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Marvel Comics' web-swinging Superhero has been framed by the King Pin!

SEGA™

1 PLAYER

Licensed by Sega Enterprises Ltd. for play on the Sega™ Game Gear™ System.

GAME GEAR™

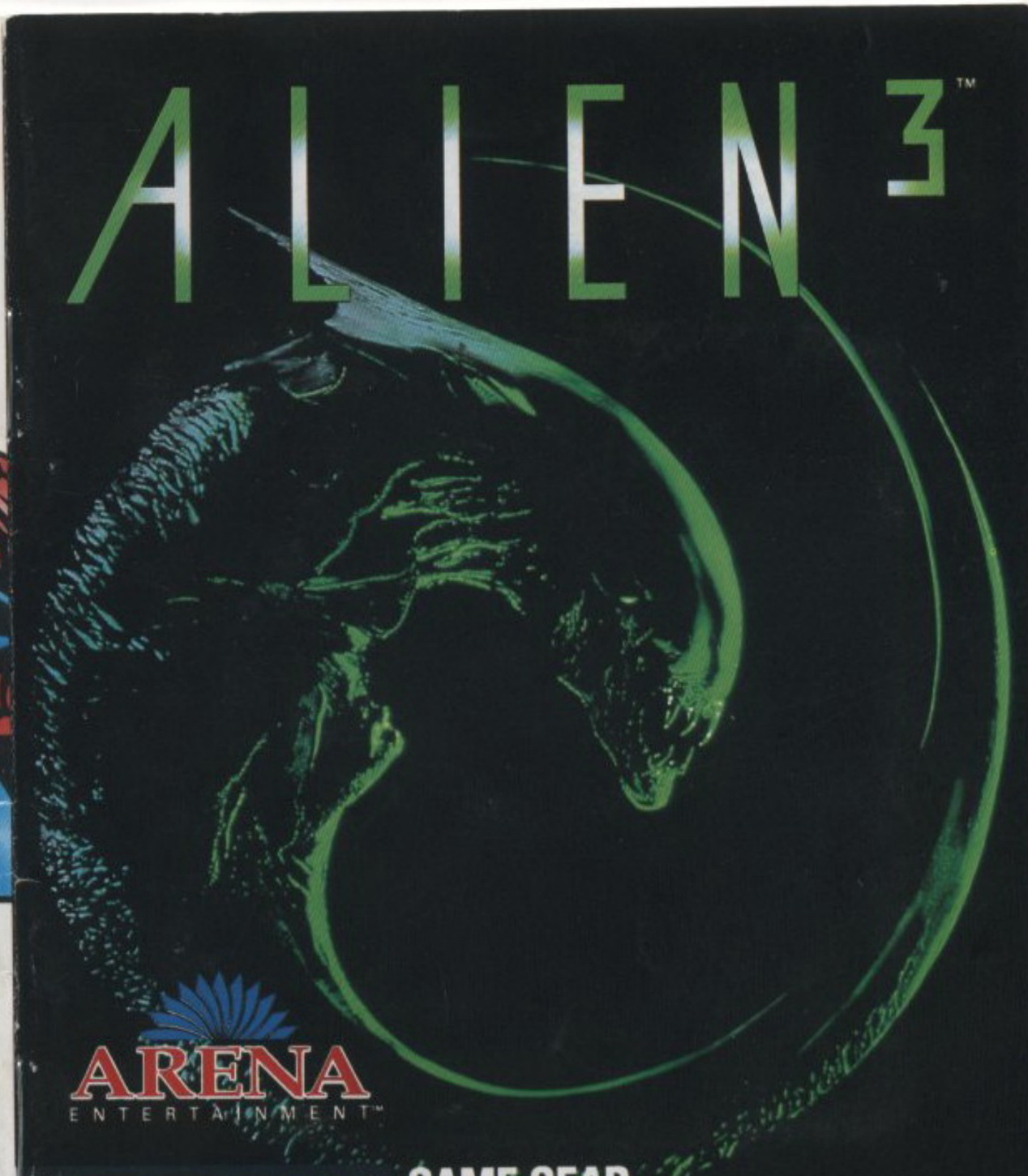
COLOR-PORTABLE VIDEO GAME SYSTEM

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Printed in Japan

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ALIEN 3™



ARENA
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SEGA™ GAME GEAR INSTRUCTION MANUAL

