
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00699
94025
ELIMINATOR™
ZEN TECH
VICIOUS ARENA COMBAT
PSYGNOSIS

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AUTOMATED HINT-LINE

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.

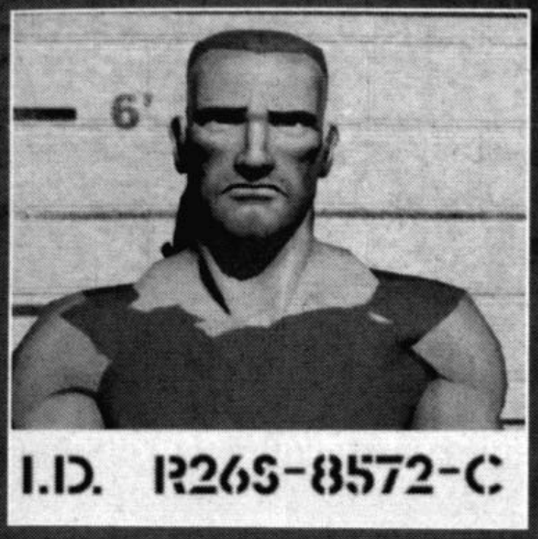
SETTING UP

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.

PRISONER OF WAR





excerpt taken from data-rec *L01 by 'internee R26S-8572-C' at shellaka military penitentiary under the supervision of warden Brenner 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 Digi-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.

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.

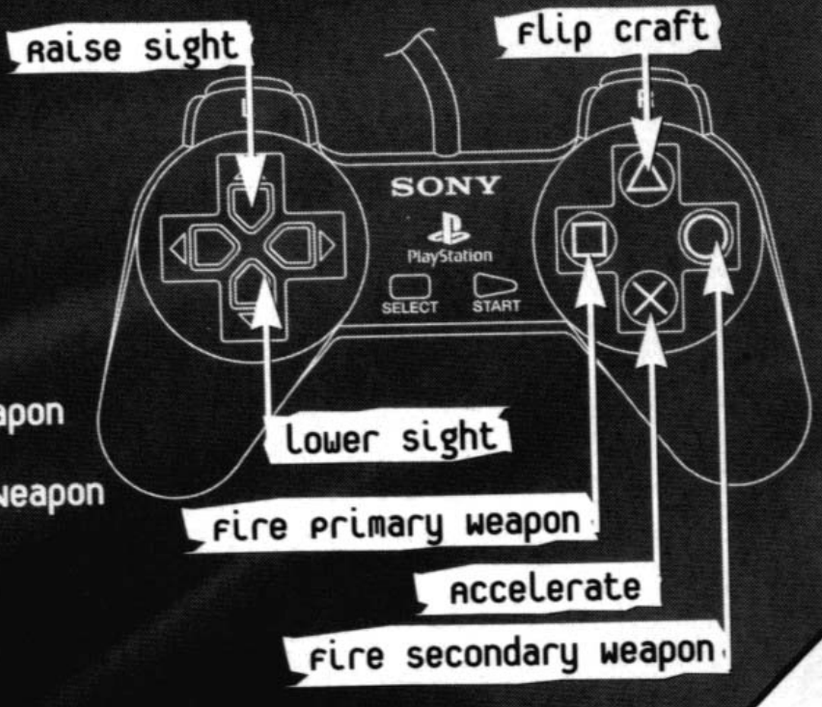
In respect to the memory of Warden Brenner, I recommend that the Internee should be disqualified from entering the divine ritual of Elimination. Execution by lethal injection would be quicker and more cost-effective."

CONTROLS

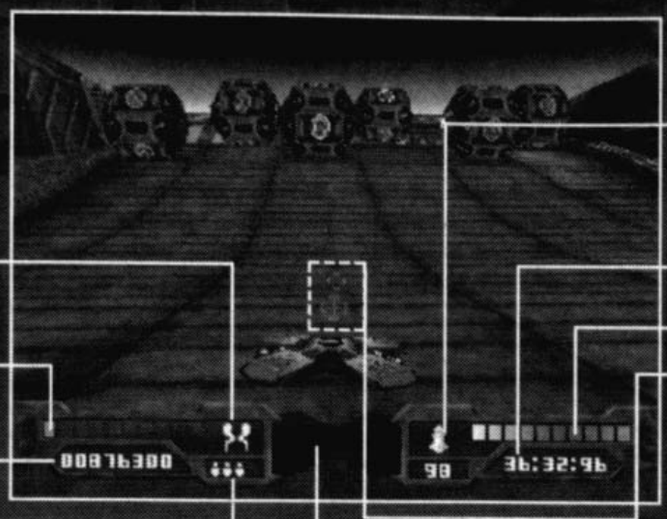
Listen up, Bud, cos not every jailbird gets the chance to enter Elimination, so consider yourself honoured. Most Internees rot away in hellish penitentiaries, but the show's casting director liked the look of your résumé, and now you're going live to millions of state viewers in every sector across the 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	Manoeuvre craft
SELECT Button	change camera
L1 Button	strafe Left
R1 Button	strafe right
L2 Button	cycle Primary Weapon
R2 Button	cycle secondary Weapon
L1 + R1 Buttons	Reverse



