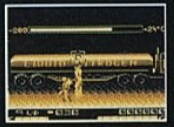


#1 ARCADE SMASH ...EXCELLENT!

It's all the explosive action of the blockbuster arcade smash! You are a T-800 Terminator sent back from the future to prevent Judgment Day!

- Blast endoskeletons and HKs on the battlefield.
- Shatter the T-1000 at the liquid Nitrogen tank.





ALIEN 3
COMING SOON FOR SUPER NES & NES

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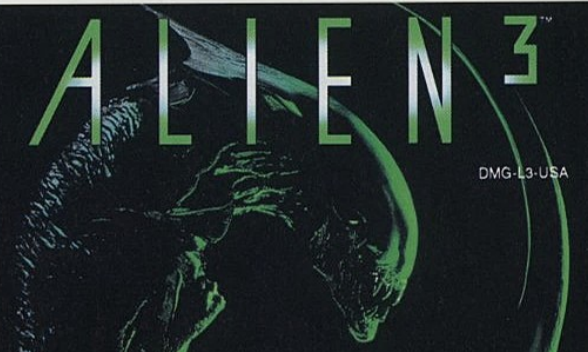
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GAME BOY®

ALIEN 3™

DMG-L3-USA



INSTRUCTION BOOKLET

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SAFETY FIRST

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in the protective case.
- Do not clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

ADVISORY

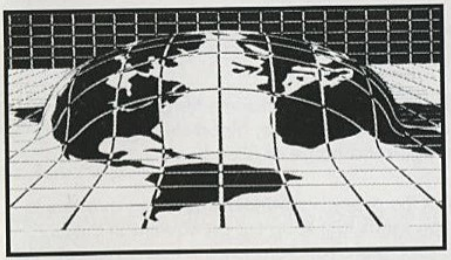
READ BEFORE USING YOUR GAME BOY® SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

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YOUR WORST NIGHTMARE IS A REALITY



Your name is Ripley, a C-3 grade lieutenant for the Wayland-Yutani Corporation. You've been stranded on Fiorina "Fury" 161, a nearly abandoned maximum security work prison on an isolated planet in deep space. Your ship, SULACO, malfunctioned and crashed while you were in hypersleep. You are the only survivor of the crash. The only human survivor, that is.

And your worst nightmare is about to come true.

You've experienced firsthand the horror of aliens with acid for blood, aliens that multiply by invading the body like a virus. You've seen it all before. No matter how you try, you can't rid yourself of the horrible memories.

Now, in this nearly abandoned prison on this totally isolated planet, you have to contend with more than just memories.

You thought you would never have to face the gruesome terror of the aliens again, but you were wrong. For one more horrible, blood-chilling, terrifying time, you must fight for survival against a horde of alien horrors.

From the interlocking hallways of the prison's infirmary and living quarters to the massive network of ventilation shafts that keep the air flowing in this isolated corner of the universe, your search-and-destroy mission continues. You never know where the next alien is going to appear, but you know you must destroy them all before they destroy you.

All you can do is forge ahead with your wits, your weapons... and your prayers.

THE NIGHTMARE BEGINS

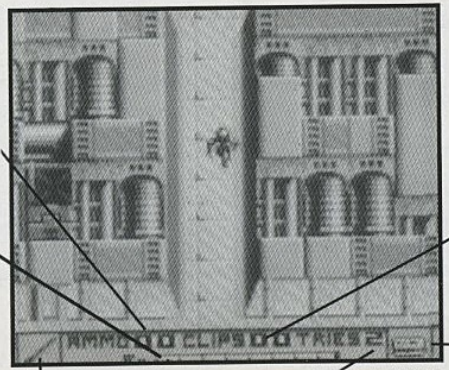
1. Make sure the Nintendo® GAME BOY® power switch is OFF.

