



RAINBIRD

Made in the UK

G10600

VERMINATOR

PLAYGUIDE

VERMINATOR

The tree world of Dendra has been invaded by vermin, and it's your job to destroy them! Armed with various weapons and other useful objects, you must wipe out this infestation before they completely overrun the tree.

On loading the game (see keyguide for details), you will first see the game option screen. Four game icons are presented in the lower half of the screen from left to right:

REDEFINE KEYS PLAY GAME CREDITS RESTORE
SAVE GAME

Redefine keys

Selecting this icon gives you the option to redefine the keyboard controls if you don't have a joystick. Simply follow the on screen prompts.

Play game

Selecting this icon will take you into the game. Game disc 2 should be left in drive A at all times whilst playing VERMINATOR, unless you are asked to remove it whilst saving or restoring a save game position.

Credits

Selecting this icon will display the game credits, i.e who programmed and designed the game, who created the graphics and music.

Restore save game

If you have saved a game position on a formatted disc then you should select this icon to load in the save game file so that you can continue playing.

PLAYING VERMINATOR

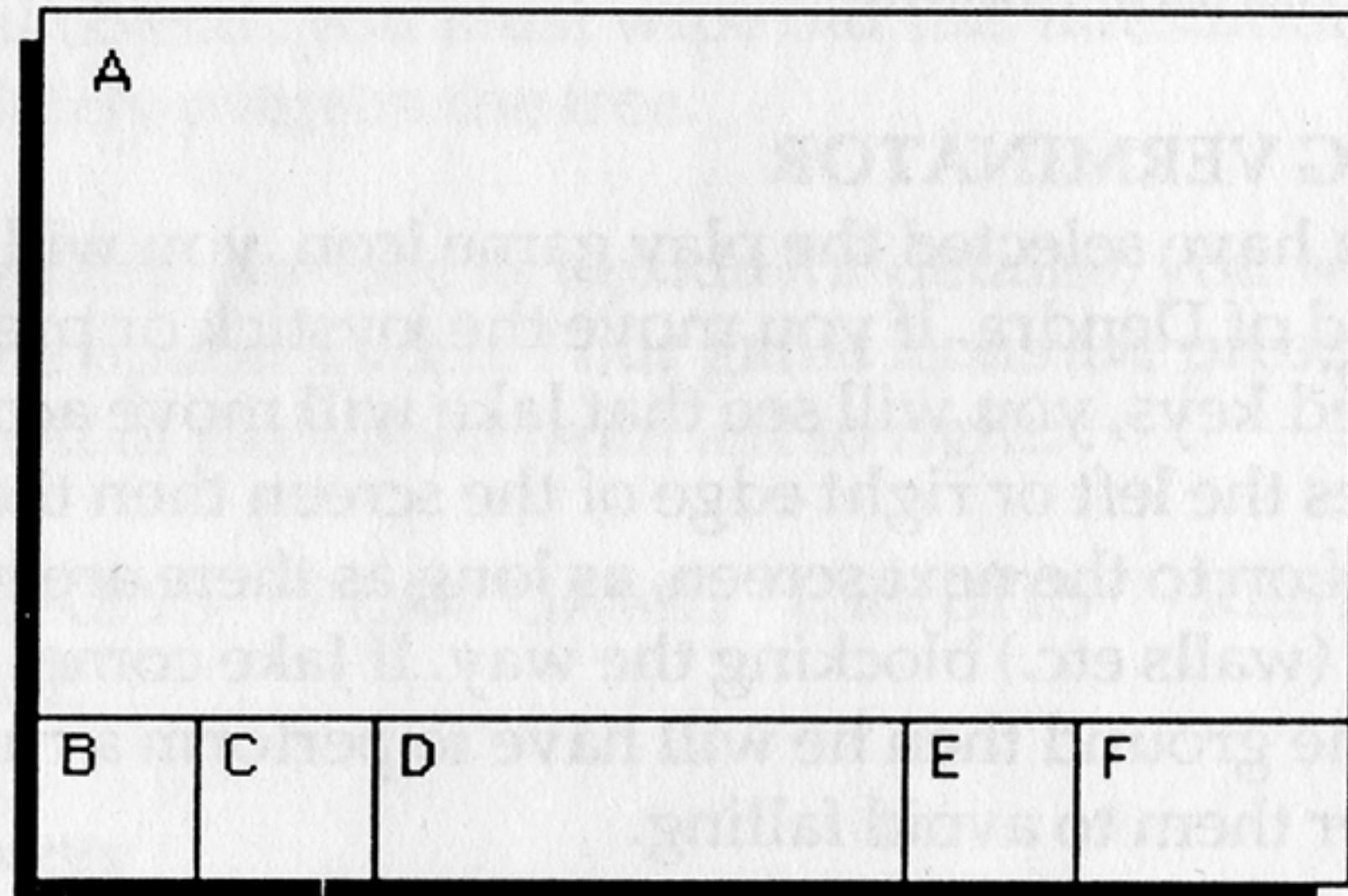
Once you have selected the play game icon, you will enter the tree world of Dendra. If you move the joystick or press the designated keys, you will see that Jake will move accordingly. If he reaches the left or right edge of the screen then the game will scroll on to the next screen, as long as there are no obstacles (walls etc.) blocking the way. If Jake comes across any gaps in the ground then he will have to perform a running jump over them to avoid falling.

