

The entire Federation Star Fleet had been destroyed by a single Alien Spaceship - but what a Spaceship!

For centuries the Federation had been the most powerful force in the galaxy. Ever expanding outward, colonising new worlds and absorbing old alien cultures. More than a thousand worlds knew and enjoyed Federation law and order. But all this was not without cost. Expansion inwards towards the galactic core revealed many old alien civilizations some of which were both unwilling to join the Federation and technologically superior.

Federation attempts to coerce these Aliens into joining them had made many enemies.

Now these enemies have banded together to construct a seemingly indestructible craft - and they are hell bent on revenge.

Enormous in size and apparently invulnerable this craft is heading straight into the centre of Federation Space. Its apparent mission - the destruction of the Federation homeworld - Earth.

The Star fleet never stood a chance. The alien ships anti-matter screens deflected everything they threw at it with scornful ease, and then it simply removed the fleet from existence with its main weapons. The technology is awesome.

The Elders plan is simple. There exists a prototype matter transporter, the latest thing in interstellar travel. It has two problems - no living creature has yet used it and the immense power needed to transport an object as complex as a human being. There is though, enough power to put one person aboard the alien ship and the Elders have given you the 'honour'.

And how about this for a mission - the Elders only want you to disable the Plasma drive engines - bring down its battle shields and disable the main weapons system. That should give the Federations few remaining strike craft a chance to destroy the cruiser - but that's just for starters.

The Federation also need information on the alien ship. Any alien computer datapacks must be recovered - the information they contain is vital. Which means they expect you to somehow survive and escape before they destroy the ship.

* * * * *

Now the mission begins.

Luckily it worked - your body was broken down into elemental parts, then beamed aboard the alien craft out in deep space where it had been re-assembled - not a pleasant experience.

IS THIS THE LAST MISSION FOR THE LAST OBLITERATOR?

Your personal communicator bleeps. A summons.

The Federation Council of Elders want you. And they want you now.

No time to pack - a Nuclonic inter-stellar shuttle is on its way to collect you - the last time this happened it took them three months to put your body back together again.

You shudder - the adrenalin is pumping. You're tough, you're mean, and you're ready for action - but what's in store?

Something big is about to break - the star fleet was on alert for days - then one morning it was gone, the whole fleet and no one knows where.

The top brass have been running around with stark terror on their faces - no one knows why.

And now they are going to tell you - the last of the Obliterators.

Why? During the last war you and the unit you commanded were heroes - wherever the fighting was hottest and bloodiest who did they send? - the Obliterators of course, the most highly trained elite fighting force ever assembled; each one recruited

PLAYING INSTRUCTIONS

Welcome to the world of Obliterator.

Within the Alien space craft you control our hero 'Drak'. Once the game has started you will materialise somewhere in the rear of the alien space craft and in order to complete the game **you must** perform the following tasks in any desired order:



You must find and remove this component to disable the plasma drive engines.



You must find and remove this component to disable the battle shields.



You must find and remove this component to disable the main weapons system.



You must find and remove this computer datapack.



You must find this component and place it correctly in the shuttle to activate its systems and escape.

Whilst completing these tasks you will be confronted by various creatures and contraptions which you must destroy to earn points. Once all five tasks have been completed the score will count down (the border colour will now be slightly blue) until it reaches zero at which point the federation fighters will attack. If you have not reached and activated the shuttle before this happens you will be destroyed. If you are successful your score is your remaining points.

AMIGA LOADING INSTRUCTIONS

HOW TO LOAD OBLITERATOR ON THE AMIGA-

In order to play OBLITERATOR you require an Amiga with at least 512K of RAM and a colour monitor or television. OBLITERATOR works on the A500, A1000, A2000 and with the 68010 and 68020 microprocessors.

