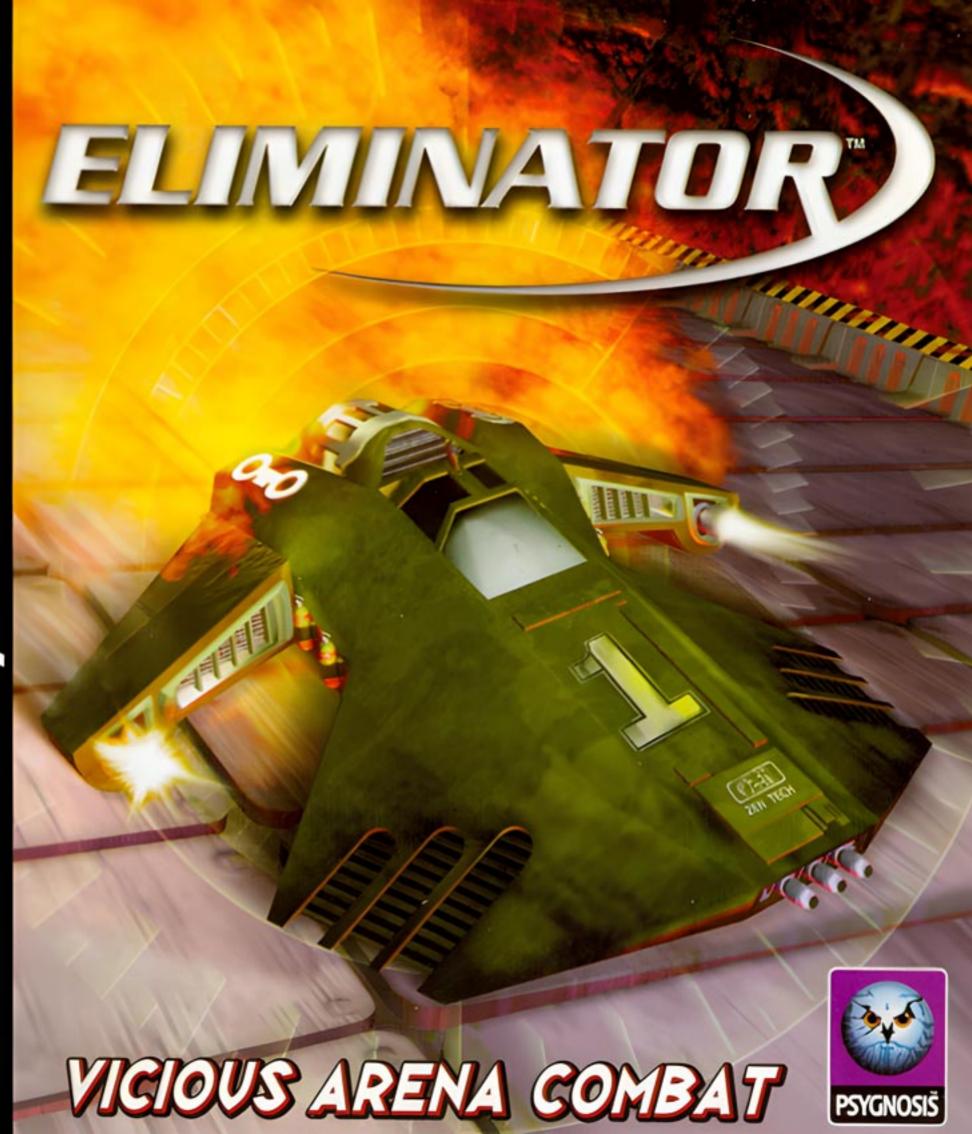


NTSC U/C





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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 6op 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.

SEFFONE UP

- το play εliminator on your playstation game console:
- 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 pisc 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.

....

PRISONER OF WAR



I.D. R268-8572-C



I.D. R26S-8572-C

excerpt taken from data-rec *Lo1 by 'Internee &26s-8572-c' at shellaka military penitentiary under the supervision of warden erenner and governor warden Bloyce:

"I can remember the first episode of elimination. In those days the arenas were all on earth and s-com syndicated it to only 1300 sectors. It sounds strange now, but in that first series the prisoners were reprieved if they beat the odds and actually survived. They'd be released back into the community, their name intact, their liberty assured.

