

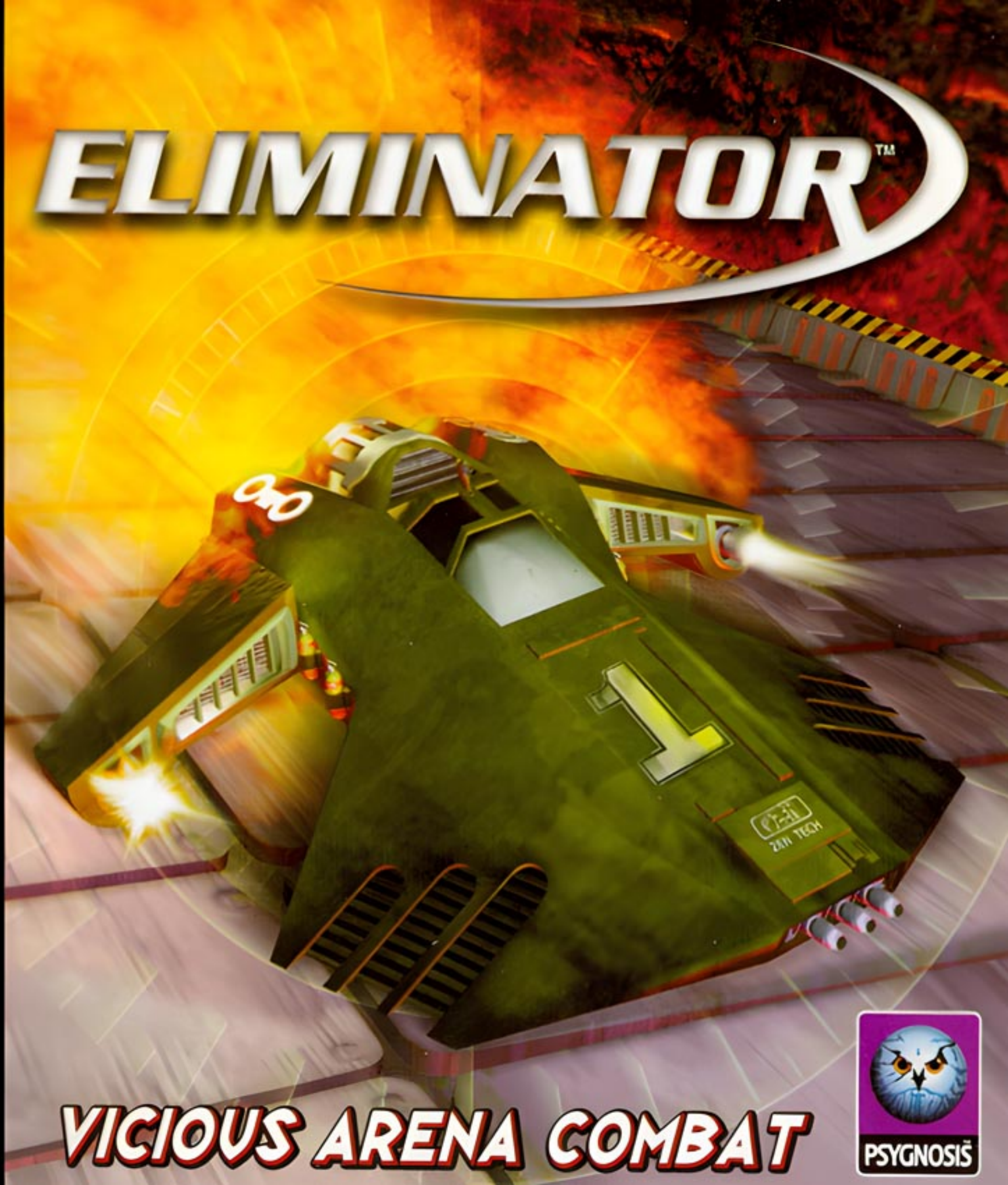


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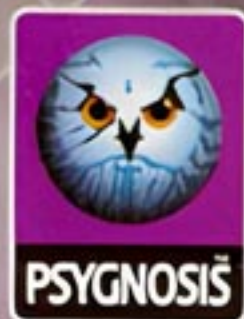
PlayStation



