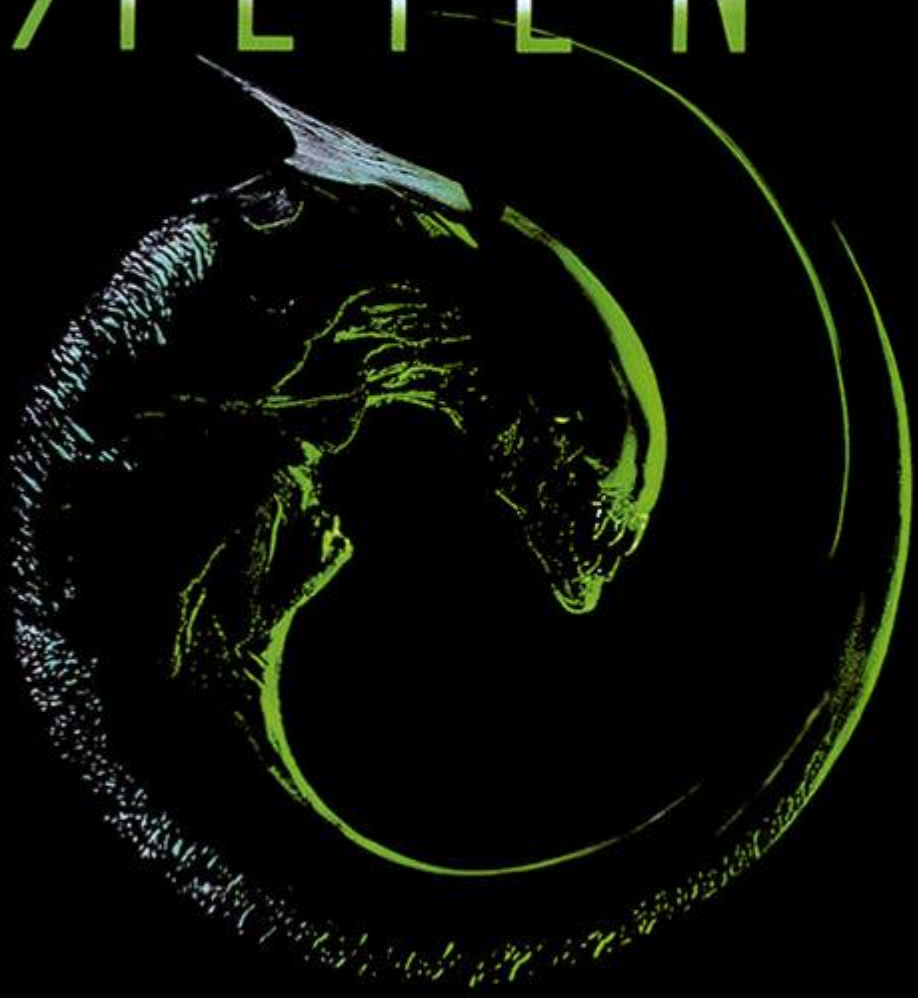
SEGA GENESIS
16-BIT CARTRIDGE

GENESIS INSTRUCTION MANUAL

ALIEN 3



ARENA
ENTERTAINMENT

OFFICIAL SEGA SEAL OF QUALITY



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ARENA
ENTERTAINMENT™

START UP

1. Set up your Sega™ Genesis™ System as described in its instructional manual. Plug in Control Pad 1.

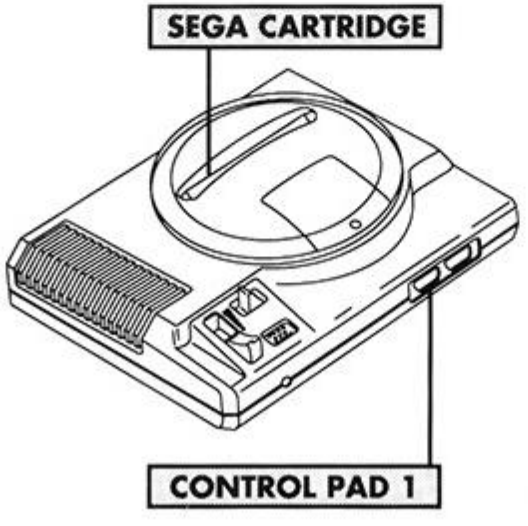
2. Make sure the power switch is OFF. Then insert the Alien^{3}™ cartridge into the console and press down firmly.

