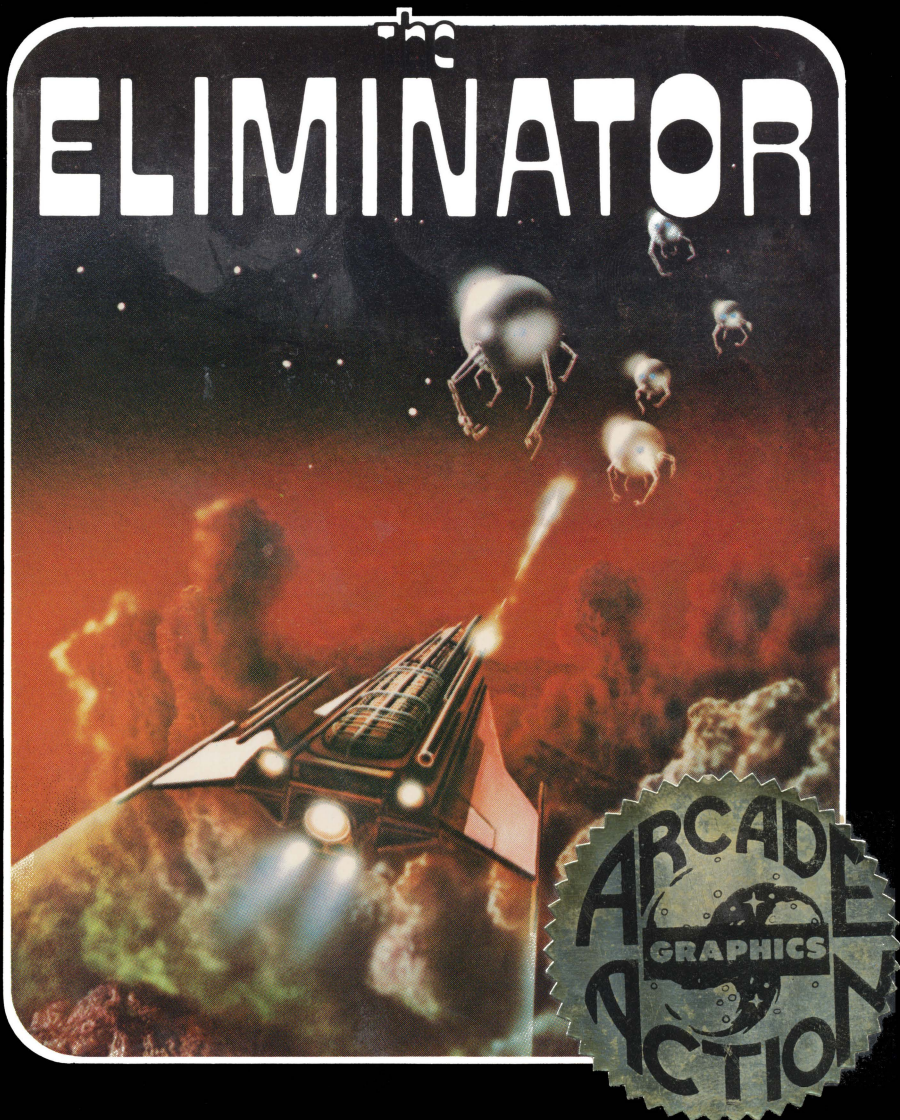


TRS-80 MODEL 1&3-32K  
1 DISK DRIVE REQUIRED

TRS-80 VERSION BY  
WAYNE WESTMORELAND  
& TERRY GILMAN  
APPLE VERSION BY  
JOHN ANDERSON

# the ELIMINATOR



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# THE ELIMINATOR

ALSO KNOWN AS "EXTERMINATOR"

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## THE ELIMINATOR (APPLE II Version)

by John Anderson

The Eliminator pits you against 15 separate waves of alien spacecraft — each of which is composed of additional types of attacking space vehicles. Your score is based on how many enemy craft you can destroy in a given time period. The duration of a particular level is controlled by a timer (the horizontal blue line at the screen's top) which increments a segment at a time until it reaches the far right side of the screen. At that point the game will pause and the next level will be numerically displayed.

