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Obliterator the Game

You are Drak the last of the Obliterators, the ultimate warrior.

The Earth is under attack by an alien warship of awesome power.

Your mission; to enter the sinister alien battle cruiser and armed with whatever this habitat can provide, you must cripple the alien vessel thus allowing its destruction.

What awaits? What technological perils and strange diabolic adversaries will try to thwart you in your mission?

The Earth lies exposed. You are its last defence!

Obliterator the Software

Program design and coding by David H. Lawson.

Animation and Graphics by Garvan Corbett.

Title/Success/Failure graphics and animation by Jim Bowers.

Obliterator picture and logo by Roger Dean.

AMIGA LOADING INSTRUCTIONS

HOW TO LOAD OBLITERATOR ON THE AMIGA-

In order to play OBLITERATOR you require an Amiga with at least 512K of RAM and a colour monitor or television. OBLITERATOR works on the A500, A1000, A2000 and with the 68010 and 68020 microprocessors.

To load OBLITERATOR do the following:

- 1] Set up your Amiga in the usual fashion. If this presents difficulties please refer to the 'Introduction to the Amiga' manual, Chapter 2 'Setting up the Amiga'.
- 2] Switch on your monitor or television and then your Amiga.
- 3] If the display prompts for a Kickstart disk insert one into the internal drive as usual.
- 4] When the display prompts for a Workbench Disk insert the OBLITERATOR disk into the internal drive.
- 5] OBLITERATOR will now start up automatically.
- 6] If the OBLITERATOR title screen (box cover illustration) has not appeared within 45 seconds there may be a problem with either the program disk or your Amiga system. Check that your system is connected together properly and that the above sequence of instructions has been followed correctly. If you are sure that your computer is functioning (other software works correctly) and loading difficulties are still being experienced then take the disk only back to the place of purchase for replacement.
- 7] Once OBLITERATOR has completed loading pressing any key on the keyboard or either mouse button will allow you to become the Obliterator.

THE OBLITERATOR DISK MUST BE LEFT IN THE INTERNAL DRIVE AT ALL TIMES DURING GAME PLAY

ATARI ST LOADING INSTRUCTIONS

HOW TO LOAD OBLITERATOR ON THE ATARI ST.-

In order to play OBLITERATOR you require an ST. with at least 512K of RAM and a colour monitor or television.

To load OBLITERATOR you do the following:

- 1] Set up your ST in the usual fashion. If this presents difficulties please refer to the section in your ST Owners Manual titled 'Hooking up your system'.
- 2] Insert OBLITERATOR 'Disk A' into your disk drive.
- 3] Switch on your monitor or television and then your ST.
- 4] OBLITERATOR will now start up automatically.
- 5] If the OBLITERATOR title screen (box cover illustration) has not appeared within 45 seconds there may be a problem with either the program disk or your ST system. Check that your system is connected together properly and that the above sequence of instructions has been followed correctly. If you are sure that your computer is functioning (other software works correctly) and loading difficulties are still being experienced then take the disks only back to the place of purchase for replacement.
- 6] When 'Disk A' has completed loading the title sequence will commence. When the screen prompt appears insert 'Disk B'. Once you have inserted 'Disk B' loading will continue automatically.
- 7] Once OBLITERATOR has completed loading pressing any key on the keyboard or either mouse button will allow you to become the Obliterator.

'DISK B' MUST BE LEFT IN THE DISK DRIVE AT ALL TIMES DURING GAME PLAY.

IS THIS THE LAST MISSION FOR THE LAST OBLITERATOR?

Your personal communicator bleeps. A summons.

The Federation Council of Elders want you. And they want you now.

No time to pack - a Nuclonic inter-stellar shuttle is on its way to collect you - the last time this happened it took them three months to put your body back together again.

You shudder - the adrenalin is pumping. You're tough, you're mean, and you're ready for action - but what's in store?

Something big is about to break - the star fleet was on alert for days - then one morning it was gone, the whole fleet and no one knows where.

The top brass have been running around with stark terror on their faces - no one knows why.

And now they are going to tell you - the last of the Obliterators.