3. Turn the power switch ON. In a few moments, the Title Screen appears.

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 Console is turned OFF when inserting or removing your Genesis cartridge.

Note: This game is for one player only.



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 not only has the synthetic human, Bishop been aboard as well, but an alien has also managed to infest itself within the body of Ripley.

As the SULACO plummets 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.

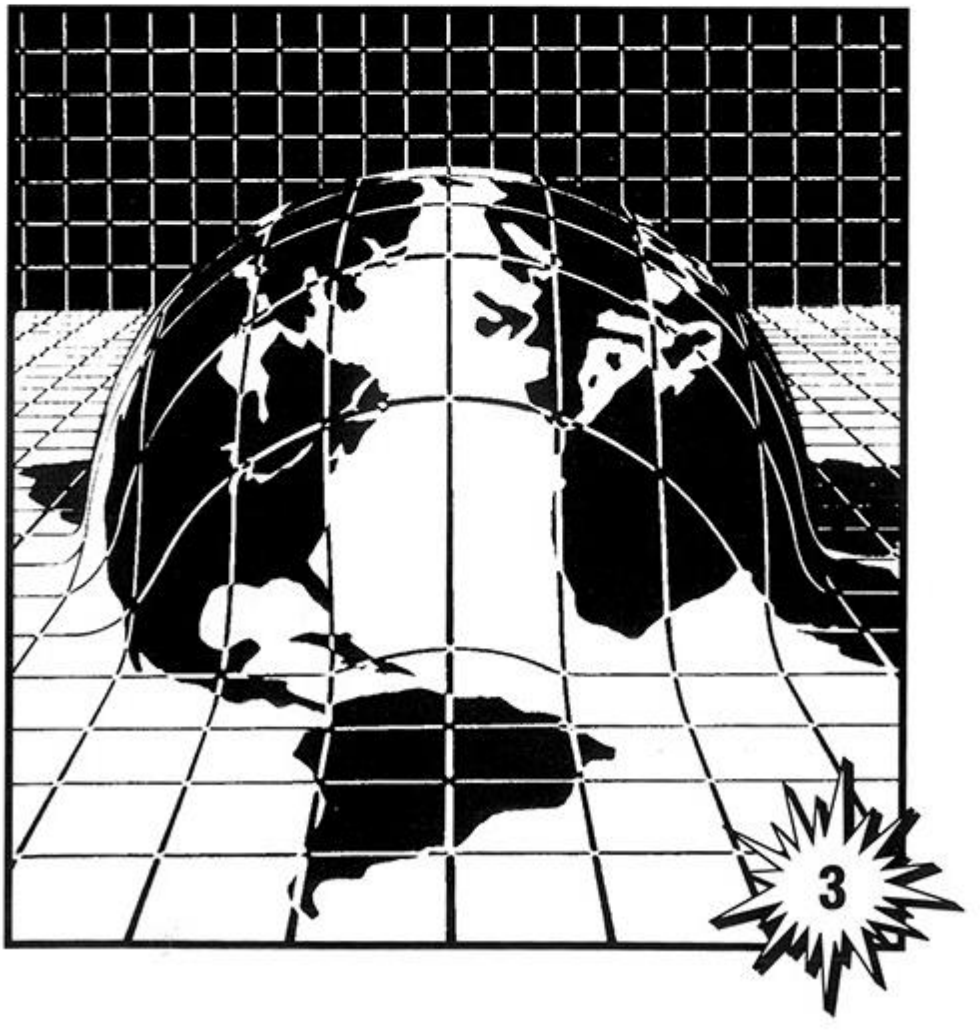
Upon impact, the EEV is seriously damaged and the cryotubes holding Newt and Hicks are shattered, leaving them dead. Bishop, the android, is shattered and reduced to negative capability, while Ripley is left unconscious, but alive.