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

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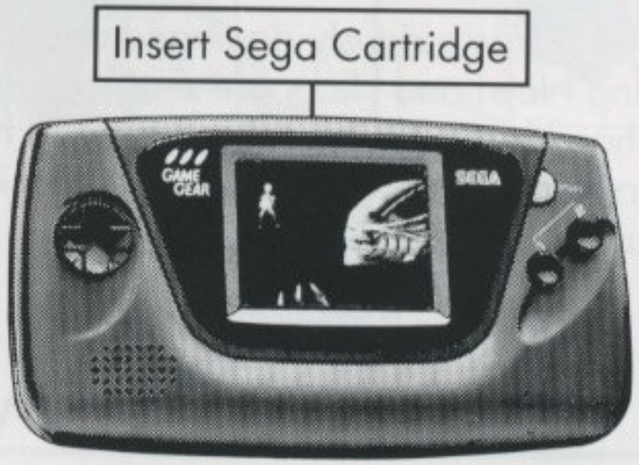
THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT THIS PRODUCT MEETS THE HIGHEST QUALITY STANDARDS OF SEGA™ BUY GAMES AND ACCESSORIES WITH THIS SEAL TO BE SURE THAT THEY ARE COMPATIBLE WITH THE SEGA™ GAME GEAR™ SYSTEM.

START UP FOR THE GAME GEAR

1. Set up your Sega Game Gear System as described in its instructional manual.
2. Make sure the power switch is OFF. Then insert the Alien^{3}™ cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the title screen will appear.
4. If the title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the power switch is turned OFF when inserting or removing your Sega cartridge.

Note: This game is for one player.



