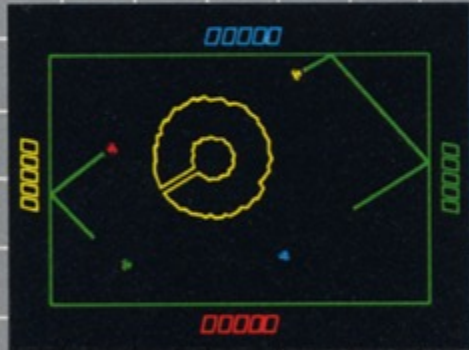


# FOUR PLAYER PROFITS

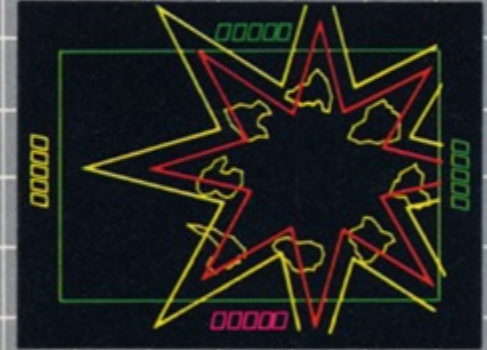
**ELIMINATOR™**



One to four players battle individually or in teams to defeat the threatening forces of Eliminator.



Devastating energy bolts can be fired to "push" opposing players into the Eliminator Base.



Precisely placed shot down the tunnel explodes the Eliminator Base in an awesome display of color and sound.

**I**ntroducing the first simultaneous 4-player game with color X-Y excitement:

Eliminator™ is doing-in the video game competition again. Now this popular, proven earner challenges up to four players at the same time. More players for more collections. More advanced ColorBeam™ excitement to

keep them playing longer, to keep them coming back.

Whether it's one player against the computer, partners vs. partners, or every man for himself, the competition is contagious. The energized Eliminator Base is fatal to the touch. Constantly emerging Eliminators with blazing

fireballs are deadly. Opposing players add still more challenge and strategy. It's a space-age extravaganza of attack and avoid, of color and sound that sets the record for repeat play.

For more information on the latest in video games excitement contact your authorized SEGA/Gremlin distributor today.



**SEGA® / Gremlin®**

# FOUR-WAY FUN

**ELIMINATOR™**

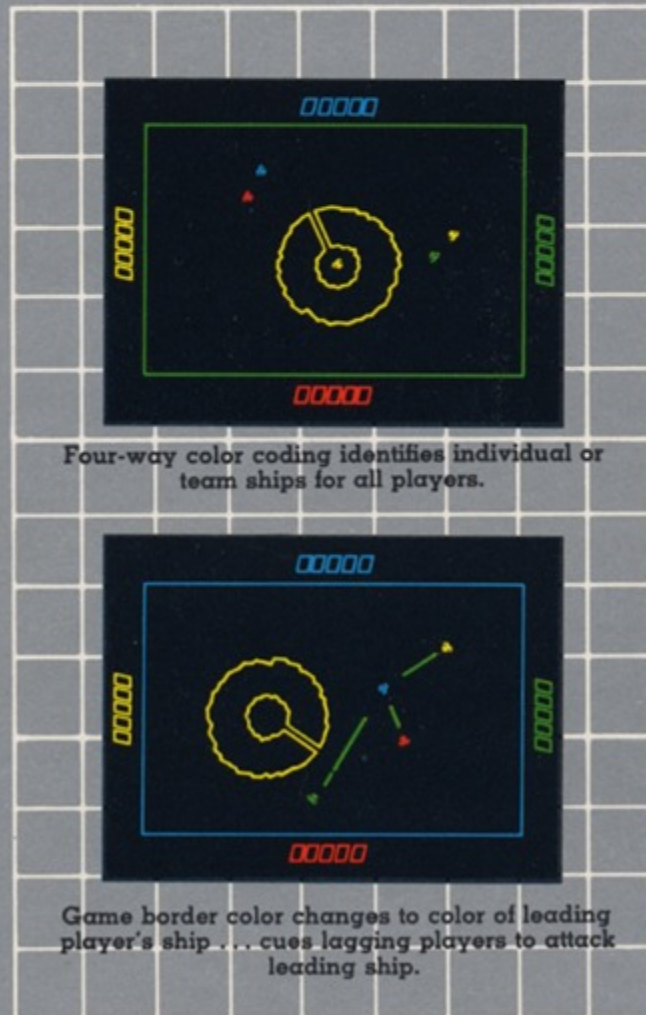
## More Players.

Multiple playing modes give the players options, keep the competition stiff, and the earnings coming. 1) one player against the computer, 2) two players against each other and the Eliminator adversary or as a team against Eliminator, 3) three players teaming up or going individually and 4) four players playing as partners or each on his own—but always against the Eliminator.

Regardless of the mode selected with two or more players, the last remaining player gets to take-on the wily Eliminator computer in a grand finale fight to the finish.

## More Action.

The Eliminator Base floats at random, vulnerable only through a narrow tunnel to its core. Players' ships explode on contact with it or if they collide with the Eliminator craft or are hit by deadly fireballs fired by this tenacious pursuer. It's border-to-border excitement as players fire powerful energy bolts to "push" other players and Eliminator ships into the fatal Base, and at the same time try to gain position to blast the Base through its tunnel. Action from



Four-way color coding identifies individual or team ships for all players.

Game border color changes to color of leading player's ship... cues lagging players to attack leading ship.

every direction, points and more points to be scored.

## More Strategy.

Energy bolt power can be built up with a conservative firing plan. Rapid firing speeds up the action, but strategic energy management is the key to success. Should you avoid or attack? Indirect shots or fire head-on? It is a thrilling game of wit and skill that gets progressively more difficult with each round.

## More Repeat Plays.

The players and team combinations are many, and so will be the repeat plays. As single and partner players score and win, they'll stimulate challenge in still more players. Innovative fast action, realistic sounds, and vivid ColorBeam™ display all combine to make 4-player Eliminator the one video game to have on your side.

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SEGA ENTERPRISES, INC., One Century Plaza, 2029 Century Park East, Suite 2920, Los Angeles, CA 90067, TLX: 688433.



Dimensions:  
40" high, 33¼" wide, 40¾" deep.  
Weight: 350 lbs.

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