THE GAME SCREEN



1 current primary weapon
2 thrust
3 score
4 lives
5 current secondary weapon
6 time remaining
7 health
8 players' target
boss' energy (if applicable)

ELIMINATION

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

LANGUAGE SELECTION SCREEN

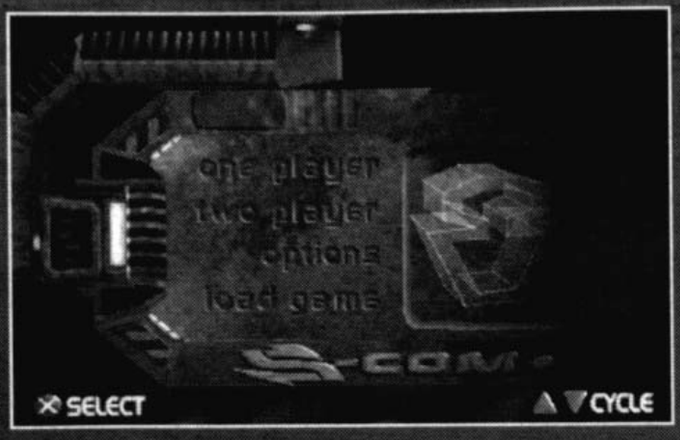


The language of eliminator is a universal language - death. everyone understands what that means. your choice here, bud, is in which mother tongue do you wish to meet your fate?

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

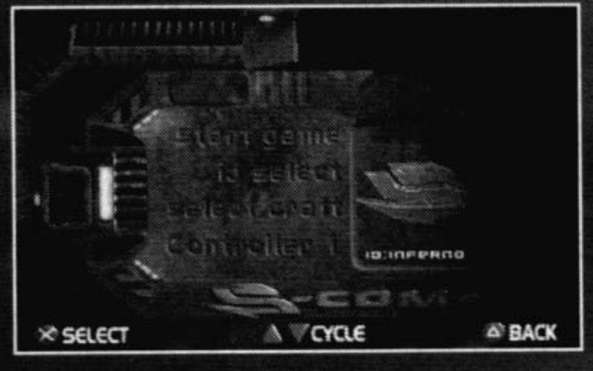
TITLE SCREEN

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!

ID 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).

CONTROLLER MENU

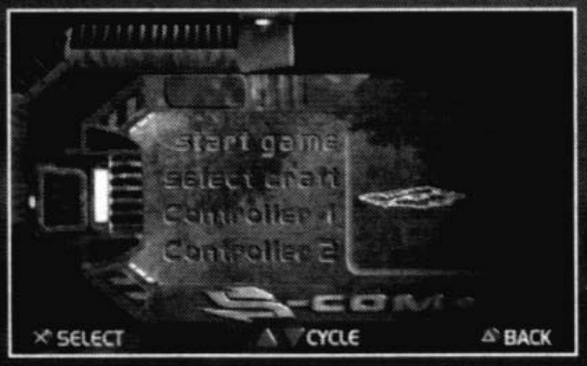
When using the Analog controller (DUAL SHOCK), use the left stick to move the craft. You will also experience the added sensation of the built-in vibration function. Experience the after-shock as Blockaders stop you in your tracks; feel the thud as you are bounced off the walls in close combat; endure 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.



TWO 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.

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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 1

see controller menu.

CONTROLLER 2

see controller menu.

OPTIONS MENU



Audio	(see Audio Menu)
Display	(see centre screen Menu)
Hi-scores	(see Hi-scores Menu)
credits	(see credits Menu)

AUDIO MENU

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.

ALTERNATIVE:

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!

HI-SCORES MENU

View the Hall of Fame to see just where you finished. Press the △ button to return to the options menu.

CREDITS MENU

View the game credits. Press the △ button to return to the options menu.

LOAD GAME MENU

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 I.D. of a previously saved game. Press the ⊗ 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 menu. Highlight "continue" and press the ⊗ button to launch the saved game.

IN-GAME MENU



During play, press the START button to access the In-Game Menu and pause the action:

CONTINUE

Press the ⊗ button to return to the game.

AUDIO

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

HUD POSITION

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

TARGETING

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.

RESTART

Use the up and down directional buttons to select YES or NO. Press the ⊗ button to confirm.

choose "NO" to return to the IN-GAME MENU.

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

QUIT GAME

PRESS THE ⊗ 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!!!

END GAME MENU

NOTE: TO EXIT ELIMINATOR 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 ⊗ 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.

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"

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



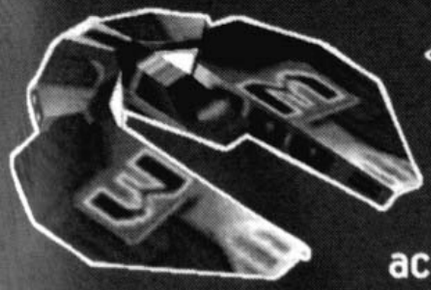
REDEEMER

A sleek fighting machine, bristling with weapons. The Redeemer's top speed was recorded at the Hulinio impasse of 2799. The oldest of the current battery of craft but still considered by some to be the best.



