

# 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)

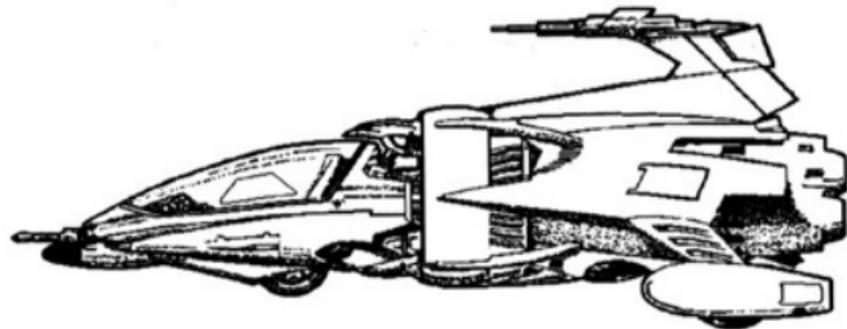
Down the left hand side are the following:

- **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.

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