Jake can also move between the districts by climbing up and down ladders as well as using the teleport booths. (Teleports are described later in this guide). To use a ladder, position Jake by the rungs and push up or down to climb.

The main aim of the game is to destroy as many vermin as possible and so collect the bounty and become very rich along the way. To assess your progress, the game is split into weeks and at the end of each week you are given a run down on your performance. There will be added bonuses and mail to read and you will also be able to save your game position before starting the next week. You might also be informed of special missions that need doing if you are lucky enough to be chosen. Please refer to End of week section for further details.

SCREEN LAYOUT

Below the main game window you will notice a number of other windows.



A Main game window

C Inventory

E Health

B Sand glass

D Scanner

F Money bag

A: Main game window

This is where the game is played.

B: Sand glass

This indicates how much of the week has passed by. The sand starts at the top of the glass and eventually will fill up the lower half. When this occurs the current week will end and you will go into the end of week sequence.

C: Inventory

This shows which objects you currently possess. You can carry a maximum of four items at any one time. The currently selected item is indicated by a square bracket surrounding it. Please refer to the keyguide to see which keys select the items.

D: Scanner

This device shows nearly all of the vermin that are within range. You are the central dot and different types of vermin will show up as differently coloured dots on the display.

E: Health

The heart indicates how healthy you are. It will start to crack up under contact from the dangerous vermin or poisonous mushrooms.

F: Money bag

There are three figures in this window. The first figure indicates how much money you have with you. The second figure shows how much money you owe to the bank (if the figure is red) or how much money you have in the bank (if the figure is light blue). The last figure is how much money you owe to the mob!

GAME FEATURES

Throughout all of the districts in Dendra, you will come across a number of sign posts. These point the way to the various shops and banks in the game. There is also a casino near the top of the tree where money can be gambled.

Shops

Shops will sell weapons and other useful items to you if you can afford them. To enter a shop, stand outside the door and pull down on the joystick/keyboard.

Once inside, guide the coin around the screen. To select an item, simply place the coin over the item and select fire. The price will appear on the cash register. If you then want to buy the item, place the coin over the shop keeper and select fire to confirm the purchase. If you don't want to buy the item or cannot afford it, select another item or place the coin over the exit and fire to leave the shop.

At the opposite end of the counter to the shop keeper you will see a flashing second hand item box. You can sell an object in your inventory back to the shop for half the retail price. Select the item you want to sell and place the coin over the flashing box and select fire.

All money from transactions are automatically added or subtracted from your money bag total.