Their only burden was a new one - fame - for surviving elimination guaranteed celebrity status. Everyone wanted to know what it was like to be a contestant, to don the armour, to operate the craft, to enter the arena and blast their way to freedom. And some were willing to pay vast fortunes for their story. Surviving elimination guaranteed wealth.

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 pigi-Net in the detainment confine. My government would

treble its war effort if it knew you were executing prisoners of war in
the name of entertainment.

mefore 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.

climination was essential viewing,

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

excerpt from governor warden gloyce's data-rec #AA1, re: data-rec #LO1 with 'Internee A26s-8572-c' at shellaka wilitary 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 grenner, 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."

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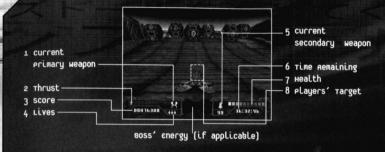
6

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.

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

Flip craft Raise sight manneuvre craft pirectional buttons change camera SELECT Button SONY strafe Left L1 Button strafe right R1 Button cucle primary weapon L2 Button lower sight cycle secondary weapon R2 gutton Fire primary weapon L1 + R1 guttons REVERSE accelerate Fire secondary weapon

THE EAME SCREEN



EL OPP A TOOP

A short video sequence will be displayed — the opening credits for elimination, the most popular gameshow on the pigi-Net.

LANCUAGE 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 \otimes button to select.

TOTALE SCREEN

press the 🔀 button to access the main menu.



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one player (see one player menu)
Two player (see Two player menu)
options (see options menu)
Load Game (see Load Game menu)



8

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START CAME

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!

\$000 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 \bigotimes button to confirm.

select \(\square\) 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.

SEP ECT CASET

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 medeemer, rreedom, Liberty and survivor (see eliminator craft section for details).

େ୭୩୪ନ୭୧୧ଟେ ଜମେଧ

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 elockaders 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.

THER COLF RAME OF CRAFFER VAL

CONFICURE

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

V43AAT40N

use the up and down directional buttons to turn the vibration function on or off.



डरक्नर स्क्रा

erress the \bigotimes button to access the Location menu.

100000

10

use the left and right directional buttons to cycle through the three puel 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 medeemer, reedom, Liberty and survivor (see eliminator craft section for details). Both players must press the \bigotimes button to choose a craft, before returning to the Two player Menu.

۩nfa@ete€a ¢ see controller menu.

େଡମ୍ଟେଲ୍ଡେଧ୍ୟ∈ନ ହ see controller menu.

ഉമൂർതി അട്രെവ



Audio (see Audio Menu)

Display (see centre screen Menu)

Hi-scores (see Hi-scores Menu)

Credits (see credits Menu)

Aଧ୍ଚୀତ METTଧ ମଧ୍ୟର୍ଚ୍ଚ ହର୍ଣ୍ୟାନ୍ତଃ use the left and right directional buttons to adjust the music volume.

೬೯೯೬೮ ಕಿ ೧೯೯೯

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

AMBOENT VOLUMES

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

12

mefore the migi-wet was invented, mate, I believe the word for this musical process was "remix".

CENTAE SCAEEN 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!

MY-ଛତ୍ତମ୍ୟର ଜମେଧ୍ୟ

view the Hall of rame to see just where you finished. Press the \triangle button to return to the options menu.

ପ୍ୟକ୍ରେବ୍ୟ ଜଣେଶ

view the game credits. Press the $oldsymbol{\triangle}$ button to return to the options wenu.

¢ ⊚ନ୍ଧର ୧୯୯୭ ବେଥିବା

NOTE: it is advised that you do not insert or remove memory cards once the power has been turned on. Make sure you have enough free blocks on your memory card before commencing play. To use a memory card, it must be inserted into memory card slot 1.

each saved game has its own i.d. and is accompanied by a file name. The file name consists of the current level, the bonus score in the form of a percentage, the total score and the name of the craft in which everything was achieved.

To load a game, use the up and down directional buttons to select the ${\tt I.D.}$ of a previously saved game. Press the \bigotimes button to confirm. The following on-screen message will be displayed: "Load - are you sure?

NO Yes"

once loaded, the word "continue" will be displayed on the options wenu. Highlight "continue" and press the \bigotimes button to launch the saved game.