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 have 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

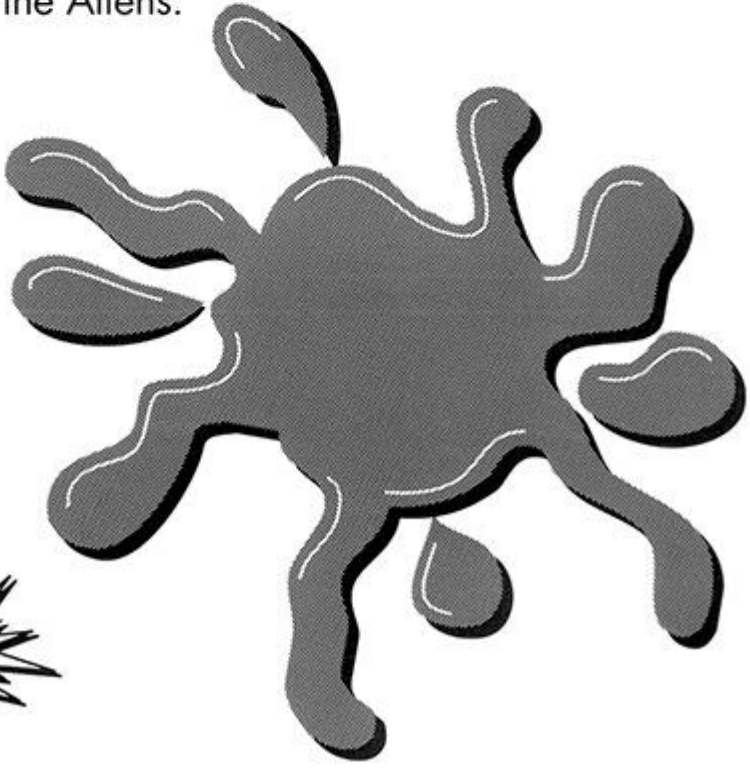


corporation that financed her many space explorations, considers the Aliens to be an important species and has ordered them not to be harmed. The "Company" has millions of dollars invested in the "Alien Retrieval Project" which would bring this strain of hideous killing machines back to earth to be used 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.

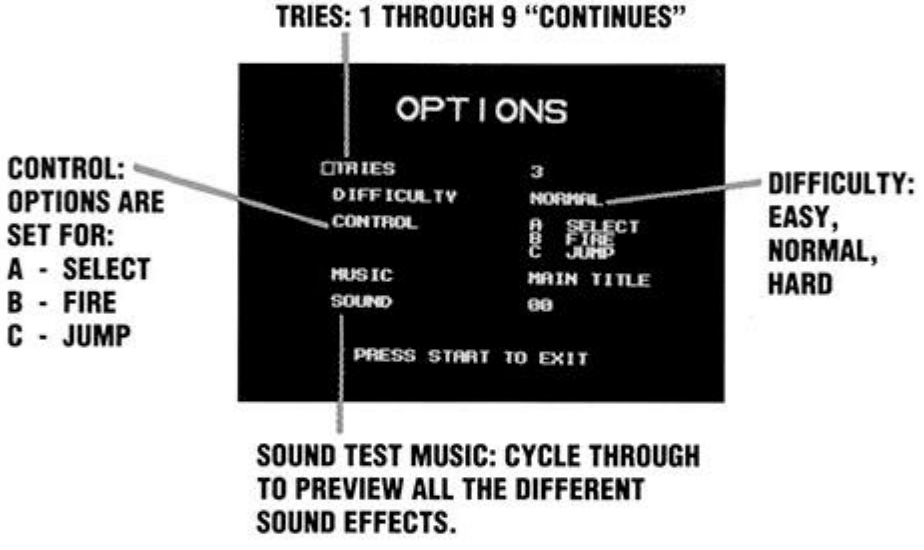
Ripley now takes on her most important assignment. She must rescue the alien's captives, and then find and destroy the aliens themselves.

That thump...is your heartbeat...as you get set to confront the Aliens.