Why? During the last war you and the unit you commanded were heroes - wherever the fighting was hottest and bloodiest who did they send? - the Obliterators of course, the most highly trained elite fighting force ever assembled; each one recruited

at birth from amongst the population of billions in Federation space; each one intensively trained and educated from childhood, each one with a genetically enhanced body to speed up reflexes, enhance the senses and increase strength and agility.

Always the Obliterator mission was suicidal, always a last attempt to rescue impossible situations against impossible odds. And always - incredibly - you survived.

But the Clone Wars were eight years ago, and since then the Obliterators have only been called upon to undertake the occasional suicide mission - but you always came back and that's why you're the only Obliterator left. And that's why they want you.

* * * * *

The briefing is over and you have your orders. Its hard to believe that the summons came less than four hours ago - now you're three million parsecs away, about to enter into the most dangerous situation of your life - and you're alone.

With all else failed the Elders had to call on you - and what they told you was beyond belief.

The entire Federation Star Fleet had been destroyed by a single Alien Spaceship - but what a Spaceship!

For centuries the Federation had been the most powerful force in the galaxy. Ever expanding outward, colonising new worlds and absorbing old alien cultures. More than a thousand worlds knew and enjoyed Federation law and order. But all this was not without cost. Expansion inwards towards the galactic core revealed many old alien civilizations some of which were both unwilling to join the Federation and technologically superior.

Federation attempts to coerce these Aliens into joining them had made many enemies.

Now these enemies have banded together to construct a seemingly indestructible craft - and they are hell bent on revenge.

Enormous in size and apparently invulnerable this craft is heading straight into the centre of Federation Space. Its apparent mission - the destruction of the Federation homeworld - Earth.

The Star fleet never stood a chance. The alien ships anti-matter screens deflected everything they threw at it with scornful ease, and then it simply removed the fleet from existence with its main weapons. The technology is awesome.

PLAYING INSTRUCTIONS

The Elders plan is simple. There exists a prototype matter transporter, the latest thing in interstellar travel. It has two problems - no living creature has yet used it and the immense power needed to transport an object as complex as a human being. There is though, enough power to put one person aboard the alien ship and the Elders have given you the 'honour'.

And how about this for a mission - the Elders only want you to disable the Plasma drive engines - bring down its battle shields and disable the main weapons system. That should give the Federations few remaining strike craft a chance to destroy the cruiser - but that's just for starters.

The Federation also need information on the alien ship. Any alien computer datapacks must be recovered - the information they contain is vital. Which means they expect you to somehow survive and escape before they destroy the ship.

* * * * *

Now the mission begins.

Luckily it worked - your body was broken down into elemental parts, then beamed aboard the alien craft out in deep space where it had been re-assembled - not a pleasant experience.

But everything seems to be in the right place, and in working order.

The environment is strange but the atmosphere breathable. All seems menacing.

From the limited intelligence the Federation scanners were able to pick up, you know that this craft is crewed by a mixture of androids, robots and the worst kind of bad guy aliens you could hope to meet. With luck you should be able to disable equipment and machinery by removing vital components.

But your first priority must be survival - you were only able to bring a limited arsenal with you - to stay alive you'll have to live by your wits - steal what weapons and ammunition you can - learn as you go and kill. You must kill every alien you come across and create as much havoc and confusion as possible - and, once you've completed your objectives the Elders expect you to escape with the information they so desperately need - nothing must stop you, nothing must get in your way, the mission is all important.

Only one thing can save the Federation now - you.....

The last Obliterator.

PLAYING INSTRUCTIONS

Welcome to the world of Obliterator.

Within the Alien space craft you control our hero 'Drak'. Once the game has started you will materialise somewhere in the rear of the alien space craft and in order to complete the game you must perform the following tasks in any desired order:



You must find and remove this component to disable the plasma drive engines.



You must find and remove this component to disable the battle shields.



You must find and remove this component to disable the main weapons system.



You must find and remove this computer datapack.



You must find this component and place it correctly in the shuttle to activate its systems and escape.

Whilst completing these tasks you will be confronted by various creatures and contraptions which you must destroy to earn points. Once all five tasks have been completed the score will count down (the border colour will now be slightly blue) until it reaches zero at which point the federation fighters will attack. If you have not reached and activated the shuttle before this happens you will be destroyed. If you are successful your score is your remaining points.