At the game's beginning, you will be asked to press either **K** (Keyboard) or **P** (Paddles). (Joysticks may be used in place of paddles.) Select the appropriate letter. If you wish to begin at a difficulty level of 1, simply press any key to begin the game. Should you wish to play at a more difficult level, press the **SPACE BAR** the same number of times as the level you want up to level 6 (eg., press the space bar 6 times for level 6, and so on).

Located at the upper middle portion of your screen, there is an indicator which increments with each hit on your ship by alien missiles. If you should sustain 16 hits, your shields will collapse and your ship will be destroyed.

The following keys are used to manipulate your ship:

THRUST **A**

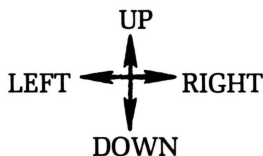
LASERS **D**

DOWN **↓**

UP **↑**

LEFT/RIGHT TOGGLE **S**

The **SPACE BAR** is used to level your ship when using the arrow keys to control vertical motion (keyboard mode only). If you are using paddles or joysticks, one button will control your lasers, and the other button will control your ship's thrust. The following joystick positions will control your ship's direction/thrust:



The further you push the stick to the left or right, the faster your ship will go.

## **LOADING INSTRUCTIONS**

### **THE ELIMINATOR FOR THE APPLE II — DISK**

1. Insert the Adventure International diskette into drive 1.
2. Boot the system by turning the system on. (The on switch can be found on the rear panel of the computer to the left.)
3. The program will now begin loading. Requires 48K & DOS3.3.

### **THE ELIMINATOR (TRS-80 Version)**

by Wayne Westmoreland & Terry Gilman

Welcome to the world of THE ELIMINATOR! You are the pilot of the The Eliminator, an extremely fast combat-class starcraft. Your mission is to prevent the capturing of the 10 energizers (which rest atop the gantry towers scattered across the planetscape) by alien forces which are materializing from hyperspace. The aliens appear in waves, and upon the destruction of each wave, you will be given bonus points for each remaining energizer. An additional wave will appear to do battle for the remaining energizers, ad infinitum, until all of your The Eliminator craft are destroyed or energizers captured.

There are several different types of alien craft, each with its own special point value.

DISRUPTOIDS	150
DRONES	250
TDU's	1000
TRACERS	150

In addition to point values for hits on alien craft, points can be accrued for energizers' manipulation after being picked up by a disruptoid. Destroying a disruptoid without damaging a captured energizer will be worth 250 additional points. The energizer will free-fall safely back onto its gantry pad provided that it falls no further than half the screen distance. Intercepting a free-falling energizer is worth 500 points. To accomplish this, you'll have to maneuver your ship into physical contact with the energizer. Safely replacing it back onto its pad will add an additional 500 points. Should a disruptoid hoist an energizer to the screen's top, it will become excited and much more difficult to destroy.

Upon the capturing of all ten of your energizers, the planet disintegrates and you will have to battle the alien forces in open space.

Besides the use of plasma bursts, you have the options of escaping into hyperspace momentarily, or using your disruptor charges. You are allotted 3 disruptor charges per game, each of which (upon detonation) will destroy all alien ships in the immediate area.

At the screen's top is your wide-screen monitor. This expands your view to either side of the immediate screen area, allowing you to monitor approaching enemy craft.

Disruptoids are offensive in nature and will hover about the energizers until a pick-up attempt can be made. Drones are the zig-zaggers and although they do not possess aggressive weaponry, they will discharge aerial mines which are deadly if touched by your ship. TDU's, or Tracer Dispersal Units, are harmless until touched, whereupon they release 5 small Tracer craft which will destroy your ship upon contact.