To load OBLITERATOR do the following:

- 1] Set up your Amiga in the usual fashion. If this presents difficulties please refer to the 'Introduction to the Amiga' manual, Chapter 2 'Setting up the Amiga'.
- 2] Switch on your monitor or television and then your Amiga.
- 3] If the display prompts for a Kickstart disk insert one into the internal drive as usual.
- 4] When the display prompts for a Workbench Disk insert the OBLITERATOR disk into the internal drive.
- 5] OBLITERATOR will now start up automatically.
- 6] If the OBLITERATOR title screen (box cover illustration) has not appeared within 45 seconds there may be a problem with either the program disk or your Amiga system. Check that your system is connected together properly and that the above sequence of instructions has been followed correctly. If you are sure that your computer is functioning (other software works correctly) and loading difficulties are still being experienced then take the disk only back to the place of purchase for replacement.
- 7] Once OBLITERATOR has completed loading pressing any key on the keyboard or either mouse button will allow you to become the Obliterator.

THE OBLITERATOR DISK MUST BE LEFT IN THE INTERNAL DRIVE AT ALL TIMES DURING GAME PLAY

WEAPONS

During gameplay weapons may be discovered which may be used in exactly the same manner as the pistol.



This is the pistol. You always have this weapon. Its projectiles are slow and fairly ineffective.



This is ammunition for the pistol. Picking it up adds 15 projectiles to your store to a maximum of 50.



This is the rifle. Its projectiles are fast and powerful but do not penetrate many metals.



This is ammunition for the rifle. Picking it up adds 10 projectiles to your store to a maximum of 25.



This is the blaster. Although its projectiles are slow it will destroy anything.



This is ammunition for the blaster. Picking it up adds 5 projectiles to your store to a maximum of 10.

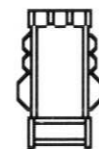


This is the bazooka. This is the only weapon capable of penetrating any material.



This is ammunition for the bazooka. Picking it up adds 2 projectiles to your store to a maximum of 3.

PERSONAL SHIELD



Drak is equipped with a personal energy shield which protects him from most alien weapons but which degenerates whilst in use. Shield-Regenerators may be found at various points throughout the alien craft. To activate simply walk into them as you would a doorway. Drak's personal energy shield will be repaired.

COPYRIGHT NOTICE

This software product including all screen images concepts audio effects musical material and program code is marketed by Psygnosis Limited who own all rights therein including copyrights. Such marketing of this product gives only the lawful possessor at any time the right to use this program limited to being read from its medium as marketed into the memory of and expected by the computer system to which this product is specifically adapted. Any other use or continuation of use including copying duplicating selling hiring renting lending or otherwise distributing transmitting or transferring this product in contravention of these conditions is in breach of Psygnosis Limited's rights unless specifically authorized in writing by Psygnosis Limited.

The product **OBLITERATOR** its program code manuals and all associated product materials are the copyright of Psygnosis Limited who reserve all rights therein. These documents program code and other items may not in whole or part be copied reproduced hired rented lent or transmitted in any way nor translated or reduced to any electronic medium or machine readable form without prior consent in writing from Psygnosis Limited.

Psygnosis® and associated logos are registered trademarks of Psygnosis Ltd.

OBLITERATOR™ and associated logo is a trademark of Psygnosis Ltd.

The **OBLITERATOR™** cover illustration and poster Copyright © 1987 by Psygnosis Ltd./Roger Dean.

ST®, 520ST®, 1040ST®, Atari® and TOS® are registered trademarks of Atari Corp. Amiga™, AmigaDOS™, and Kickstart™ are trademarks of Commodore-Amiga Inc

PSYGNOSIS LTD.

1st Floor, Port of Liverpool Building,
Pier Head,
Liverpool
Merseyside
United Kingdom
L3 1BY

Tel: [051] 236 7757

**COPYRIGHT© 1988 by PSYGNOSIS Ltd.
ALL RIGHTS RESERVED**

Keyboard Control

The following keys may be pressed at any time during play to issue commands.

<-			Move Left
->			Move Right
^			Move up at next opportunity.
v			Move down at next opportunity.
H	Or	F1	Halt
RETURN	Or	F2	Go Into at next opportunity.
J	Or	F3	Jump
S	Or	F4	Shoot
D	Or	F5	Defend
A	Or	F6	Action (depends on context)
<Space Bar>			Switch to alternate Strip
<Esc>			Pause
<Help>			Game Options