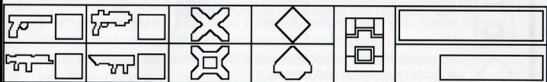
OBLITERATOR

CONTROL ICONS



LEFT	Move left if facing left or else turn to face left.
UP	Move up at the next available opportunity.
DOWN	Move down at the next available opportunity.
RIGHT	Move right if facing right or else turn to face right.
HALT	Halt all movement.
INTO	Walk into the next doorway or Shield regenerator.
SHOOT	Stop and fire weapon.
DEFEND	Take a defensive action.
ACTION	Pick up an object / remove a component / insert a component.

PISTOL BLASTER ENGINE SHUTTLE PERSONAL SHIELD



RIFLE BAZOOKA SHIELDS WEAPONS DATAPACK SCORE

PISTOL	Click here to use the pistol. The numerals are the ammunition left
RIFLE	Click here to use the rifle. The numerals are the ammunition left
BLASTER	Click here to use the Blaster. The numerals are the ammunition left
BAZOOKA	Click here to use the Bazooka. The numerals are the ammunition left
ENGINE	Appears when you are in possession of the engine component.
SHIELDS	Appears when you are in possession of the shields component.
WEAPONS	Appears when you are in possession of the weapons component.
SHUTTLE	Appears when you are in possession of the shuttle component.
DATAPACK	Appears when you are in possession of the computer datapack.
SHIELD	A red bar which decreases as your personal shield fails.
SCORE	Your current score.

WEAPONS

During gameplay weapons may be discovered which may be used in exactly the same manner as the pistol.



This is the pistol. You always have this weapon. Its projectiles are slow and fairly ineffective.



This is ammunition for the pistol. Picking it up adds 15 projectiles to your store to a maximum of 50.



This is the rifle. Its projectiles are fast and powerful but do not penetrate many metals.



This is ammunition for the rifle. Picking it up adds 10 projectiles to your store to a maximum of 25.



This is the blaster. Although its projectiles are slow it will destroy anything.



This is ammunition for the blaster. Picking it up adds 5 projectiles to your store to a maximum of 10.



This is the bazooka. This is the only weapon capable of penetrating any material.



This is ammunition for the bazooka. Picking it up adds 2 projectiles to your store to a maximum of 3.

PERSONAL SHIELD



Drak is equipped with a personal energy shield which protects him from most alien weapons but which degenerates whilst in use. Shield-Regenerators may be found at various points throughout the alien craft. To activate simply walk into them as you would a doorway. Drak's personal energy shield will be repaired.

GAME CONTROL

The Game may be controlled from the keyboard, by the mouse or by a joystick in any combination although fine control of weapons firing requires the mouse.

Whilst you are playing Obliterator you will see a strip of icons at the the bottom of the screen. Pressing the space bar on the keyboard will activate another strip which contains the game status information and also allows you to change weapons.

Mouse Control

You may issue command sequences to the game through the mouse by positioning the hand cursor over an icon and pressing the left hand mouse button. The right button will activate a special weapons mode. When depressed Drak will assume a firing posture. Movement of the mouse with the button pressed will cause Drak to follow its direction whilst aiming with his weapon. Any press on the left button whilst the right is depressed will cause Drak's weapon to fire.

If the mouse pointer is moved into the game area of your screen it will now change shape to a direction cursor. Clicking the left hand button will cause a horizontal movement command to be issued and a vertical movement request to be logged dependent on which side of the hero the cursor is positioned .

Joystick Control (not recommended)

Plug any standard switch type joystick in to the socket next to the mouse socket. Movement of the joystick in a particular direction will issue the equivalent movement command in the same way as the direction icons. The fire button will fire Drak's weapon.

Keyboard Control

The following keys may be pressed at any time during play to issue commands.

<-			Move Left
->			Move Right
^			Move up at next opportunity.
v			Move down at next opportunity.
H	Or	F1	Halt
RETURN	Or	F2	Go Into at next opportunity.
J	Or	F3	Jump
S	Or	F4	Shoot
D	Or	F5	Defend
A	Or	F6	Action (depends on context)
<Space Bar>			Switch to alternate Strip
<Esc>			Pause
<Help>			Game Options

OBLITERATOR

VIRUS WARNING

YOU MUST POWER OFF YOUR
COMPUTER BEFORE LOADING THIS
SOFTWARE

READ ME!