

12
EXCITING
LEVELS

From the **UNDERGROUND** there came a machine **ENCIRCLED BY DEATH**; that **KILLS BUT CANNOT BE KILLED... THE ELIMINATOR!**

A **WAR MACHINE** whose **SOLITARY QUEST** is to **ERADICATE ALL FORMS OF LIFE** - travelling from planet to planet **OBLITERATING ALL IN ITS PATH!!** **ELIMINATOR - THE ULTIMATE IN FIRE POWER!!!**

ZZAP 64
89%



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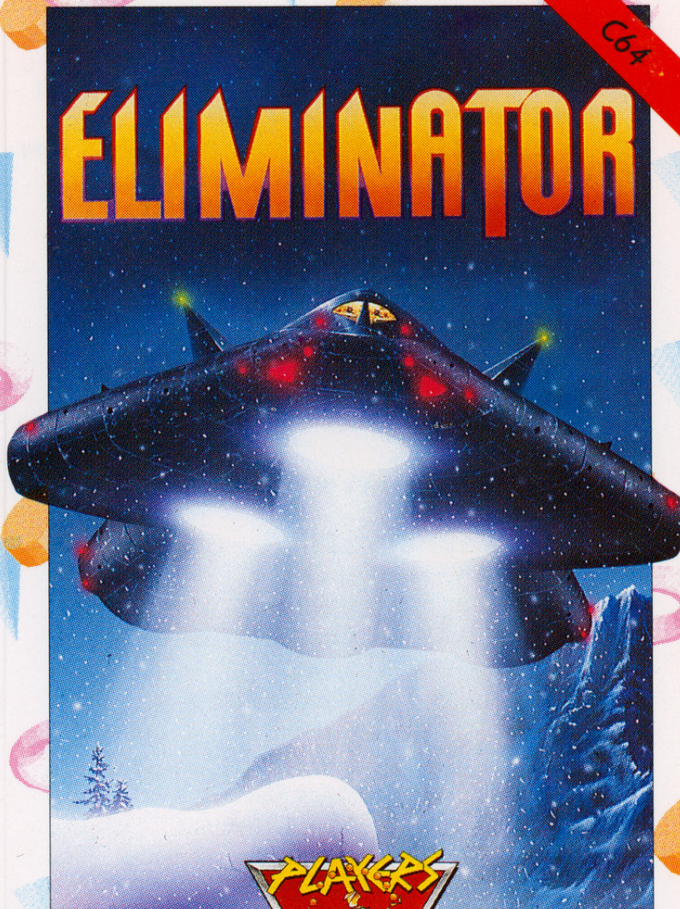


COLLECTOR'S
EDITION
1

ELIMINATOR



C64



NEW
RELEASE

C64

SUPER
SMOOTH
SCROLLING

Zip up your flying jacket leap into your **ULTRA FAST SUPER STREAMLINED ELIMINATOR**, and get ready to **RIP UP THE ROAD!!**

You must guide your ship down the highways of each planet at **BREAK-NECK SPEED**, avoiding the many **OBSTACLES**, and **DESTROYING ALL ALIEN OPPOSITION!** You start with just a single-fire weapon, and must collect **ADDITIONAL PODS** containing the **WEAPONS** and **AMMUNITION** necessary to **ELIMINATE FURTHER ALIENS!!**

You'll need **EXTRA QUICK REACTIONS** to successfully complete each level of this **SUPER SMOOTH 3D SCROLLING** game!!!

"..excellent 3D graphics and brilliant game play... it's really, really exhilarating!"

ZZAP 64 - 89%

FILLED
3D GRAPHICS

"PLAYERS - LEADING THE WAY!"

LOADING INSTRUCTIONS

Plug in a joystick, if you have one, and connect your Commodore to a cassette player. Place the cassette in the player and rewind it if necessary. Press the SHIFT and RUN/STOP keys simultaneously. Press the Play button on the cassette player. Wait a few minutes for the game to load.

DISPLAY LAYOUT

Down the left hand side of the screen are 6 icons which represent your current weapons. From top to bottom these are:

1. SINGLE-FIRE CANNON - your starting weapon
 2. DUAL-FIRE CANNON
 3. SIDE FIRE CANNON
 4. BOUNCING BOMBS
 5. DOUBLE-FIRE CANNON - uses ammo quickly
 6. TRIPLE-FIRE CANNON - uses ammo very quickly
- Only one weapon may be active at any time.

Down the right hand side of the screen are the following:

1. AMMO - you have a limited supply of ammo
2. SHIELDS - you lose shield energy when hit lose it completely and you are dead
3. LIVES - you start with 3 lives and gain an extra life for every 1000 points scored

The objects and creations that you will find along the track come in various forms:

1. ALIENS - These bounce around, hover, or home-in on you. They can usually be destroyed with a single shot.
2. WALLS - Stationary objects which cannot be destroyed.
3. TARGETS - Flashing beacons which must be shot in order to pass by

4. RAMPS - Sloping ramps which either lift you into the air for a few seconds or may even flip you onto the ceiling

5. WEAPON BONUSES - Collect these revolving pyramids for an extra weapon

6. AMMO BONUSES Collect these revolving cubes for extra ammunition.

You begin the game with three lives. If you make contact with an alien or 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

You may use either a joystick or the, non-redefinable, computer keys:

KEYBOARD	JOYSTICK	ACTION
O	←	Move Left
P	→	Move Right
Q	↑	Move up through weapon system
A	↓	Move down through weapon system
SPACE	FIRE	Fire Weapon
H		Pause Game
A		Abort Game (When in pause mode)
T		Tune on/off (When in pause mode)
SPACE		Restart (When in pause mode)

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.

CREDITS

Original Design:	John Phillips
Commodore Version:	Tim Rogers and Darren Stubbington
Graphics:	Hugh Binns
Music:	Maniacs Of Noise
Cover Illustration:	Tim White
Lettering:	Peter Austin
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