GETTING STARTED

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

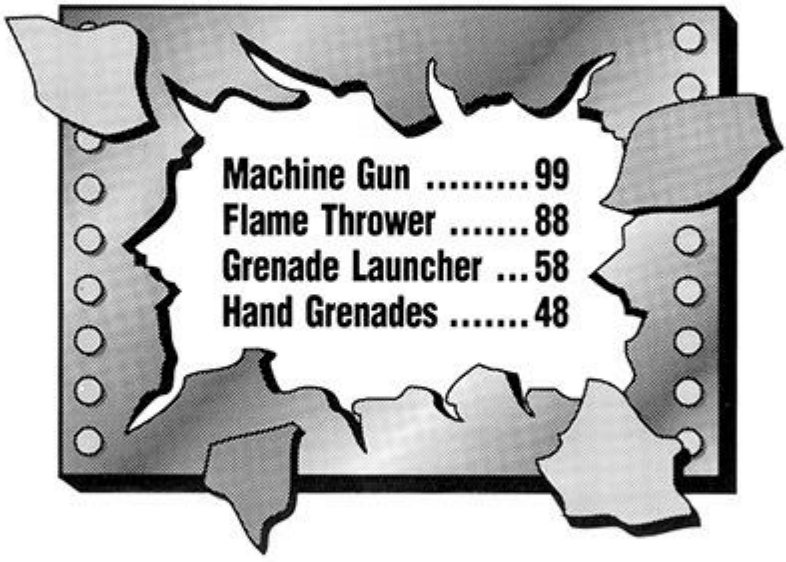


You have the option to change the button commands to those that are more familiar and comfortable to you.

YOU CAN NEVER HAVE ENOUGH FIRE POWER

Your arsenal of weapons is recorded in the lower left corner of the screen.

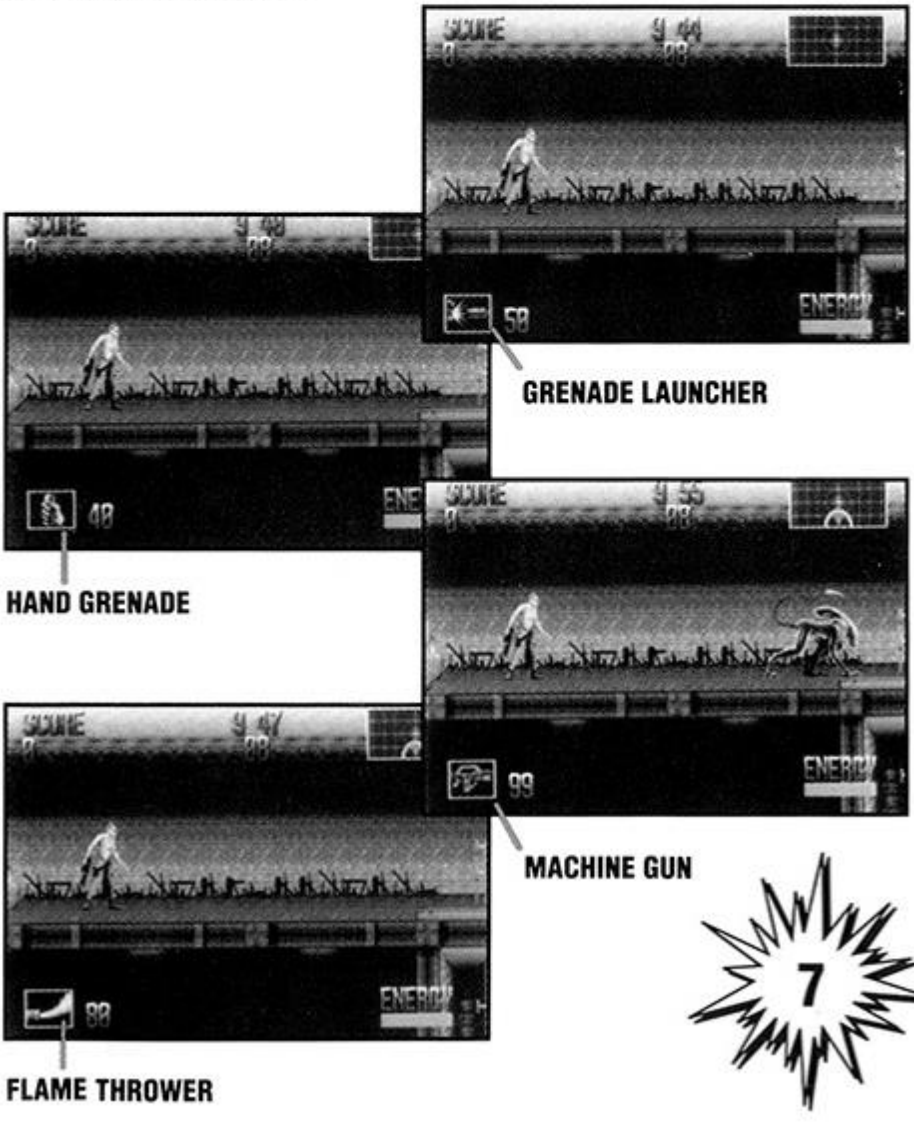
Check your ammo issue at the beginning of the game:



As you use the ammunition to kill the Aliens, there is an automatic countdown. You always know how much ammo you have. 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" then 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.



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.

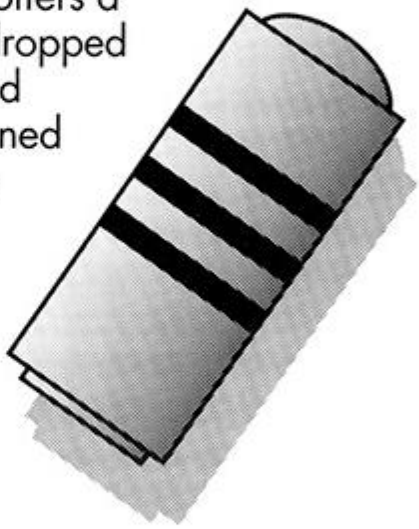


THE FLAME THROWER is a really nasty weapon. It fries your enemy to a crisp. It is a good weapon to use when you are forced to fight in tight quarters. Just spin around and burn everything in sight. This weapon is especially effective against certain aliens, but it is up to you to find out which ones.



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.

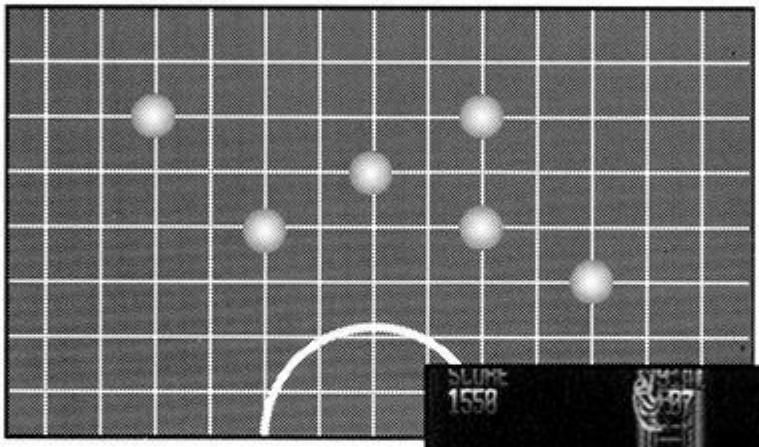
The Hand Grenade weapon offers a variety of benefits. It can be dropped down holes and tossed around corners. Throw it into a darkened area before risking entry. It is quite an effective "attention getter." Don't forget though, that a grenade has a timer. Make sure you release it and stand clear before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

