PSYGNOSIS

OBLITERATOR

VIRUS WARNING
YOU MUST POWER OFF YOUR
COMPUTER BEFORE LOADING THIS
SOFTWARE

READ ME !

GAME CONTROL

The Game may be controlled from the keyboard, by the mouse or by a joystick in any combination although fine control of weapons firing requires the mouse.

Whilst you are playing Obliterator you will see a strip of icons at the the bottom of the screen. Pressing the space bar on the keyboard will activate another strip which contains the game status information and also allows you to change weapons.

Mouse Control

You may issue command sequences to the game through the mouse by positioning the hand cursor over an icon and pressing the left hand mouse button. The right button will activate a special weapons mode. When depressed Drak will assume a firing posture. Movement of the mouse with the button pressed will cause Drak to follow its direction whilst aiming with his weapon. Any press on the left button whilst the right is depressed will cause Drak's weapon to fire.

If the mouse pointer is moved into the game area of your screen it will now change shape to a direction cursor. Clicking the left hand button will cause a horizontal movement command to be issued and a vertical movement request to be logged dependent on which side of the hero the cursor is positioned .

Joystick Control (not recommended)

Plug any standard switch type joystick in to the socket next to the mouse socket. Movement of the joystick in a particular direction will issue the equivalent movement command in the same way as the direction icons. The fire button will fire Drak's weapon.

Obliterator the Game

You are Drak the last of the Obliterators, the ultimate warrior.

The Earth is under attack by an alien warship of awesome power.

Your mission; to enter the sinister alien battle cruiser and armed with whatever this habitat can provide, you must cripple the alien vessel thus allowing its destruction.

What awaits? What technological perils and strange diabolic adversaries will try to thwart you in your mission?

The Earth lies exposed. You are its last defence!

Obliterator the Software
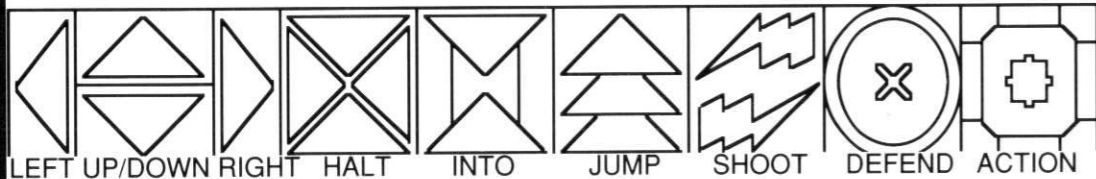
Program design and coding by David H. Lawson.

Animation and Graphics by Garvan Corbett.
Title/Success/Failure graphics and animation by Jim Bowers.

Obliterator picture and logo by Roger Dean.

CONTROL ICONS

LEFT UP/DOWN RIGHT HALT INTO JUMP SHOOT DEFEND ACTION

LEFT	Move left if facing left or else turn to face left.
UP	Move up at the next available opportunity.
DOWN	Move down at the next available opportunity.
RIGHT	Move right if facing right or else turn to face right.
HALT	Halt all movement.
INTO	Walk into the next doorway or Shield regenerator.
SHOOT	Stop and fire weapon.
DEFEND	Take a defensive action.
ACTION	Pick up an object / remove a component / insert a component.

PISTOL   BLASTER   ENGINE   SHUTTLE   PERSONAL SHIELD
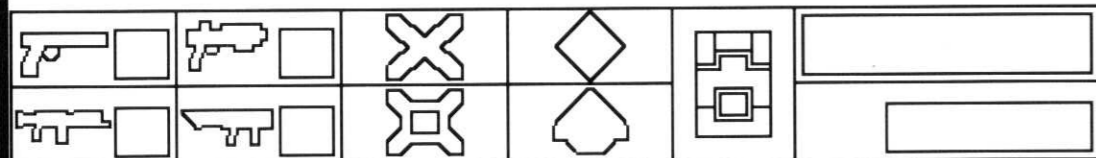
RIFLE   BAZOOKA SHIELDS   WEAPONS DATAPACK   SCORE

PISTOL	Click here to use the pistol. The numerals are the ammunition left
RIFLE	Click here to use the rifle. The numerals are the ammunition left
BLASTER	Click here to use the Blaster. The numerals are the ammunition left
BAZOOKA	Click here to use the Bazooka. The numerals are the ammunition left
ENGINE	Appears when you are in possession of the engine component.
SHIELDS	Appears when you are in possession of the shields component.
WEAPONS	Appears when you are in possession of the weapons component.
SHUTTLE	Appears when you are in possession of the shuttle component.
DATAPACK	Appears when you are in possession of the computer datapack.
SHIELD	A red bar which decreases as your personal shield fails.
SCORE	Your current score.

ATARI ST LOADING INSTRUCTIONS

HOW TO LOAD OBLITERATOR ON THE ATARI ST.-

In order to play OBLITERATOR you require an ST. with at least 512K of RAM and a colour monitor or television.

To load OBLITERATOR you do the following:

1] Set up your ST in the usual fashion. If this presents difficulties please refer to the section in your ST Owners Manual titled 'Hooking up your system'.

2] Insert OBLITERATOR 'Disk A' into your disk drive.

3] Switch on your monitor or television and then your ST.

4] OBLITERATOR will now start up automatically.

5] 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 ST 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 disks only back to the place of purchase for replacement.

6] When 'Disk A' has completed loading the title sequence will commence. When the screen prompt appears insert 'Disk B'. Once you have inserted 'Disk B' loading will continue automatically.

7] Once OBLITERATOR has completed loading pressing any key on the keyboard or either mouse button will allow you to become the Obliterator.

'DISK B' MUST BE LEFT IN THE DISK DRIVE AT ALL TIMES DURING GAME PLAY.

But everything seems to be in the right place, and in working order.

The environment is strange but the atmosphere breathable. All seems menacing.

From the limited intelligence the Federation scanners were able to pick up, you know that this craft is crewed by a mixture of androids, robots and the worst kind of bad guy aliens you could hope to meet. With luck you should be able to disable equipment and machinery by removing vital components.

But your first priority must be survival - you were only able to bring a limited arsenal with you - to stay alive you'll have to live by your wits - steal what weapons and ammunition you can - learn as you go and kill. You must kill every alien you come across and create as much havoc and confusion as possible - and, once you've completed your objectives the Elders expect you to escape with the information they so desperately need - nothing must stop you, nothing must get in your way, the mission is all important.

Only one thing can save the Federation now - you.........

The last Obliterator.

at birth from amongst the population of billions in Federation space; each one intensively trained and educated from childhood, each one with a genetically enhanced body to speed up reflexes, enhance the senses and increase strength and agility.

Always the Obliterator mission was suicidal, always a last attempt to rescue impossible situations against impossible odds. And always - incredibly - you survived.

But the Clone Wars were eight years ago, and since then the Obliterators have only been called upon to undertake the occasional suicide mission - but you always came back and that's why you're the only Obliterator left. And that's why they want you.

*   *   *   *   *   *

The briefing is over and you have your orders. Its hard to believe that the summons came less than four hours ago - now you're three million parsecs away, about to enter into the most dangerous situation of your life - and you're alone.

With all else failed the Elders had to call on you - and what they told you was beyond belief.