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= I. Introduction . . . . . [ INTR1 ] =  
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Hey, there and welcome to yet another guide by me, Kain Stryder. This time, I'm FAQing Defender II, your typical Side Scroller set in Space, pitting you against evil Aliens. Anyway, as usual, this guide is to NOT be on ANY other site, except for GameFAQs. I do NOT want to see this ANYWHERE else, unless I say so. Please do not edit or claim this guide in any way, shape or form, because I worked hard on it and I hate to see people claim things that aren't theirs to begin with and say they created them. Please just use this as a source and nothing more. Now, with that said, let's get on with the guide. Enjoy!

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= II. Current Updates . . . . . [ CURUP2 ]=  
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5/22/07 - I've completed the walkthrough and everything else as much as I possibly can and marked it as the Final version. If I ever need to update it again with corrections or reader submitted information, I'll do so, but until then, it's complete. So, enjoy!

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= III. FAQ (Frequently Asked Questions.) . . . . . [ FAQ3 ] =  
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Q. How long is this game and where's the Walkthrough for it...?

A. The game seems to just loop over and over, with no real ending. Each Level is the same and there's more and more Enemies each time. I can't really give a Walkthrough for the game as it's all random and no strategy to it, except shoot. No Bosses, no ending, nothing. So, that's why this is just a General FAQ. Hope it helps you.

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= IV. How To Play . . . . . [ HOTOPI4 ]=  
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- A. Controls . . . . . [ CONTR4.1 ]-  
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Well, here's the controls for the game. Thankfully they're as basic as you can get.

D-Pad - Moves your ship in whatever direction you wish. You can move left, right, up and down freely, even diagonally. Holding a Direction speeds your Ship up, while merely tapping it slightly moves your Ship much slower and even safer.

Select - Does nothing.

Start - Pauses the game.

B Button - Uses one of your Missles. Completely wipes any Enemies on the screen out and does reward you Points, even if it doesn't show on the screen after they die.

A Button - Fires your Gun. Infinite rounds. Mash the Button to fire faster rounds.

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- B. Moving Around . . . . . [ MOAR4.2 ] -  
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Alright, unlike a typical Side Scroller, the screen doesn't move up or to the right constantly, with Defender II, it moves only when you do, giving you free reign. You're able to move left or right, fast or slow. The Levels basically loop around like a circle almost, but it's always straight, if that makes any sense. Crashing into an enemy or being hit by enemy fire instantly kills you, as you have 0 ways to protect yourself. Just as a note, though, the terrain you see, like the Mountains and the like, aren't solid objects and there's no real way to crash into anything, except Enemies. So you can hit the top of the screen and the bottom, worry free.

Throughout the screen you have a few things of notice. At the top, there's pictures of Ships, which represent your Lives, Missiles that represent your Missiles, which you only have 6 and only 6 of, so use them wisely and your current and top Hi Score. The other thing you'll notice here is the small grid with dots on it. This is your Map and each dot represents an Enemy. When the Dots are in the center, that means they're either close or right on top of you. Another point of interest is a small square inside of another square. This acts like a warp point to reach the other side of the Level. Use it if you'd like, but it's nothing vital.

Finally, at the bottom of the screen are people. They do nothing but stand there, so don't worry, unless an Alien picks one up. If it does, kill the Alien and then catch the person for 1,000-1,500 Points. If you hit the person, they explode. Don't worry, no penalty for this, so if you're sadistic, have at it.

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- C. Power Ups & Objects . . . . . [ POUOB4.3 ] -  
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Well...there's literally no Power Ups in this game, save your Missiles, which you never get anymore of from what you start with. That and there's no objects...nothing...but, here's a list of what there is.

Missles - You start the game with six and only have the six. To use one, press the B Button. When used, all Enemies on the screen are destroyed, so use them when it looks like you'll need some assistance.

Humans - People standing at the bottom of the screen. They don't do anything except play bait to the Aliens and make your life difficult. When an Alien picks them up, if they reach the top of the screen, the Alien becomes faster and more eradic in its movements, as well as gives you a slightly higher Point Value when killed. If you destroy the Alien before it reaches the top, catch the Human for Points, otherwise they'll fall to their doom.

Stargate Warp - A small square inside of a square. When you touch this, you're instantly ported to the other side of the Level. Can be good to escape heavy fire or a Wave of Aliens, but not much use in all.