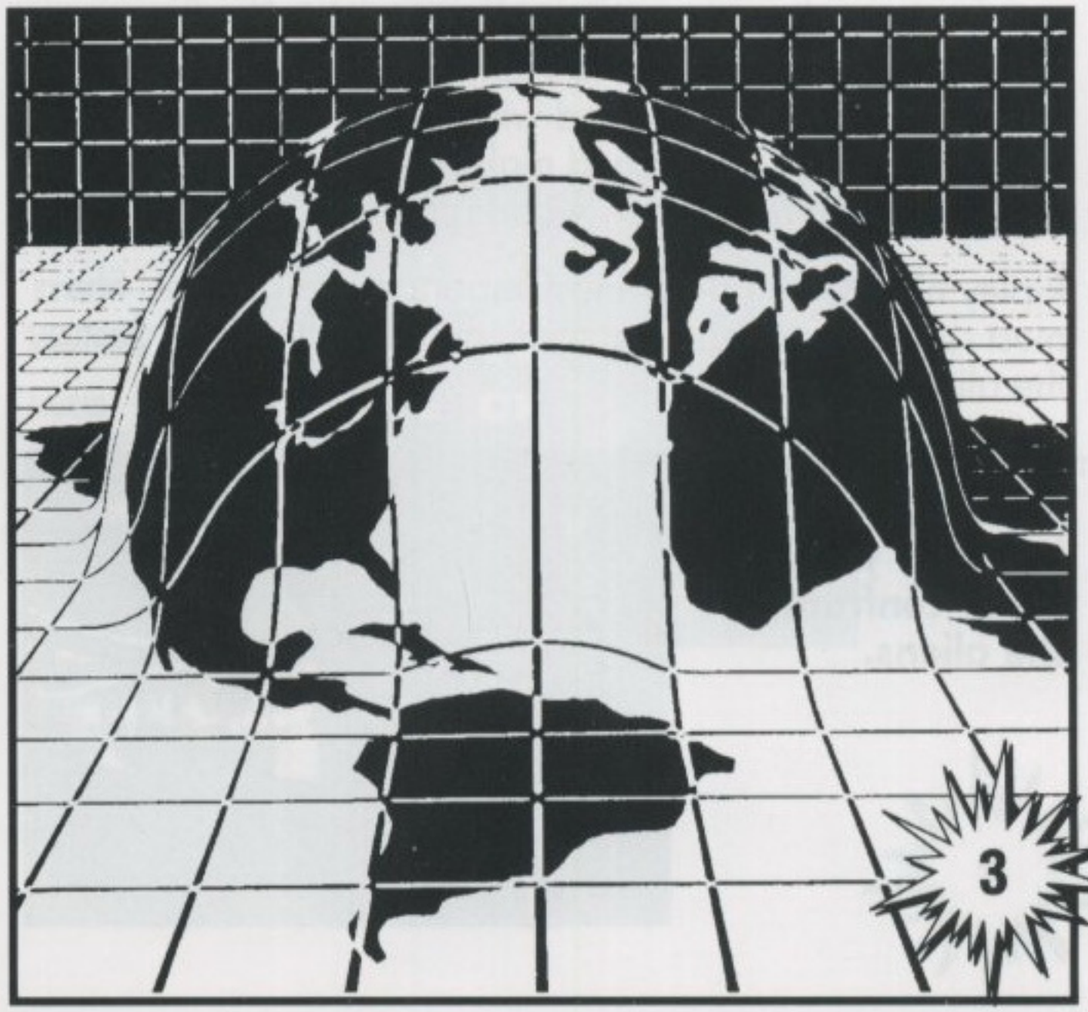
THE FUTURE IS NOW

The space ship SULACO, which is carrying the cryotubes that Ripley, Newt and Hicks have been in a state of hypersleep within, is being propelled through space when a malfunction occurs. In response to this malfunction, SULACO's "brain" ejects the EEV containing the cryotubes. We later find out that Ripley, Newt, Hicks and Bishop were not the only ones to escape aboard the EEV; Ripley is carrying an alien.

As the SULACO plumets helplessly through space, the EEV is hurled out of its hold and crashes on an isolated section of the mining planet and "penal colony", FIORINA 161. This is a place so dark, so dreary, so deep in space that it has all but been forgotten by civilization and salvation for its inhabitants seems hopeless.

Upon impact, the EEV is seriously damaged and the cryotubes holding Newt and Hicks are shattered, leaving them dead. Bishop, the android, is shattered and reduced to negative capability, while Ripley is left unconscious, but alive.

The planet FIORINA 161 is inhabited by hard-core individuals who are convicts serving time in this maximum security facility. These outcasts were left on the planet as a maintenance crew. They are joined in this "other-worldly existence" by a medical officer and two supervisors. The men are thieves, rapists, murderers...the worst of the worst, and they haven't been able to resist any sort of temptation for many years. That includes the temptation of a woman. A woman such as Ripley.

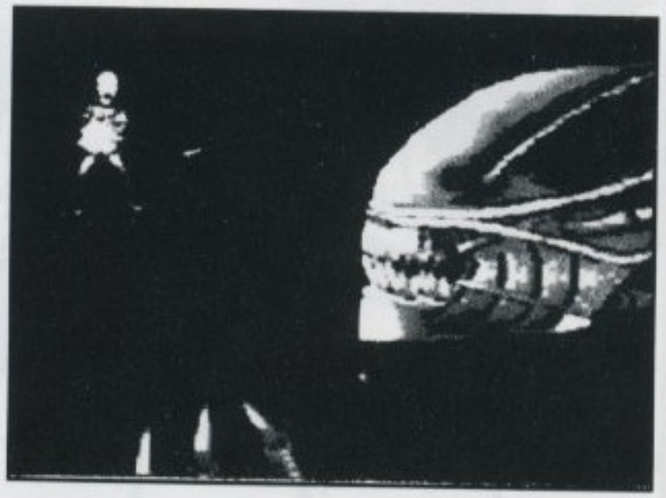


Clemens, the medical officer, is able to rescue Ripley and "bring her back to life." Suspecting that the aliens have followed her to FIORINA 161, Ripley attempts to prove her worst fears are true. She knows that "The Company," the private corporation that financed her many space explorations, considers the aliens to be an important species and has ordered them not to be harmed. The "Company" has millions of dollars invested in the "Alien Retrieval Project" which would bring this strain of hideous killing machines back to earth to be used for world domination. Ripley is aware of their devious plan and knows that they must be stopped.

Ripley's worst fears have now become true. She has indeed brought the aliens to FIORINA 161 and they are now growing in number and will eventually find a way to leave this barren planet and make their way to a more populated...more civilized world. Earth.

Ripley now takes on her most important assignment. She must rescue the alien's captives, and then find and destroy the aliens themselves.

That thumping... is your heart-beat...as you get set to confront the aliens.



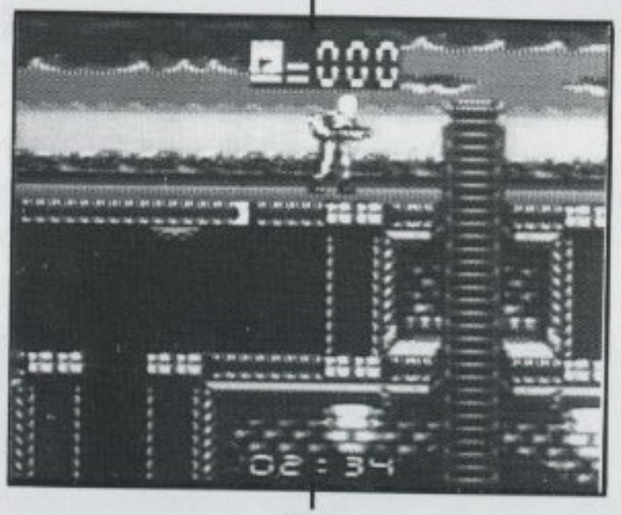


Choose options by pressing the UP and DOWN ARROW on the D-BUTTON to make your selections.