¢ീ-⊖ക്രേ രെല്ലോ



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

CONTANUE

press the 🛞 button to return to the game.

AND40

14

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

HOP SOSPED

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

TARGETONG

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.

*ल*स्डरद्र

use the up and down directional buttons to select ys or ys. Press the \bigotimes button to confirm.

choose "No" to return to the In-game Menu.

choose "res" to return to the start of the current level, divested of accumulated pick-ups.

QUIT EAME

press the \bigotimes button and the following on-screen message will be displayed: "Are you sure?

Yes No"

choose "No" to return to the in-game menu.

choose "Yes" to return to the Title screen - hmmm, your bravery in battle
knows no bounds!!!

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NOTE: TO exit climinator before completing a level, hold down the select button, then press and hold the start button for 2 seconds. You will be immediately returned to the Title screen and your current progress and score will be lost. My advice, mate, is to finish the level, then save to memory card, but that's easier said than done.

ARENA CLEARANCE

upon completion of an arena, the following on-screen message will be displayed: "arena complete" press the \bigotimes button to continue.

lear vole raar eroraersk ver

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

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

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The Bonus aun is reward for completing an arena. collect all the Time extension tokens to gain extra time. At the end of the Bonus aun, the following on-screen message will be displayed: "Bonus complete" press the \bigotimes button to continue.

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

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

3088 ₹€8€₹

16

as an end to each level, a boss character awaits you. meat 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 came "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.

ELIMINATOR CRAFT

ନ୧୭୧୧୭୧ନ

A sleek fighting machine, bristling with weapons.

The medeemer's top speed was recorded at the mulinio impasse of 2799. The oldest of the current battery of craft but still considered by some to be the best.

*೯*ନ୧େ୭୭୭

τhe rreedom boasts unrivalled shield power and self-defence mechanisms. came into service two years ago and established itself as a competent fighting

machine, if a little lacking on speed. with over 2,680,000 kills in its first year, this craft leaves only death in its wake.

LPBERTY

A prototype craft, as yet unused in military service.

versatile in its weaponry capabilities, the Liberty
accommodates more firepower than all of its
predecessors. Its speed is currently under review.

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.

ELOPOPATOR AREPAS

18

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."

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.

19

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. rew 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 worthern plains of state territory, frost-bite will be the least of your worries.

тнє томв

20

originally built within territory belonging to us, the romb was a symbol of union military success. Early state victories included the taking of the romb. 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

A SUAVIVOA'S EUIDE TO ELIMINATOA

र्वाट्डि विवास

pon't let that timebomb strapped to your craft put you off, mate. Think of it more as a help than a hindrance. By staying on the move, your enemies have less time to get a "lock" on your butt, and that gives you more time to adjust and retaliate.

accuracy in retaliation is vital, certain enemies take damage all over, others only to their heads, others seem invincible, but trust me, they are not.

ned targets generally need to be shot, and when activated they usually turn green — a bit like those antique devices they once had on earth to control ground traffic.

21

Eliminator events are part and parcel of the show. You will find yourself segregated in some arenas until you have successfully completed an event. s-com regularly change the events, so I can't give you any advice other than to use your wits and guile to master each challenge as it comes.

whatever you do, do it fast!

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The Pit, The Dome and The Labyrinth are special Duel zones designed for 2 Player combat only.

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

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

тhree warp воmbs will destroy a ваse.

22

But where do you get a warp Bomb from?

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

and the puel zones are anything but easy!

<u> ଅନ୍ତ୍ର୍ୟ ପ୍ରେଟ୍ର</u>



AZOZ OSPANO

croups such as simply med and the stone moses are notable inclusions to the list of musical luminaries that have credited maiz Ibrahim as one of their number. The recently released album unfinished monkey business has allowed maiz to expose his writing talents in collaboration with Ian Brown, both former members of the Legendary stone moses.

Recorded at the rorge studio in oswestry, the album utilised their tascam on 88's and was mastered onto tascam on 20 mkg pat.

nziz produced and mixed the tracks himself, but was assisted by Phil meaumont, the studio owner and michie meed, the in-house engineer.

May we thank render for all guitars including the cuild acoustics. All instrument amplification was kindly loaned by Marshall Amplification.