Banks

Enter a bank by pulling down on the joystick/keyboard outside the door. Inside you will see three separate counters from left to right.

OBTAIN LOAN WITHDRAW MONEY PAY IN MONEY

Obtain loan

The old bank clerk will only lend you money if you do not owe

the bank any money already. Place the cursor over the clerk and select fire. The amount of money you are allowed to borrow will depend on the amount of money you already have in your account.

(YOU START THE GAME WITH A 1000 LOAN FROM THE BANK)

Withdraw money

If you have a positive amount of money in your account then you can withdraw some or all of it. Place the coin over the clerk and select fire. Select fire again to stop withdrawing.

Pay in money

Place the coin over the clerk and select fire to pay in money into your account. Press fire again to stop paying.

Casino

There is only one casino in Dendra. To enter, pull down on the joystick/keyboard outside the door. Inside there are three different games to play:

THE FRUIT MACHINE DICE BLACKJACK

Fruit machine

To play, place the coin over the ? To win, you must get two or three of the same colour. It costs 100 each time you play.

Dice

Again, place the coin over the ? to play. It costs 250 a time to play. To win, you must throw a double.

Blackjack

To play, select the ? with the coin. The rules are simple. Try to get as near to a score of 21 as possible. You can either twist to receive another card or stick on the score you have. You will bust (i.e lose) if you score more than 21. The bank will always win if your scores are tied and you will always win if the bank busts. It costs 100 to play each time.

The mob

Somewhere in Dendra is a secret entrance to the mobs hidden H.Q. The mobster will gladly lend you money in 1000 installments on the condition that you pay back the loan by the end of that week. The closer it gets to the end of the week, the more gangsters will be sent out to kill you for not paying up!

You can also buy other items from the mob - but as for their reliability, that's another matter entirely!

Muggers

These blue masked criminals have taken advantage of Dendras plight and will steal money off you on contact. They never give up so you must fight them to the death to get rid of them!

GENERAL INFORMATION

Teleports

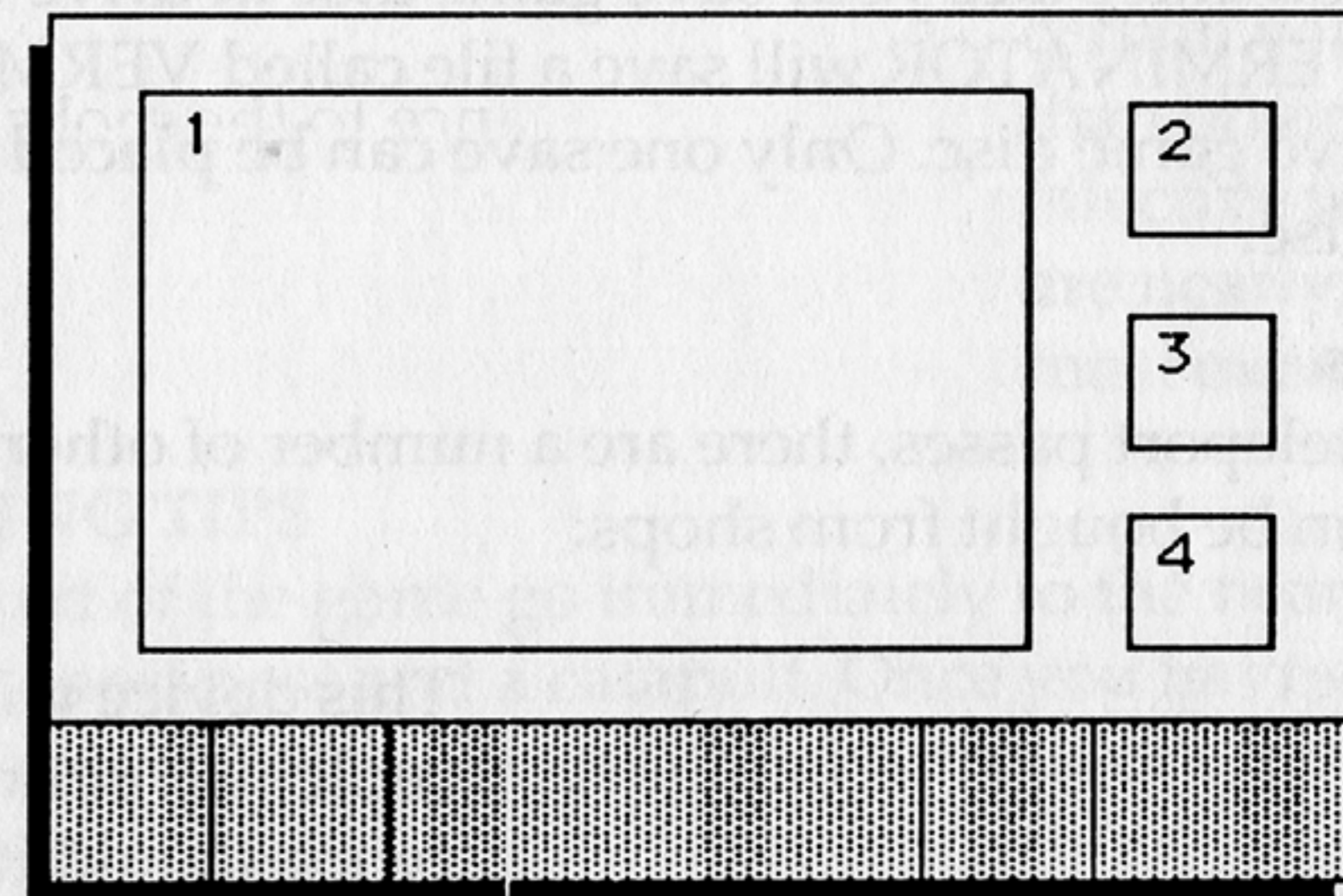
There are a number of special teleport booths throughout Dendra.