PLAY

WEAPONS; HEALTH; SCORE; # OF REMAINING PRISONERS



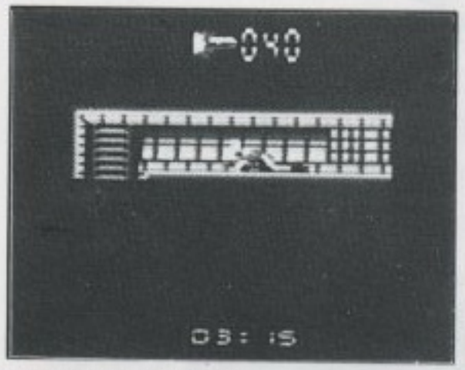
TIME

YOU CAN NEVER HAVE ENOUGH FIRE POWER

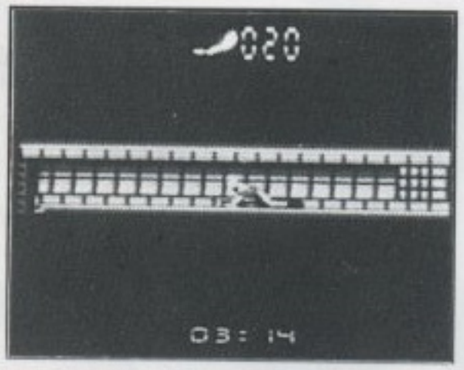
Your arsenal of weapons is recorded at the top of the screen. As you use the ammunition to kill the aliens, there is an automatic countdown. You always know how much ammo you have. Use the DOWN and the 2 BUTTON to view and choose your weapons. Conserve your fire power; make every shot count. To increase and replace your ammunition, make 'pick ups' as you negotiate the complex tunnels, shafts and caverns of this penal colony.

CHANGE WEAPONS- CHANGE STRATEGY

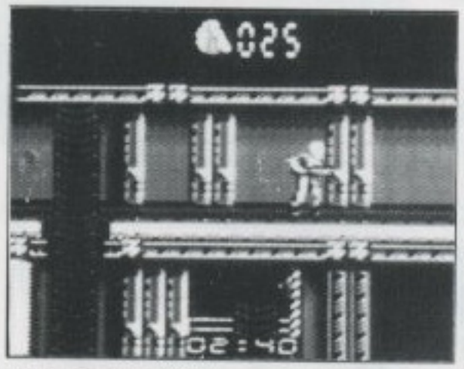
The Grenade Launcher and the Hand Grenades are so powerful that you will find their result to be more "immediate" than that of the Machine Gun or Flame Thrower. Don't be afraid to "let loose" with your weapons on the aliens. It's either them or you...and it might as well be them. Don't give them a second chance.