ELIMINATOR™



VICIOUS ARENA COMBAT



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Here at psygnosis we are dedicated to bringing you computer gaming entertainment of the highest quality. Allied to this dedication, we aim to provide an effective customer support service. so if you need some hints and tips on how to play our games, call our Hint-Line on:

09014 74 74 44 calls cost 60p per minute at all times.(uk only)

remember: if you do not pay the phone bill, then you should get permission off the person who does, before you call.

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To play eliminator on your playstation® game console:

- 1) set up your playstation® game console in accordance with the instruction manual supplied with the system.
- 2) follow your system directions to open the disc cover and place the eliminator disc onto the bed of the drive, ensuring the printed side faces upwards.
- 3) close the disc cover. press the power button on to begin play.
- 4) now follow on-screen instructions to start the game.

WARNING! It is advised that you do not insert or remove peripherals or memory cards once the power has been turned on. make sure you have enough free blocks on your memory card before commencing play.



when the civil war began, elimination went off air - naturally.
but now i find you guys have resurrected the show for your own
propaganda machine, using us to test your weapons. it sickened me to see
it screened on the digi-net in the detention confine. my government would
treble its war effort if it knew you were executing prisoners of war in
the name of entertainment.

before the war, elimination was all about heroism, all about bravura, all
about freedom.

now it's all about blood, all about suffering, all about justice.

the justice of no escape. the justice of a legitimate death. the justice
of a televised death.

i was elimination's biggest fan - i bayed for blood, i joined the fan-club
and, like every other viewer, i was engulfed by the overriding feeling
that the bloke inside the craft deserved to die. it never crossed my mind
that the prisoners may be innocent.

elimination was essential viewing,

but i never thought i'd take part in it myself..."



excerpt from governor warden bloyce's data-rec *AA1, re: data-rec
*L01 with 'internee A26S-8572-c' at shellaka military penitentiary:

"it was at this stage of his confession that the internee became
irrational and once again, unpredictable.

refusing to collaborate with the state in the testing of our new weapons,
the internee repeatedly accused us of misconduct. when warden brenner
threatened to brand him as a deserter and a traitor to his side, the
internee sprang from the detainment confine.

it took five tech-guards to haul the internee from warden brenner's prone
body. the brutal attack was unprovoked and without precedent at shellaka
military penitentiary.

In respect to the memory of warden brenner, I recommend that the internee
should be disqualified from entering the divine ritual of elimination.
execution by lethal injection would be quicker and more cost-effective."

CONTROL

Listen up, bud, cos not every jailbird gets the chance to enter elimination, so consider yourself honoured. Most internees rot away in hellish penitentiaries, but the show's casting director liked the look of your résumé, and now you're going live to millions of state viewers in every sector across the galaxy. So you'd better learn fast how to operate an elimination craft within an arena and how to destroy the tech-enemies that you will encounter there. But as you're a highly-trained union pilot, you should have no trouble.

Below, you will find the default control method. So, safe progress, bud, and don't forget to smile for the camera as you go for broke!

directional buttons

SELECT button

L1 button

R1 button

L2 button

R2 button

L1 + **R1** buttons

manoeuvre craft

change camera

strafe left

strafe right

cycle primary weapon

cycle secondary weapon

reverse

raise sight

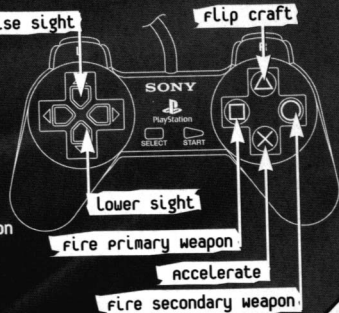
flip craft

lower sight

fire primary weapon

accelerate

fire secondary weapon



THE GAME SCREEN




ELIMINATION CREDITS

A short video sequence will be displayed - the opening credits for elimination, the most popular gameshow on the digi-net.