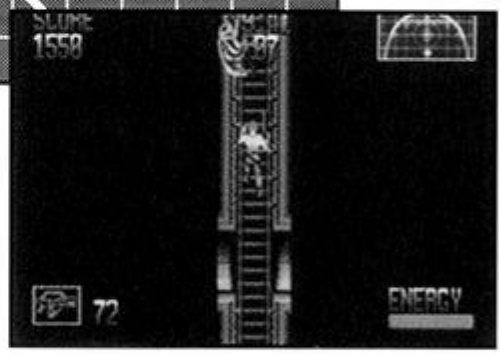




RECONNAISSANCE

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

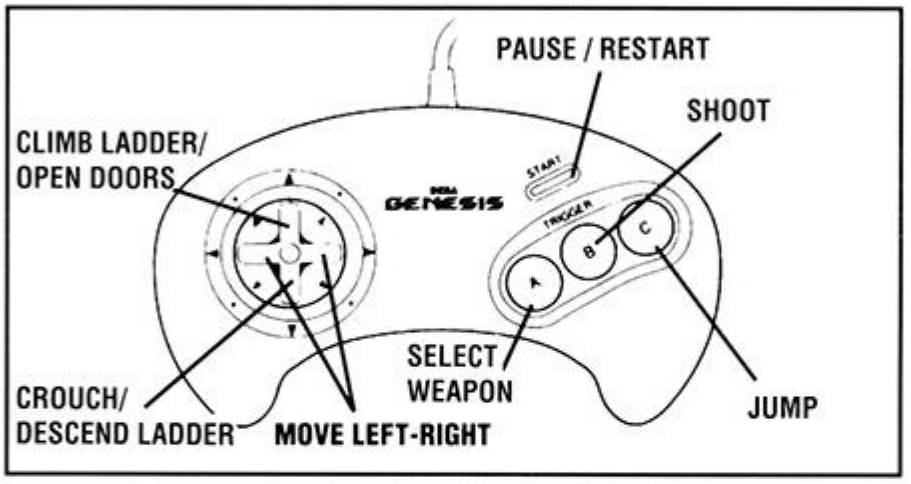




The prisoners have been separated and isolated. You can locate them on the Radar Screen, but locating them is not the same as actually reaching them. This high security facility has been designed in such a way that it includes the most confusing and frustrating "maze like" series of passage ways, ladders 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.

YOU ARE IN CONTROL

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



START BUTTON

- Press to start the game.
- Press to pause the game; press again to resume play.

DIRECTIONAL BUTTON ("D" BUTTON)

- Press RIGHT or LEFT for Ripley to walk or crawl across the screen.
  -Reverse direction by changing left or right selection.
  -Press and hold in either direction to run or crawl continuously.
- Press UP or DOWN for ladders and elevators.
- Press DOWN to crouch.

BUTTONS A, B OR C

- You have already made the decision (on the option screen) to use these buttons for: Weapon Choice, Fire and Jump.

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 (top 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.

Look sharp...you have to save all the prisoners and destroy all the aliens throughout the different Stages. The number of prisoners in a Stage is recorded directly under the time. As you free each prisoner, one number is reduced. You always know how many are left and how much time you have. Get in and get out as quickly as you can...do it now.

STAGE BY STAGE

The game offers a couple of different gaming challenges. In some Stages, your mission will be to rescue

prisoners. In others, you must go in and seek and destroy as many Aliens as you can. Some Stages will require that you combine your skills and kill Aliens while you race from prisoner to prisoner setting them free.

STAGES

MISSION You are in full charge. It's your responsibility to get to all the prisoners and free them. As you make your way through the maze of tunnels, shafts, air vents, etc., destroy all the Aliens that you encounter. Remember, Earth's salvation is in your hands.

RESCUE Concentrate on the prisoners. Their lives depend on your reaching them in time, and the time that you are given is not a lot. Keep an eye on the clock and move as quickly (and as carefully) as you can.

MAYHEM You only have one goal here, to seek and destroy. Now it is your turn to do the chasing...and their turn to do the running and hiding. Use all of your resources if you have to. Every weapon...every piece of ammo. Pull out all the stops.

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" in this game.



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**

There are also some "surprises" that you will encounter along the way that offer high point values. Keep your eyes open and your finger on the trigger.

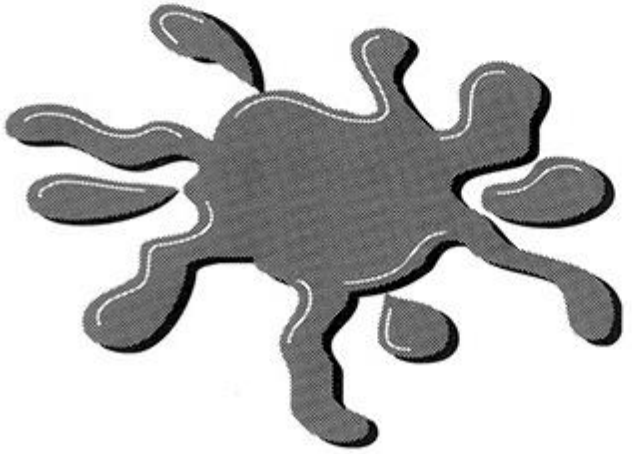
WHAT ARE THESE THINGS?