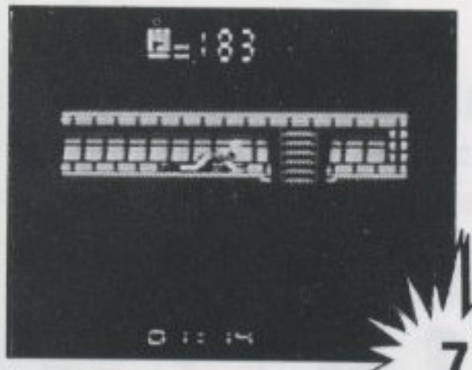
GRENADE LAUNCHER



FLAME THROWER



HAND GRENADE



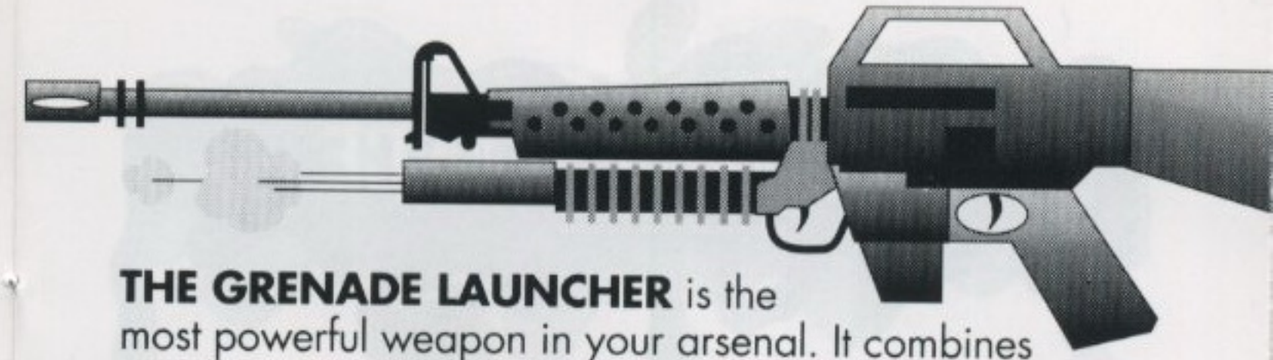
MACHINE GUN

THE ARSENAL

THE MACHINE GUN is a primitive, yet effective, rapid fire weapon. It takes multiple shots to eliminate an alien, but who's counting. Once they're destroyed they stay destroyed. The machine gun has a high capacity and is also good for firing while on the run. It is not terribly powerful, but it is efficient.

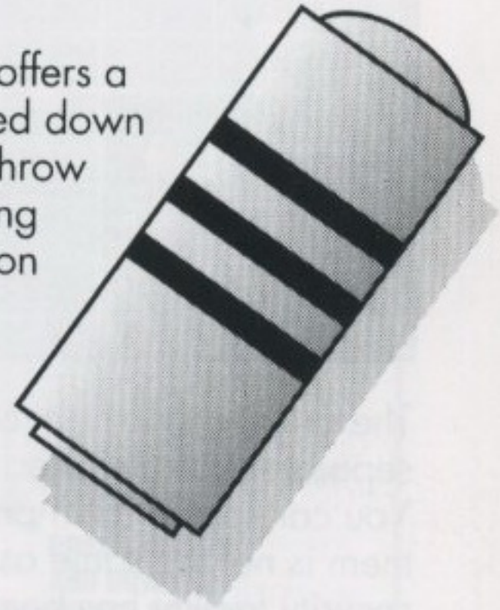


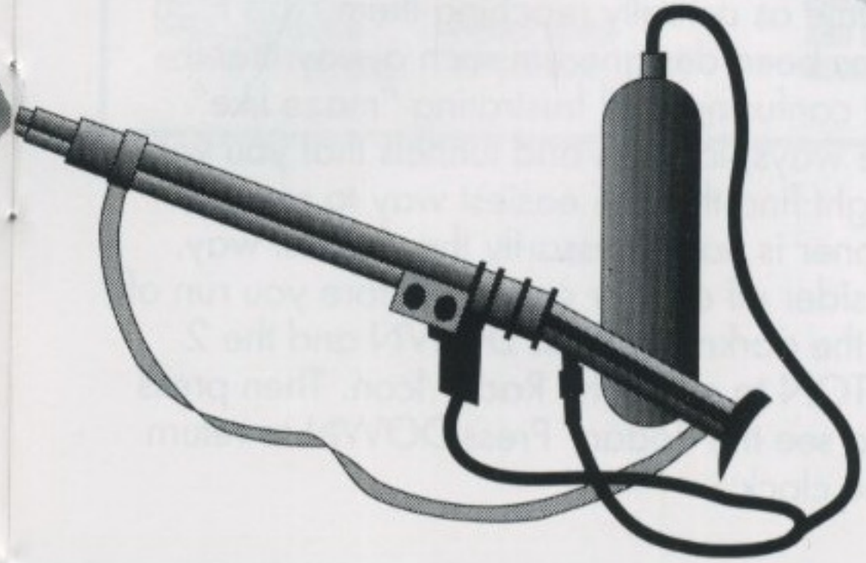
THE FLAME THROWER is a really nasty weapon. It fries your enemy to a crisp. It is a good weapon to use when you are forced to fight in tight quarters. Just spin around and burn everything in sight. This weapon is especially effective against certain aliens, but it is up to you to find out which ones.



THE GRENADE LAUNCHER is the most powerful weapon in your arsenal. It combines good range with a high level of damage. You have to become comfortable with the handling and timing of this weapon, but when you do, you will feel a lot better about yourself.