LANGUAGE SELECTION SCREEN



The language of eliminator is a universal language - death. everyone understands what that means. your choice here, bud, is in which mother tongue do you wish to meet your fate?

use the directional buttons to highlight, then press the  button to select.

TITLE SCREEN

press the  button to access the main menu.



MAIN MENU

one player (see one player menu)

two player (see two player menu)


options (see options menu)

Load game (see Load game menu)



ONE PLAYER MENU

START GAME


press the  button to launch directly into a new game. but, before you do, there's something you should know...


As part of elimination, an explosive device is strapped to the undercarriage of your craft. for the amusement of the state, the bomb is primed to explode when the time runs out. so don't delay, you haven't got a minute to lose!

SELECT

they've given you an internee number, but what do your mates back home call you?



To input your own nickname, use the directional buttons to select a letter and press the  button to confirm.

select  to create a space in the word.

select  to delete a letter.

select OK to confirm your new I.D. and return to the ONE PLAYER MENU.

SELECT CRAFT

The state gives you a choice of craft. But what do they care which one you select, as long as it ends up a charred wreck with you inside.


That's entertainment!

use the left and right directional buttons to choose from Redeemer, Freedom, Liberty and survivor (see eliminator craft section for details).

SELECT ANALOG

when using the analog controller (DUAL SHOCK), use the left stick to move the craft. you will also experience the added sensation of the built-in vibration function. experience the after-shock as blockaders stop you in your tracks; feel the thud as you are bounced off the walls in close combat; endure the sheer impact of annihilation as your craft is obliterated by enemy fire. To select analog mode, press the analog mode switch to set the LED indicator to RED.

CONFIGURE

use the left and right directional buttons to cycle through the four control settings and familiarise yourself with them. press the  button to select a control system that will help you defeat the state.


VIBRATION

use the up and down directional buttons to turn the vibration function ON OR OFF.



2 PLAYER MENU


START GAME

press the  button to access the location menu.

LOCATION

use the left and right directional buttons to cycle through the three duel zone locations. select the arena in which you wish to do battle. remember, you are boosting s-com's viewing figures, so give 'em an episode they won't forget.

SELECT CRAFT

use the left and right directional buttons to choose from redeemer, freedom, liberty and survivor (see eliminator craft section for details). both players must press the  button to choose a craft, before returning to the two player menu.

CONTROLLER

see controller menu.

CONTROLLER 2

see controller menu.

OPTIONAL MENUS



audio

(see audio menu)

display

(see centre screen menu)

hi-scores

(see hi-scores menu)

credits

(see credits menu)

ADJUST MENS

MUSIC VOLUME

use the left and right directional buttons to adjust the music volume.



EFFECTS VOLUME:

use the left and right directional buttons to adjust the volume of the sound effects.

AMBIENT VOLUME:

use the left and right directional buttons to adjust the ambient volume.

MUSIC SHUFFLE:

activates the music track shuffle.

ALTERNATIVES:

before the digi-net was invented, mate, i believe the word for this musical process was "remix".

CENTRE SCREEN MENU:

use the directional buttons to position the screen to your satisfaction. there's no way you want your vision of the action to be obscured!


HALL-SCORES MENU:

view the hall of fame to see just where you finished. press the  button to return to the options menu.




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during play, press the  button to access the in-game menu and pause the action:

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press the  button to return to the game.

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use the directional buttons to select and adjust the music, sound effects and ambient volume.


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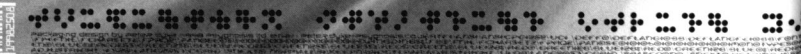
use the up and down directional buttons to position the craft cockpit display at the top or bottom of the screen.

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use the up and down directional buttons to turn the targeting facility on or off. if targeting is on, then your craft's weapons will automatically align straight ahead.

