

Defender Light Gun Games (Codemasters)
Typed up by Blughes

THE DEFENDER GAMES PACK

Six great games specially written for the DEFENDER Lightgun by Codemasters Software -
The Number One Name In The Game!!

BRONX STREET COP - tough, tense, energy sapping action on the New York Streets!

SUPERCAR TRANSAM - Powersliding, turbocharged racing - from California to New York -
it's you against the rest and they play dirty!

ADVANCED PINBALL SIMULATOR - An all new lightgun version of the Oliver Twins classic!

BILLY THE KID - The most famous outlaw of them all shoots it out in this western
Gunslinging battle - be quick on the drawn - it's the only way to survive!!

F-16 FIGHTIN FALCON - Fast! Fast! Fast! Supersonic 3D action in this frantic combat flight
simulator - seeing is believing!!

JUNGLE WARFARE - Adrenalin pumping action! You've got to be quick to survive in the
jungle!

The Defender Lightgun and Codemasters games – a new experience in home Computer
entertainment!

Loading: +3 disk users press ENTER
Tape - 3 games are on side 1, 3 are on side 2
128k tape user press ENTER
48k users type Load"" press ENTER

BRONX STREET COP

Five levels of tense action as you take on the role of Bronx Street Cop. The city is alive with
criminals - armed robbers, crazed muggers, evil drug pushers. Only one thing stands in their
way - New York Police Department and its number one Bronx St Cop - you!

Bronx St Cop - be quick, be accurate and be careful - these streets are dangerous!!!

When the game has loaded press FIRE to play. Your first task in the game is to graduate
from Training School. To do this you must prove your accuracy and reactions in the target
practice room - shoot terrorists for points but be careful not to kill any innocent civilians.
When you have graduated you will go onto the streets for a series of dangerous missions.
You must be quick on the draw to shoot the baddies and quick witted enough not to get
trigger happy and shoot civilians. Be careful not to be too slow or the baddies will shoot back.
Press P to pause and restart the game.

Clean up the streets - your city depends on you!!!

BILLY THE KID

Take on the role of the most famous outlaw of them all, Billy The Kid. Come out with both
guns blazing in this game of Western Gun slinging action!!

Start off with some shooting practice to hone your skills to perfection before starting your career as an outlaw by robbing the Bank. Be careful though that sort of behaviour upsets the sheriff and he may challenge you to a showdown at high noon!!! When the game has loaded press fire to play. Your first task is to practice your shooting skills until you are good enough to be a real outlaw. You must shoot cans and bottles off posts and keep cans in the air by continually shooting them until you have proved you are a true sharp shooter. If you get through this first section you decide you are good enough to rob a Bank - unfortunately when you try to do this the law catches up with you and you get trapped inside. You must shoot your way out to get free. You must shoot all of the posse who are after you but will lose valuable public support (and points) if you kill any civilians. Such anti-social behavior as robbing banks doesn't please the local sheriff and he promptly challenges you to a Showdown at High Noon. You must take your Defender Lightgun in hand and, as the computer counts down, take five paces back then turn and shoot your opponent. A good shot will see you escape the law but if you miss or only wound the sheriff he won't hesitate to disarm and arrest you.

You will also lose the showdown if you're too slow on the draw. Don't try to cheat though because the computer is a good judge at a duel and it'll know if you are too quick and accurate!!!

Press P to pause and restart the game - good luck

Billy!!!

JUNGLE WARFARE

Adrenalin sapping action!!! Level after level of hostile forces to destroy - tanks, copters, jeeps, crack commando snipers, enemy aircraft and river boats!!! Airport, bridge, swamp ridden jungle, rivers and many more levels of pump action combat!!!

Jungle Warfare - Tension packed combat action!!!

When the game has loaded press fire to play. Press P to pause and restart the game. The object of the game is to traverse the enemy jungle territory, fending off hostile fire and destroying a series of enemy bases, to reach safe ground. You must use you're Defender Lightgun to shoot the enemies - some of the larger ones (eg the tanks) need to be hit several times before they are destroyed. If you fail to destroy the enemy quickly enough he will fire back and you will lose one of you're three lives. You must collect ammo along the way by shooting it or you will soon run out. Be careful - some of the enemy snipers are well camouflaged and watch out for body heat detecting homing missiles - they're dangerous!!!