2. INSERT THE ALIEN 3™ game pak as described in your GAME BOY® instruction manual.

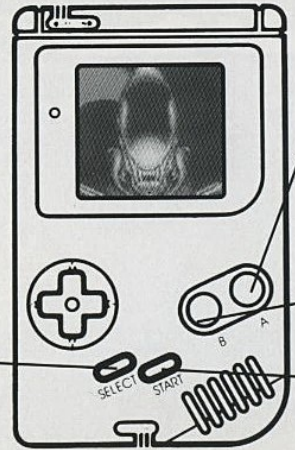
3. Turn the power switch ON.

When you see the ALIEN 3™ logo appear on the screen, press the START BUTTON. Following a series of coded transmissions, you will awaken in the infirmary of the Fury 161 work prison. The doors to this section of the prison have been disabled, but you know there's a key card available somewhere–all you have to do is find it. But don't hesitate: Even as you decide what to do next, the aliens are growing stronger...and hungrier.

YOUR CONTROLS



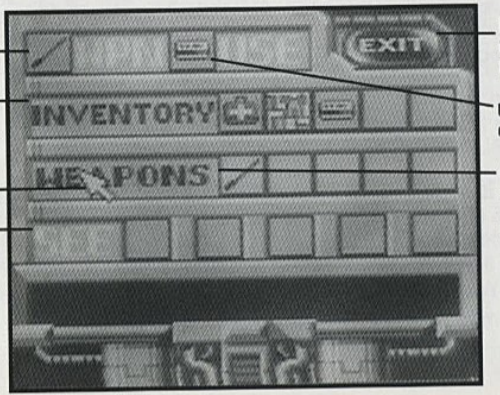
The CONTROL PAD moves you in whatever direction you choose, depending on which ARROW on the CONTROL PAD you press.



WEAPONS AND INVENTORY

As you negotiate your way through the maze of corridors and ventilator shafts of Fury 161, you will come across various objects and weapons that will be useful. These are designated by a small solid ball and may appear one at a time, in pairs, or in bunches.

To retrieve the object, move directly on top of the object and press the SELECT BUTTON. The INVENTORY PANEL will appear, with the object(s) and/or weapons(s) you've found displayed at the bottom of the INVENTORY PANEL in one of the five boxes labeled "SEE."



To add an item to your inventory, use the CONTROL PAD to move the CURSOR ARROW to the particular item next to "SEE," then press the A BUTTON. Your arsenal has space for a maximum of 10 items: five weapons and five additional pieces of inventory. [NOTE: Ammunition for the pulse gun and fuel for the flame thrower are not kept on the inventory list; they are stored and used automatically when needed. However, you cannot fire your weapon as you are reloading. Also, when you switch to a new weapon, all ammunition remaining in the previous weapon is forfeited.]

To drop an item from your inventory, use the CONTROL PAD to move the CURSOR ARROW to the particular item on the 'INVENTORY" panel, then press the A BUTTON. [NOTE: Weapons cannot be dropped.]

To choose items for use during your exploration, use the CONTROL PAD to move the CURSOR ARROW to the particular item in the "INVENTORY" or "WEAPONS" panels, then press the B BUTTON. The item will be displayed at the top of the INVENTORY PANEL in either the box marked WPN or USE. You are allowed the use of one weapon and one additional object while exploring the prison.

To determine what an unknown object is, display the item in either the WPN or USE box, the press the A or B BUTTON. The name of the object will appear in the screen at the bottom of the INVENTORY PANEL.

To exit from the INVENTORY PANEL return to game play, move the CURSOR ARROW to the EXIT option and press the A or B BUTTON. You may also press the SELECT BUTTON to exit from the INVENTORY PANEL.