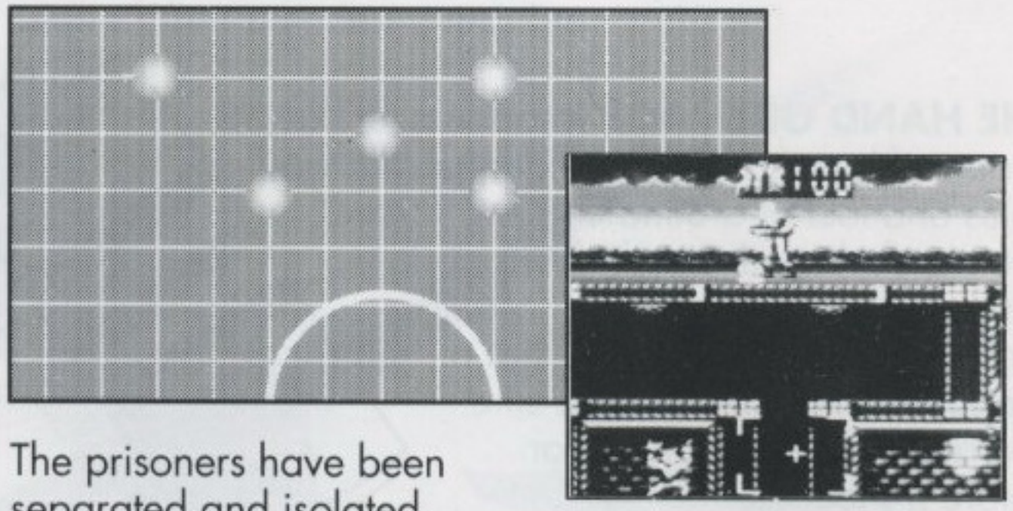
THE HAND GRENADE weapon offers a variety of benefits. It can be dropped down holes and tossed around corners. Throw it into a darkened area before risking entry. It is quite an effective "attention getter". Don't forget though, that a grenade has a timer. Make sure you release it and stand clear before it's too late.





RECONNAISSANCE

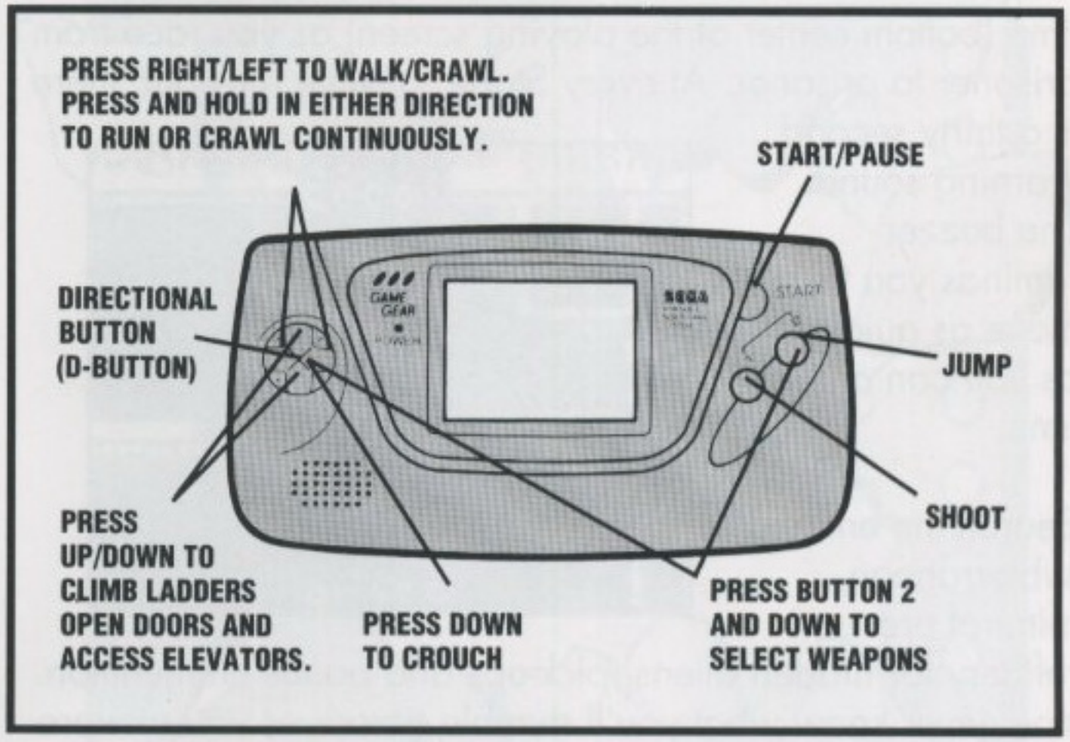
Activate the Radar Screen in the lower center of screen by picking up batteries.



