

EXTERMINATOR

It was a summer's day in a quiet street in a leafy Chicago suburb. Suddenly the tranquility was disturbed by a piercing scream: "Help me! Help me!" The houses were infested with mutant insects and crazy cans - even the toy tanks had come to life! This wasn't a job for just any pest control man - it was a job for THE EXTERMINATOR!

LOADING

Atari ST/Amiga

Insert the disk in the internal drive and reset the computer. Leave the disk in the drive.

IBM or compatibles

Insert the disk (disk 1 if there are two disks), type **EXTERM** and press **Return**. Leave the disk in the drive unless otherwise instructed by the program. To install the game on a hard drive type **INSTALL** and follow the on-screen instructions. Additional information (if any) will be included in a file called **README.TXT**. To view this file type **TYPE README.TXT**.

Commodore 64

To load from tape hold down the shift-key and tap **Run/Stop**. Disk users should type **LOAD:"",8,1** and press **Return**.

Spectrum

To load from tape type **LOAD""** - if you have a Plus 3 use the disk loader.

Amstrad CPC

Type **RUN"EXTERM"**.

HOW TO PLAY

You must travel from room to room, and house to house, ridding the neighbourhood of a plague of peculiar pests. At the top of the screen is a display which shows your juice meter, your score, and which house you are currently working in.

To complete a room and move on to the next you must change all of the tiles in one lane to your colour. If you complete all of the houses you will face the Ultimate Challenge, with a 500,000 point bonus prize. The game ends when you're out of juice and all your credits are used up.

CONTROLS

The game is played using a joystick (on an IBM PC or Spectrum you can also use the keyboard). Press the fire button to begin a new game; if two players wish to play they should both press their fire buttons.

Moving

Use the joystick to move the hand around the screen in any direction.

Grabbing

Grab enemies **IN FRONT** of your hand by pressing the fire button. Don't grab the wasp! Gain extra juice by grabbing the glowing dodecahedron or bombs before they explode.

Pounding

Pound enemies on the ground by pressing the **POUND** key, or by moving the joystick down, and pressing the fire button simultaneously. You can't pound if you are too close to the floor. On the IBM PC you can pound using the second joystick button.

Shooting

Shoot enemies in the distance by moving your hand all the way over to *your* side of the screen and pressing the fire button. While shooting aim the bullets by moving the joystick. To move away from the side of the screen release the fire button, then move the joystick.

Shaking

Move the joystick rapidly in a circular direction to shake your hand and frighten away the wasp.

HINTS & TIPS

- get the juice bottle before it gets you!
- look out for special bonus rounds
- don't get caught in the spider's web!

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Written for Amiga, Atari ST, and IBM PC by The Assembly Line

Spectrum and Amstrad versions by Keith Burkhill

Commodore 64 version by Douglas Hare

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Music and sound effects by David Whittaker and John Dale

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