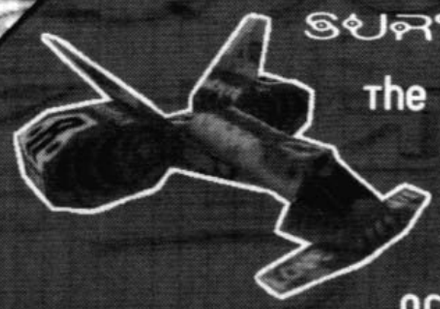
FREEDOM

The Freedom 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.



LIBERTY

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.



SURVIVOR

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.

ELIMINATOR ARENAS

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....

A Survivor's Guide to Eliminator

Timebomb Tips

Don'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.

Red 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.

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!

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.

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!

MUSIC CREDITS



AZIZ IBRAHIM

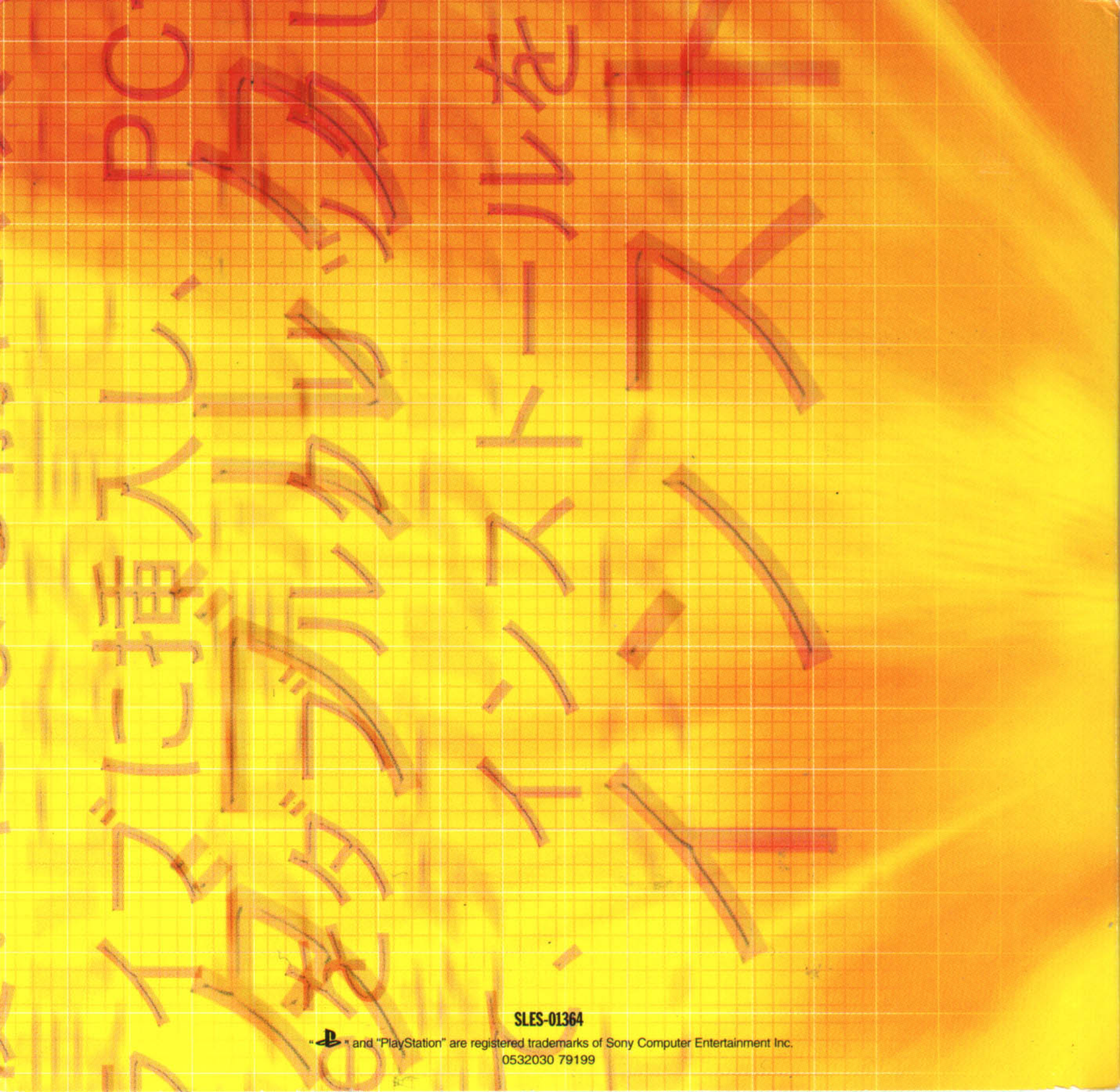
Groups such as simply Red and the stone Roses are notable inclusions to the list of musical luminaries that have credited Aziz Ibrahim as one of their number. The recently released album Unfinished Monkey Business has allowed Aziz to expose his writing talents in collaboration with Ian Brown, both former 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 Reed, 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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