The prisoners have been separated and isolated.
You can locate them on the Radar Screen, but locating them is not the same as actually reaching them. This high security facility has been designed in such a way that it includes the most confusing and frustrating "maze like" series of passage ways, ladders and tunnels that you will ever see. You might find that the easiest way to reach a prisoner is not necessarily the shortest way. Consider all of your options before you run off into the darkness. Press DOWN and the 2 BUTTON to select the Radar Icon. Then press UP to see the Radar. Press DOWN to return to the clock.

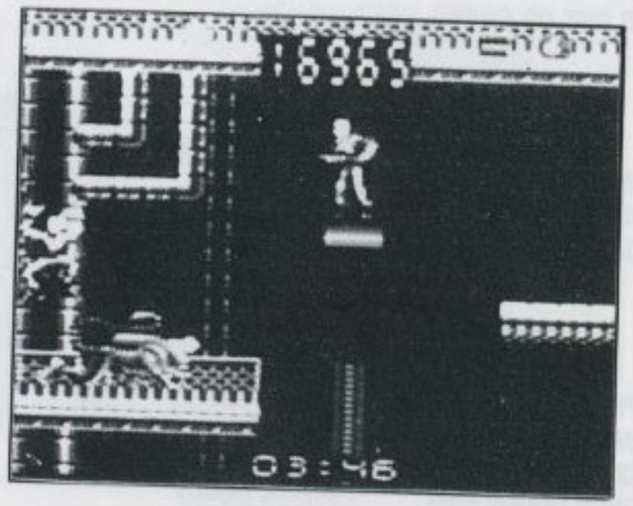
YOU ARE IN CONTROL

For best game play, learn the different button functions before you start.



TIMING

Each "Stage" must be completed within a certain time period. Time varies from Stage to Stage. As you enter a Stage, check the clock...you can continue to check your time (bottom center of the playing screen) as you race from prisoner to prisoner. At every Stage, as time runs out, there is a thirty second warning sound. The buzzer reminds you to move as quickly as you can at this time.



Search the entire subterranean, mineral ore refinery for hidden aliens, pick-ups and bonus ammunition. You never know what you'll stumble across as you explore the maximum security work-correctional facility.

As you go from Stage to Stage, explore every air shaft, crawl through every tunnel, check inside every cavern. You know the drill...seek and destroy, but keep alert. Always. There is no "time to relax".

SCORING

Increase your score as you make your way through the prison's dark and dreary interior.

POINT VALUES:

Liberate a prisoner	2000
Destroy an adult alien	1000
Eliminate a face-hugger	500
Blow up a pod	800
Explode barrels	100
Destroy a door	500
Collect anything	50

WHAT ARE THESE THINGS?

Adult aliens are very large, very fast and very powerful. They are killers! They want to destroy everyone. Some will attack head-on and others will spit their lethal acid blood at you. No matter which type you are facing, use extreme caution.

The face-huggers are a completely different story. They are parasites who want to invade your body and use you as a "host" for bringing more aliens into the world. When they attach themselves to your face, they suck all the Life and Energy out of you.

ESCAPING THE GRASP OF THE FACE-HUGGERS

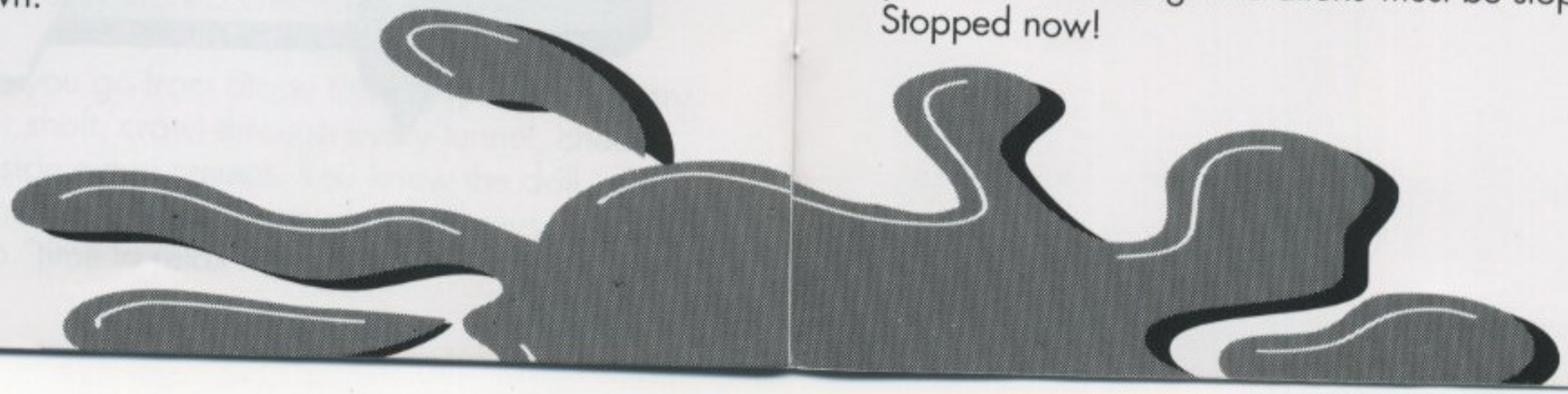
To shake them loose, toggle rapidly between the L-R ARROWS of the D-BUTTON. Be fast, because as long as the "hugger" hangs on, you are immobilized and the clock is running down.

