **A Button** to fly in the air. Hit your opponent slightly above them (your lance must be higher than their's) to knock them off their mount. Pick up the egg that falls from the ostrich quickly, or it will turn into another knight!

## NOTE

**13**

A Link Cable is required for 2 Player simultaneous games.

# JOUST OPTIONS

Press the **Control Pad Up** or **Down** to select an option, then press **Left** or **Right** to adjust the setting. Press **Start** to reset the options to default settings.

## LIVES TO START

Adjust the amount of lives your game will start with. Select from **1** to **99**.

## BONUS EVERY...

You'll earn a bonus life depending on the amount of points you select. If you select **No Lives**, you'll only have the lives you start the game with and gain no extra lives throughout the game.

## BASE DIFFICULTY

The higher the number you select, the harder the difficulty. Select a setting ranging from **0** - **9**.

# KNOW YOUR ENEMY

## BOUNDER

The most common foe you'll find in the game. These guys usually fly in a slow, flat pattern. **500 points.**

## HUNTER

Hunters will chase you and fly more dangerously than Bounders. They often home in on you. **750 points.**

## SHADOW LORD

Constantly chasing you and more aggressive than Bounders and Hunters, Shadow Lords are very tough to beat. Their flight pattern usually consists of jerky up/down movements. Be cautious around them. **1500 points.**

## PTERODACTYL

The toughest enemy. If you take too long in the game, the Pterodactyl will appear. His only weak spot is directly in his mouth. **1000 points.**

# JOUST HINTS

- **Make sure you hit your opponent slightly above them. If your lance is higher than your challenger's, you will defeat them. This is the best way to knock them off of their mount.**
- **Don't fly too close to the lava. Something lives in there and it doesn't care too much for visitors.**
- **Remember to hit the Pterodactyl directly in the mouth. This is the only way to defeat it!**
- **In Egg Wave, try to get as many eggs as you can. Remember, the eggs turn into knights!**

# CREDITS

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