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- D. Tips & Tricks . . . . . [ TITR4.4 ] -  
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- Never stay still for too long. Usually if you do, stronger Aliens will pop out of nowhere and most are generally fast and highly evasive, so this could spell trouble for you. You don't have to fly at mach speed, but just keep a general pace and shoot down anything you see.

- Save your Missiles for when it becomes too crowded or some fast Aliens are around and you feel you need it. You never get any more of these, so use them wisely.

- There's apparently no end to the game, as well as no variation in any of the Levels...at all. Same Enemies, same over all design, etc. It's basically just see what the highest score you can get it and claim victory over that.

- Game A and B, for both players, is slightly different. Game A is easier and progressively gets harder, while Game B immediately starts off harder and you're rewarded no additional Lives. For 2 Player, when you die as Player 1, Player 2 starts. Player 2's Lives and Missiles are shown in the upper right hand corner.

- Try to not let an Alien take a Human. At the end of each round, any Humans left alive are added to your Bonus Score. If an Alien does take a Human, try to kill them as fast as possible, then catch the Human by moving your Ship onto them for 1,000-1,500 Points. If an Alien reaches the top of the screen with a Human, they become stronger and have a higher chance of killing you. If the Human is not caught, they'll die and unlike the Arcade Version, they can't survive any type of fall.

- A Level is based on how fast you can kill Aliens around you. If you manage to kill all Aliens on your current Map, the "Wave" ends. I've seen a Wave be short and I've seen it be somewhat long. It just depends how fast you are over all.

- A small note, but every 50,000 Points will net you another Life. You only get the Lives you start with and if you lose them all, it's Game Over, no continues. Unlike the Arcade Version, you never get any Missiles back, so use them wisely.

- When a dot on your Map is white instead of gray, that means a Lander has a Human and you must save them quickly or they'll become a Mutant.

- Unlike the Arcade Version, losing all your Humans doesn't destroy the Planet and send you into a MUCH harder Level with tons of Mutants. However, every 5 Waves your Humans are fully restored. The only downside to losing your Humans is no Bonus Points are rewarded after each Wave.

- Also unlike the Arcade Version, Pods don't explode into Swarmers and Bombers don't lay Mines at all.

- Another thing: Again unlike the Arcade Version, ALL Aliens must be destroyed on your Map to win the Wave, where as the Arcade Version, all but killing the Landers will allow you to win.

- Points are different from the Arcade Version. You get more Points per kill in anything you do.

Not much to talk about, as there's only maybe 7 different Enemies in the game. Enemies gives anywhere from 200-400 Points each, however, I'll describe them as they at least look different and attack differently.

Name: Baiter.

Description: Usually pops out of nowhere and moves very fast, shooting you. Kill it as fast as you can or it'll usually kill you.

Name: Bomber.

Description: A brown, spinning Alien. Basically they just fly up and down and can shoot you. Pretty harmless over all.

Name: Bomber #2.

Description: A faster version of the Brown Alien, that moves left or right. Very dangerous, especially if it appears out of nowhere.

Name: Lander.

Description: A green Alien with some yellow dots. Floats around and fires dots at you. Usually harmless, until they grab a Human.

Name: Mutant.

Description: A Lander powered up by a Human. If powered up, they become ridiculously fast, but give more Points when defeated. They are the only Aliens that will touch the Humans.

Name: Pod.

Description: Looks like grapes honestly. Shoots "grapes" at you and like the Bomber, moves up and down.

Name: Swarmer.

Description: Flies in pairs and looks like a saucer. Very small and fast, these are deadly.

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= VI. Secrets . . . . . [ SECR6 ] =

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None at the moment. If you have any, please send them to [ssj4kain@aol.com](mailto:ssj4kain@aol.com).  
Thanks!

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= VII. Credits . . . . . [ CRED7 ] =

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Well, here's where I give credit to the ones that helped make this guide possible. Here's the following people I'd like to thank:

Hal - The company that made this game. Thanks.

Myself - For writing this guide. Thanks for reading it and I hope it helped you in playing the game.

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= VIII. My Words . . . . . [ MYWO8 ] =

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Thanks for reading my guide, first of all. I sure hope it helped you. If you wish to submit something to this guide, send it to [ssj4kain@aol.com](mailto:ssj4kain@aol.com)

and label the subject as "Submit-Defender II" and as nothing else please. It isn't too hard and I'm not asking for alot. If you have any questions regarding this game, also send them to me and label the subject as "Question-Defender II" please. Again, not asking much here and it isn't hard to understand. Now for the legal stuff.

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