Here is a partial directory of inventory items available throughout the Fury 161 base:



BASE MAP



MEDI KIT



BISHOP REMAINS

Here is a partial directory of weapons available throughout the Fury 161 base:



CATTLE PROD



FLAME THROWER



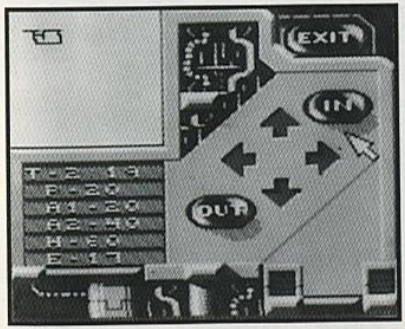
SMART GUN



GUN CLIPS

SOME TIPS ON MAP READING

When you add the BASE MAP to your list of inventory items, you are acquiring a valuable tool for survival. Here are some tips on reading your map.



To magnify a portion of the map, use the CONTROL PAD to move the CURSOR to the area on the control panel marked IN, then press the A or B BUTTON. The map display screen will shift to a higher magnification of the base schematic.

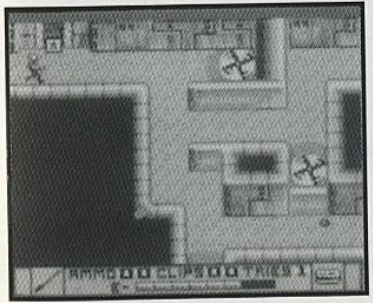
To return to normal map magnification, use the CONTROL PAD to move the cursor to the area on the control panel marked out, then press the A or B BUTTON.

To scan along the map diagram, use the CONTROL PAD to move the cursor to the particular arrow on the control panel indicating the direction in which you want to scroll, then press the A or B BUTTON.

To return to game play, use the CONTROL PAD to move the cursor to the area on the control panel marked EXIT, then press the A or B BUTTON.

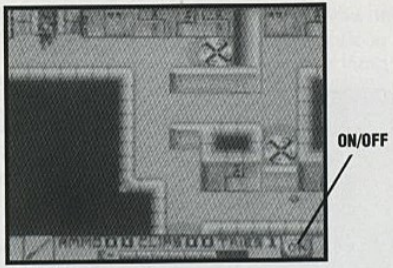
THE FURY 161 VENTILATION SYSTEM

Negotiating your way throught Fury 161's maze of ventilation shafts is vital to your survival. It is also extremely dangerous. If you're not careful, you could be sucked into the giant spinnning fan blades.



When you enter a ventilation system, you will notice numbered switches on the wall. These are the on/off switches that operate the fans, which can suck you into their blades or blow you along the length of the shaft itself, depending on where you are standing in relation to the blades themselves.

To switch fans on and off, use the CONTROL PAD to move yourself into a position where you're facing the switch. You will see the switch status displayed on the bottom right of your play screen. Press the A BUTTON to turn the switch on or off.



Ventilation shafts also serve as a means of getting from one portion of the Fury 161 base to another. Be sure to explore all areas of the ventilation system so you don't miss any possible exits that might prove to be valuable.

ADVICE FOR SURVIVAL

- Remember that to open doors with your key card, the card must be called into use on your INVENTORY PANEL. If, for example, the base map is displayed on the bottom right of your play screen, the key card will not work. Take extreme care when exploring ventilation shafts. Don't forget that you can easily be drawn into fans or blown down the shafts themselves. Use the on/off switches. And take note of which way the blades are turning in relation to where you are standing.

- A medi kit may be used only once, but saving it for the right time in the right situation could make all the difference between your survival and your destruction.

DON'T GIVE UP!

Your objective is clear: get all the aliens–and their queen!–before they get you.

Full-grown aliens are extememly dangerous, and can kill in an instant. Infant aliens can harm you as well; not as swiftly as their full-grown counterparts, but quick enough to make their elimination a top priority.

In fact, you must eliminate all the aliens and their eggs (which can only be destroyed with a flame thrower) in order to insure your survival. Otherwise they will continue breeding and everyone on Fury 161 will be eliminated. And where will they turn next for food?



For your sake, for the sake of everyone on Fury 161, for the sake of the universe, you must not give up! These alien killing machines are multiplying even as you hunt them. They must all be destroyed–NOW!

NOTES



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