To abort the game, press and hold **SHIFT** and **BREAK** simultaneously until the opening display appears. To freeze the display, press **S** and **SHIFT** at the same time. Touching **ENTER** will resume the game.

Your ship's direction, thrust, and offensive/defensive functions are controlled with the following keys:

FORWARD  
UP



REVERSE  
DOWN



PLASMA BURSTS **SPACE BAR**

HYPERSPACE **CLEAR**

DISRUPTOR CHARGE **ENTER**

# LOADING INSTRUCTIONS

## THE ELIMINATOR FOR THE TRS-80 MODELS I AND III - TAPE

1. Turn on your TRS-80.
2. Put The Eliminator tape in the player and rewind it. Model III only: Press **L** for low baud rate tape loading when requested.
3. Set volume control at 4-5.
4. Type **SYSTEM**.
5. Press **E**.
6. The Eliminator should now load with a blinking "\*" in the upper right corner of the video screen. If a "C" appears or the "\*" does not appear, rewind the tape, turn up the tape player volume a bit, and repeat steps 2-5.
7. When \*? appears at the bottom of the screen, press **/**.

## THE ELIMINATOR FOR THE TRS-80 MODELS I AND III — DISK

Insert your diskette into drive 0 and press the reset button.

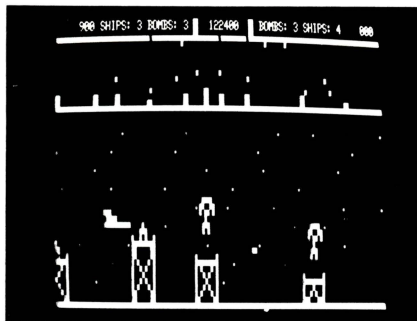


# ai Adventure

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SCREEN - TRS-80 VERSION



SCREEN - APPLE VERSION

## ELIMINATOR

### PROGRAM PARAMETERS

LANGUAGE ..... Machine  
 NUMBER OF PLAYERS (min/max) .... 1/2  
 AVERAGE COMPLETION TIME .. 10 Min.  
 SUGGESTED AGE GROUP ... 10 to Adult  
 RECOMMENDED FOR NOVICE? .... Yes  
 CLASSIFICATION: .... Game Simulation  
 SOUND? ..... Yes  
 GAME SAVE FEATURE? ..... No  
 MULTIPLE SKILL LEVELS? ..... No  
 GRAPHICS ORIENTED? ..... Yes  
 REAL TIME? ..... Yes  
 SPECIAL EQUIPMENT: ..... None

1981 COVER ART BY DON DIXON  
 REPRESENTED BY CREATIVE ASSOCIATES  
 CANYON COUNTRY, CA  
 LOGOS AND OTHER ART WORK BY  
 AD VENTURE PRINTING & GRAPHICS  
 LONGWOOD, FLORIDA

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TRS-80 Version by  
 Wayne Westmoreland & Terry Gilman  
 Apple Version by John Anderson

### TRS-80 Version:

Let's face it — the true measure of a program's worth is simply **how much people enjoy playing it**. Here at Adventure International, **ELIMINATOR** is a hands-down favorite! Wayne Westmoreland and Terry Gilman, the creative team that brought you **ARMORED PATROL**, have pulled out all stops to bring you a game of skill, action, and derring-do that will cause your micro to crackle with excitement! Your mission is to prevent the marauding alien hordes from recovering your energizers from the planet's surface — and we'll tell you now that it isn't easy! There are several types of alien ships — each with its own deadly method of firepower — and their sole mission is your rapid destruction! Realistic sounds, running high score, 2 player option — it's all here — it's all incredible! The ultimate in arcade action!!!

### Apple Version:

High resolution full color graphics & sound effects make this incredible game even better. Defensive shields, complete movement controls, killer marauders, full joystick or keyboard controls and much much more. This has got to be the hottest realtime game for your Apple that you've seen in a long while!