

TWO PLAYER TIPS

**ELIMINATOR**™

The word 'ELIMINATOR' is written in a bold, italicized, orange-red font. A bright yellow lightning bolt strikes the letter 'I', creating a starburst effect. The background is dark blue with a grid of small, light blue plus signs.

# DUAL PLAYER MODE & SECONDARY OBJECTIVES.

## Eliminator.

Once the ELIMINATOR has left its base and is unshielded, it pursues player ships and launches fireballs. The ELIMINATOR always pursues the nearest player ship. The player ship moves slightly faster than the ELIMINATOR making high-speed getaways possible.

## Energy Bolts.

Ships can be forced off course and into the ELIMINATOR Base with energy bolts. When a player ship is hit by an energy bolt, it gets a "push" in the direction of the energy bolt. The targeted ship is diverted by the hit but the hit player does not lose complete control.

The ELIMINATOR is controlled by the computer which responds like a player, and may be forced to crash into the ELIMINATOR Base.

**Note:** Player ships are



Eliminator  
in pursuit of  
player ship.



Bounce opponent  
into base and  
eliminate him.

destroyed by colliding with the ELIMINATOR, but are NOT destroyed by colliding with each other.

## Fighters.

Fighters do not appear in the two player mode until one player is eliminated, the surviving player is permitted to continue the game in the single player mode.

## Secondary Objectives.

Eliminate your opponent by causing his inventory of ships to be depleted. Do this by maneuvering your opponent's ship between

your ship and the Base and using your energy bolts to force him to crash into the Base.

## Divert the ELIMINATOR.

Fly your ship on a course that will make your opponent the closer target for the ELIMINATOR. Or deflect the ELIMINATOR towards the other player. Co-operate with the other player to force the ELIMINATOR into the ELIMINATOR Base. By co-operative play, you may be able to extend the time of the game.

SEGA / Gremlin