

ELIMINATOR

SCENARIO

Eliminator- addictive high-speed action at its very best. As you hurtle along the tortuous alien roadway through tunnels and out into space, aliens and obstacles do their utmost to terminate your progress.

GAMEPLAY

Eliminator is a progressive shoot'em'up set on a long winding track. The objective of the game is to drive your vehicle through each stage shooting everything in sight and destroying obstacles.

DISPLAY LAYOUT

Down the righthand side of the screen are 6 icons which represent your current weapons. These are:

- **1. SINGLE-FIRE CANNON** (you start with only this)
- **2. DUEL- FIRE CANNON**
- **3. SIDE-FIRE CANNON**
- **4. BOUNCING BOMBS**
- **5. DOUBLE-FIRE CANNON** (uses up ammo quickly)
- **6. TRIPLE-FIRE CANNON** (uses up ammo even more quickly)

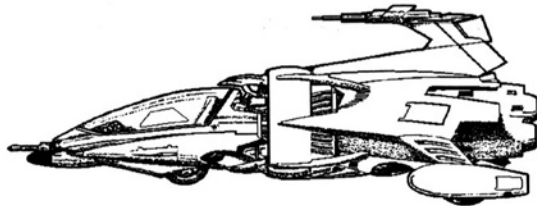
Down the left hand side are the following:

- **1. AMMO** (limited supply of ammunition)
- **2. SHIELDS** (you lose shield energy every time you are hit, lose it and you are dead)
- **3. LIVES** (you start with 3 lives and gain extra every 10000 points)

The objects and creations you meet along the track come in various forms:

- **ALIENS** These bounce around, hover or home-in on you. They can usually be destroyed with a single shot.
- **WALLS** Stationary objects which cannot be destroyed.
- **TARGETS** Flashing beacons which must be shot in order to pass by.
- **WEAPON BONUSES** Collect these revolving pyramids for an extra weapon.
- **AMMO BONUSES** Collect these revolving cubes for extra ammunition.

You begin the game with 3 lives. If you make contact with an alien or an obstacle, or lose all your shields then you lose a life and restart the game with the loss of the last weapon you collected.



CONTROLS

On the title screen

F1/F2	Music off/on.
F3/F4	Effects off/on.
F5/F6	50/60 Hz screen.

In game (Your craft is controlled by joystick only) :

FIRE	Shoot weapons.
LEFT/RIGHT	Steer left/right.
UP/DOWN	Select weapons available (ICONS at left).
Space	Pause/continue.
Q	Quit.

PASSWORD SYSTEM

Every few levels you will be given a password which you can type in on the HELP screen. This allows you to skip the early levels once you have become proficient at them.

ELIMINATOR was designed and developed by Hewson Consultants Ltd..

Published under licence by Digital Integration Ltd.

ACTION 16 is a trade mark of Digital Integration Ltd.

ELIMINATOR is a trade mark of Hewson Consultants Ltd.

Copyright 1988 Hewson Consultancy Ltd. Copyright 1990 Digital Integration Ltd.