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use the up and down directional buttons to select yes or no. press the  button to confirm.




the following on-screen message will be displayed: "save game
continue"

use the directional buttons to select your choice and press the  button to confirm. it is advisable to save your progress at this stage.


BONUS RUN

the bonus run is reward for completing an arena. collect all the time extension tokens to gain extra time. at the end of the bonus run, the following on-screen message will be displayed: "bonus complete" press the  button to continue.

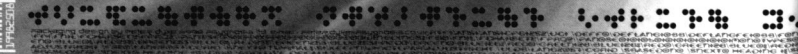
the following on-screen message will be displayed: "save game
continue"

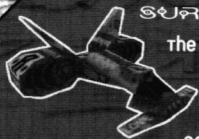
use the directional buttons to select your choice and press the  button to confirm. it is advisable to save your progress at this stage.

BOSS LEVEL

as an end to each level, a boss character awaits you. beat the boss and the following on-screen message will be displayed: "Level complete" press the  button to continue.

the following on-screen message will be displayed: "save game
continue"





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The survivor is the perfect craft in a dogfight or tight situation. If it's speed you're after, this is the craft for you. Not recommended for trainees or beginners.

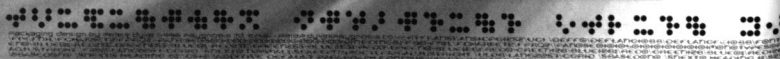
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MESSAGE FROM UNION COMMANDER DAVOR SINE

"before the civil war, there was only the state.

When the union splintered from the state, each side established prisoner of war camps. We, in the union, have respected the shellaka covenant ensuring state POWs have had their rights maintained.

However, new intelligence reveals the state have begun a wholesale slaughter of union forces held within their confines. In light of this new information, we will target the state's munitions plants and weapons-test facilities. Of these targets we know little, but what we do know has been learnt at a cost. A cost of union life."



THE PENITENTIARY

shellaka military penitentiary, was recognised as the most dreaded prison throughout the galaxy - before the civil war. its image hasn't changed since, but its inmates have. the prisoners of war held at shellaka can expect no mercy from their state hosts.

THE MAZE

built during the early part of the civil war by the state as a strategic fortification on the border of union territory. after years of attrition, enough land was captured to cement the maze's position within state territory. according to our sources, it is currently being transformed into a military weapons-test facility.

THE ASYLUM

our knowledge of the asylum, confirms the depravity of the state. they imprison society's drop-outs, what they would label as freaks and street-rabble, within its walls. sickeningly, they test cutting-edge technology and chemical weapons on them to gauge resistance.

THE CAGE

the cage is unknown territory to us. as most of this super-prison is submerged beneath the sea and tightly guarded, the chances of meeting a watery grave are high.



THE CHASM

state forces who disobey orders or go AWOL are ruthlessly incarcerated in the chasm. few return to the armed forces, even fewer survive.

THE MONASTERY

the ice-cold, frozen jail where temperatures rarely rise above -20. isolated in the bitter northern plains of state territory, frost-bite will be the least of your worries.

THE TOMB

originally built within territory belonging to us, the tomb was a symbol of union military success. early state victories included the taking of the tomb. prototype weapons are tested within this arena, so it would prove a crucial target to neutralise.

THE FORTRESS

most of the space-prisons were shot down during the early years of the civil war. the fortress, however, survived and has recently been converted into an advanced inter-planetary, super-weapons testing facility. of all the state's outposts, this is the one we fear the most - eliminate it and we will be able to face the state on a level footing once more.

MESSAGE TERMINATES...



DUEL ZONES

The pit, the dome and the labyrinth are special duel zones designed for 2 player combat only.

s-com executives dreamt up the duel zones as a lucrative spin-off to elimination. featuring tough-nut contestants and, latterly, union prisoners of war, the rules of the duel are simple:

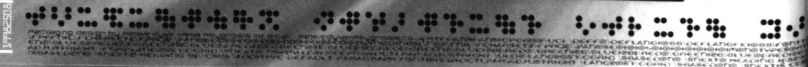
each player starts beneath his own base, with the intention of protecting it and simultaneously destroying his opponent's base.