Jungle Warfare - absolutely brilliant!!!

ADVANCED PINBALL SIMULATOR

The DEFENDER LIGHTGUN version of the Oliver Twins famous bestseller!!

A full featured pinball machine - fast flippers, gates, barriers, rollover lanes, mega-bumpers, Bonus Lanes, extra balls, Ball Trap, Mystery Tube, realistic movement and much much more and it's all controlled by the Defender Lightgun!!!

After the game has loaded a menu of options will be shown. You can select a 1, 2 or 3 player game or to look at various pieces of text. To pick an option use your lightgun to shoot the MOVE icon (to advance the hand which points to the options) and the SELECT icon to pick the option pointed at.

When you choose to play the game you must first launch the ball into play by holding down the trigger and the releasing in when you think the spring is far enough down. You must now keep the ball on the table for as long as possible using the flippers. There are four flippers in two groups of two - the left ones and the right ones. To move the flippers shoot the left or right icons. After you have shot one of these icons the flipper will stay up for as long as you hold down the trigger. To Pause the game press P then press it again to restart. To Quit the player on the table press Q and to Quit all the players press SYMBOL SHIFT AND Q

In a two or three player game the players take it in turns to play. When player one loses his ball two plays etc. etc. Players score points by knocking down gates and running over letters. An extra ball is awarded every 10000 points.

F-16 FIGHTING FALCON

Fast, Furious 3D Flight Combat - 4 levels of air to air and air to ground mega destruction!! Heatseekers, Sidewinders, Soviet Migs and Helicopter Air Tanks do battle against your Mach 3 super fighter. Ground force anti-aircraft missile launchers, ocean destroyers and hidden desert air grenades must all be negotiated in this frantic game!

F-16 Fighting Falcon - the ultimate super plane combat simulator!!!

When the game has loaded press FIRE to play. Your F-16 shall automatically take off and land at the beginning and end of each stage, you will have more than enough to do in the time between!!

Shoot the enemy Migs and Helicopter Air Tanks using your Defender before they get you. To move your F-16 in hairy situations simply shoot it with your Defender lightgun and it will take automatic, intelligent evasive action. Be careful to avoid ground to air anti-aircraft fire as well as missiles from the enemy aircraft.

There are four levels to be negotiated – each one harder than the previous one. These are Sahara, Tropical, Artic and Ocean.

To Pause and restart the game press P.

SUPERCAR TRANSAM

The Car - A V12 turbocharged amour plater flyer.

The Weapons ground to ground, ground to air remote defences.

The Mission Race from the beaches of California to the skyscrapers of New York.

Action! Action! Action! A frantic race across America pursued by crazy competitors who'll stop at nothing to beat you to New York and the prize that awaits you. Be merciless in your defenses - it's the only way to survive.

SuperCar TransAm - its deadly!!!

When the game has loaded press fire to play. The object of the game is to guide your Supercar across America. There are 5 stages to your journey -

California Beach Race

Rocky Mountain Pass

Grand Canyon Jump

Great Lakes Stage

New York City In Sight

You control your car by shooting the left and right icons to steer and by shooting your car to switch from forwards to reverse gear. You must steer through the rough terrain and can drive over ramps to jump over difficult parts of the course. You can bump and barge your way through rocks and other obstacles but must avoid driving through water as your car will become waterlogged and will be unable to continue. During the game hostile cars, helicopter and planes will try to bomb you. You can use your lightgun to shoot these. You have three lives for each of the five stages.

Press P to pause and restart the game.

| | |
|----------------------|--------------------------------|
| PROJECT MANAGER | Peter Williamson |
| PROGRAMMERS... | |
| Jungle Warfare | Jason Falcus |
| Bronx St Cop | Supersonic Software Ltd. |
| F-16 Fighting Falcon | Peter Williamson |
| Advanced Pinball | Philip/Andrew Oliver |
| Billy The Kid | Gary Priest |
| SuperCar TransAm | Supersonic Software Ltd. |
| Graphics | Chris Graham |
| | Neil Adamson |
| | Adrian Lumley |
| | Andrew Williamson |
| Music | David Whittaker/ Paul Hiley |
| Packaging | Stew Regan/Yvonne Priest |