THE TIME HAS COME

There is no more time for thought. It is now time for action. It might appear to be hopeless, but you still must search everywhere...crawl through every blackened tunnel, jump through every opening in the walls. You must destroy every hidden alien pod before the beasts have a chance to hatch. Leave one of these unharmed and you just might be allowing the alien population to start all over again.

Take chances if you have to. Dive into the blackness. Secret rooms might be holding rewards or hiding dangers, but there is no way of finding out unless you "go for it".

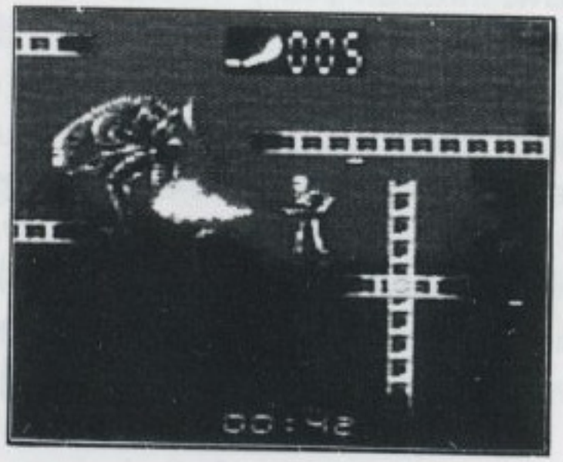
Remember it is only you who stands in the way of the aliens' total domination of the planet...and possibly the universe. You must put your life on the line to bring to an end, once and for all, a creature who has been haunting you for far too long. The aliens must be stopped here. Stopped now!



You must search everywhere. Jump through the wall, crawl through the black tunnel to reach every secret room. Destroy every hidden alien pod. The survival of even one alien could mean that Earth is in danger.

Dive into the blackness. Pick up ammunition in secret rooms. You have to work blind, but it's worth the bonus.

Without you, the aliens will take over. Remember, they bleed acid — they hunger for humans — they destroy their host.



HANDLING YOUR CARTRIDGE

❑ The Sega Game Gear Cartridge is intended for use exclusively for the Sega Game Gear System.

❑ Do not bend it, crush it, or submerge it in liquids.

❑ Do not leave it in direct sunlight or near a radiator or other source of heat.

❑ Be sure to take an occasional recess during extended play.

NOTES

NOTES

ARENA ENTERTAINMENT™

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Arena Entertainment, Consumer Service Dept., 71 Audrey Avenue, Oyster Bay, NY 11771

Arena Hotline (516) 624-9300

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Street Address: _____

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1. Game title: _____ GAME GEAR
2. Who **purchased** this game? ❑ Male ❑ Female Age _____
3. Who **plays** this game the most? ❑ Male ❑ Female Age _____
4. Why was game purchased for **player**?
   ❑ Self-purchase ❑ Requested gift ❑ Unrequested gift
5. How did you hear about this game?
   ❑ Friend ❑ Radio ❑ TV ❑ Newspaper ❑ Magazine Ad ❑ Game Review
   ❑ In-Store Display ❑ Played Before Buying ❑ Arcade ❑ Sales Person
6. How would you rate the game play?
   1 2 3 4 5 6 7 8 9 10 (Best)
7. How would you rate the graphics?
   1 2 3 4 5 6 7 8 9 10 (Best)
8. Which kind of game do you like most?
   ❑ Action ❑ Role-Playing ❑ Sports ❑ Simulation ❑ Maze/Puzzle
9. How often do you play coin-op arcade games?
   ❑ Never ❑ Sometimes ❑ Frequently
10. What game/computer systems are in your household?
    ❑ NES ❑ Super NES ❑ Genesis ❑ Game Gear ❑ Game Boy
    ❑ PC (IBM or other)
11. How many times a month do you **rent** video games? _____
12. Which magazines and comic books do you read?
    _____
13. Comments: _____
    _____

Send to: Arena, P.O. Box 9003, Oyster Bay, NY 11771-9003

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