22 Three warp bombs will destroy a base.

but where do you get a warp bomb from?

i could tell you, but that would be too easy...

and the duel zones are anything but easy!



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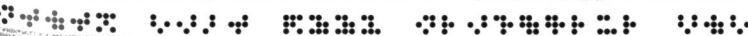
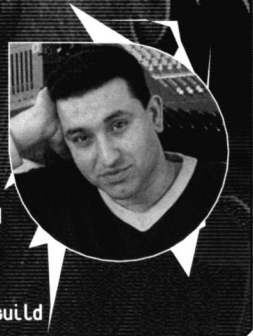
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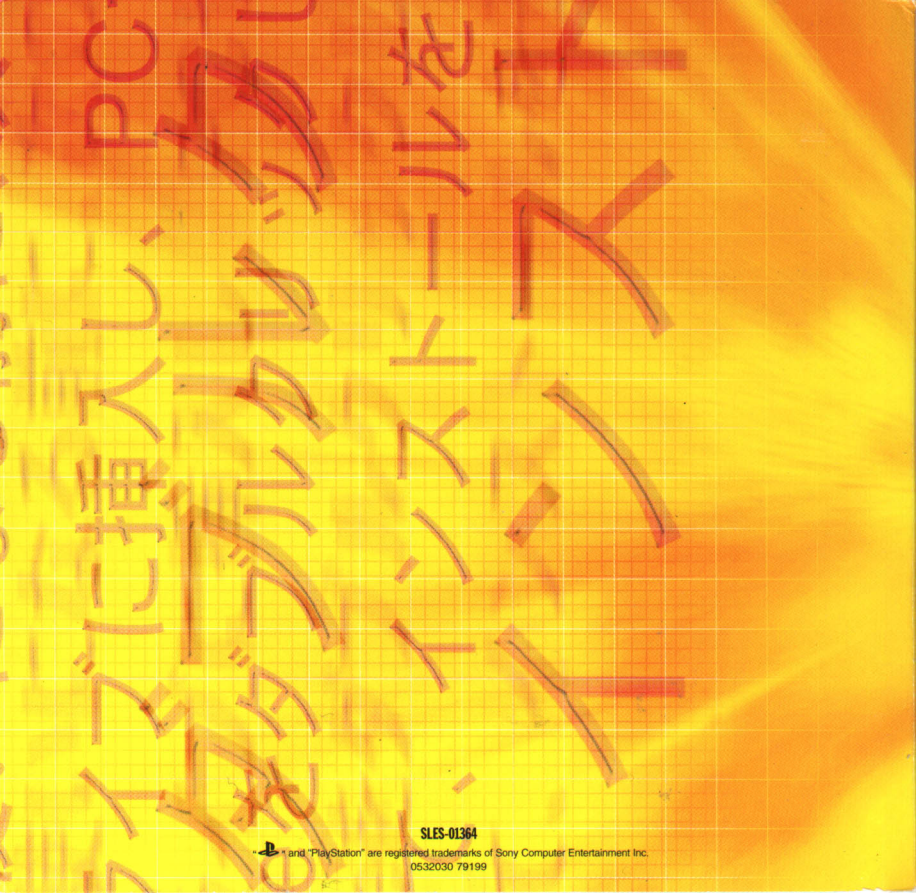
Groups such as simply red and the stone roses are notable inclusions to the list of musical luminaries that have credited aziz ibrahim as one of their number. The recently released album unfinished monkey business has allowed aziz to expose his writing talents in collaboration with ian brown, both former members of the legendary stone roses.

Recorded at the forge studio in oswestry, the album utilised their tascam DA 88's and was mastered onto tascam DA 20 mk2 DAT.


Aziz produced and mixed the tracks himself, but was assisted by phil Beaumont, the studio owner and richie need, the in-house engineer.

May we thank fender for all guitars including the guild acoustics. All instrument amplification was kindly loaned by marshall amplification.





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