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 Facehuggers 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 FACEHUGGERS

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 who must put your life on the line. To bring to and 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.



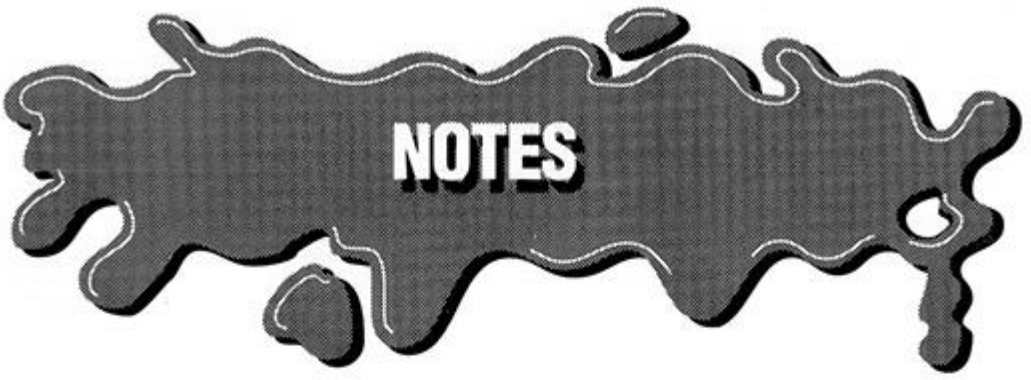
Dive into the blackness. Pick up ammunition in secret rooms. You have to work blind, but it's worth the bonus. Without you, the Aliens will take over. Remember, they bleed acid — they hunger for humans — they destroy their host.



HANDLING YOUR CARTRIDGE

- ❑ The Sega Genesis Cartridge is intended for use exclusively for Sega Genesis 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, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions:
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on Large-screen projection televisions.


NOTES

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Genesis with respect to the receiver
- Move the Genesis away from the receiver
- Plug the Genesis into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No.004-000-00345-4.

Arena Hotline (516) 624-9300

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Name: _____

Phone: ( )_____ Date: _____

Street Address: _____

City, State, Zip: _____

1. Game title: _____
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: _____
    _____
    _____

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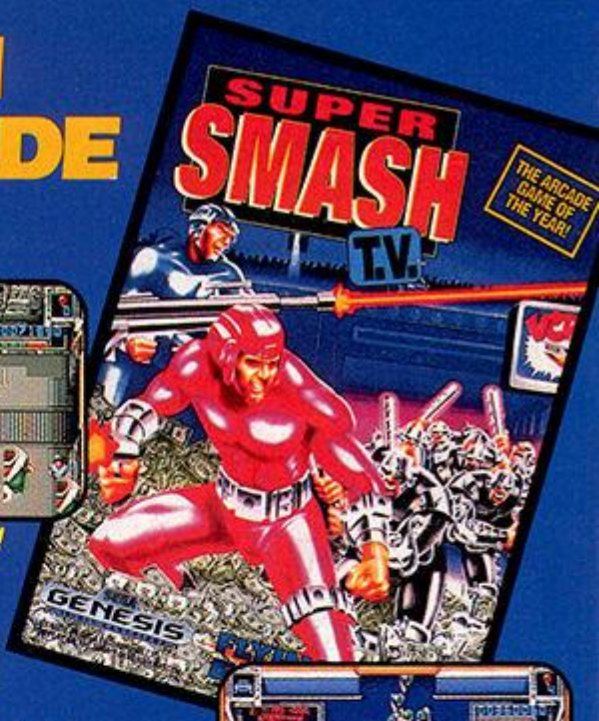
Patents: U.S. Nos 4,442, 486/4, 454, 594/4, 462, 076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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Relentless Onslaught!

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FLYING EDGE

OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS

SILENT INVISIBLE INVINCIBLE





Guess who's in town with a few days to kill!

Rescue hostages before they end up Predator trophies.

Follow the path of destruction from the gang infested streets to the Predator's secret lair. It's up to you to clean up the ravaged city and confront the savage Predator!

ARENA ENTERTAINMENT

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