Without a special Teleport pass, they cost 100 each time to use. Each booth will take you to another booth within Dendra. To use them, stand inside and pull down on the joystick/key

board. Over use of the teleports can lead to routine maintenance which might render them inoperative for a week or more. (The service engineers are very reluctant to go outside whilst the vermin are about!)

End of the week

Your progress is continually assessed after each game week. When the week is over, you will enter the end of week screen



1 Information/mail window

2 Play game

3 Read mail

4 Save game position

Information/mail window

This displays the list of vermin destroyed that week and any letters or mail that you have chosen to read.

Play game

Once you have read your mail and saved your game, select this icon to start the next game week.

Read mail

Select this icon to read your weekly mail. Select the > icon to read the mail. Select the < icon to go back through the mail you've already read. To finish reading your mail, select the □ icon.

Save game position

Select this icon and place your save game disc in drive A when prompted. VERMINATOR will save a file called VERMIN.SAV onto your save game disc. Only one save can be placed on each save game disc.

Useful items

Apart from teleport passes, there are a number of other useful items that can be bought from shops:

Medi-orb

This device will replenish your health twice should it expire, effectively giving you three lives during the game.

Mushroom sack

Mushrooms are always sought after and the mayor will pay you for collecting them if you have this sack. Mushrooms are poisonous to touch

unless you have the sack.

Timer Device

??????

Weapons

There are many weapons to buy. Some are more effective against certain vermin than others. The most effective weapons are nearly always the most expensive!

STARTING TIPS

At the start of the game go immediately to the nearest shop and buy a teleport pass and a catapult. Once you have enough money from collecting bounty, buy a medi-orb to secure three 'lives'.

Making a map of each district is a good strategy. Despite the various sign posts showing you the way to shops, banks or the casino, it is still easy to get lost.

Do not hit the green women who roam the streets as they are friendly citizens. If you do accidentally (!) destroy any of them, the police droids will come after you!

THE WISHES AND HOPES OF ALL DENDRA GO WITH YOU. GOOD LUCK!