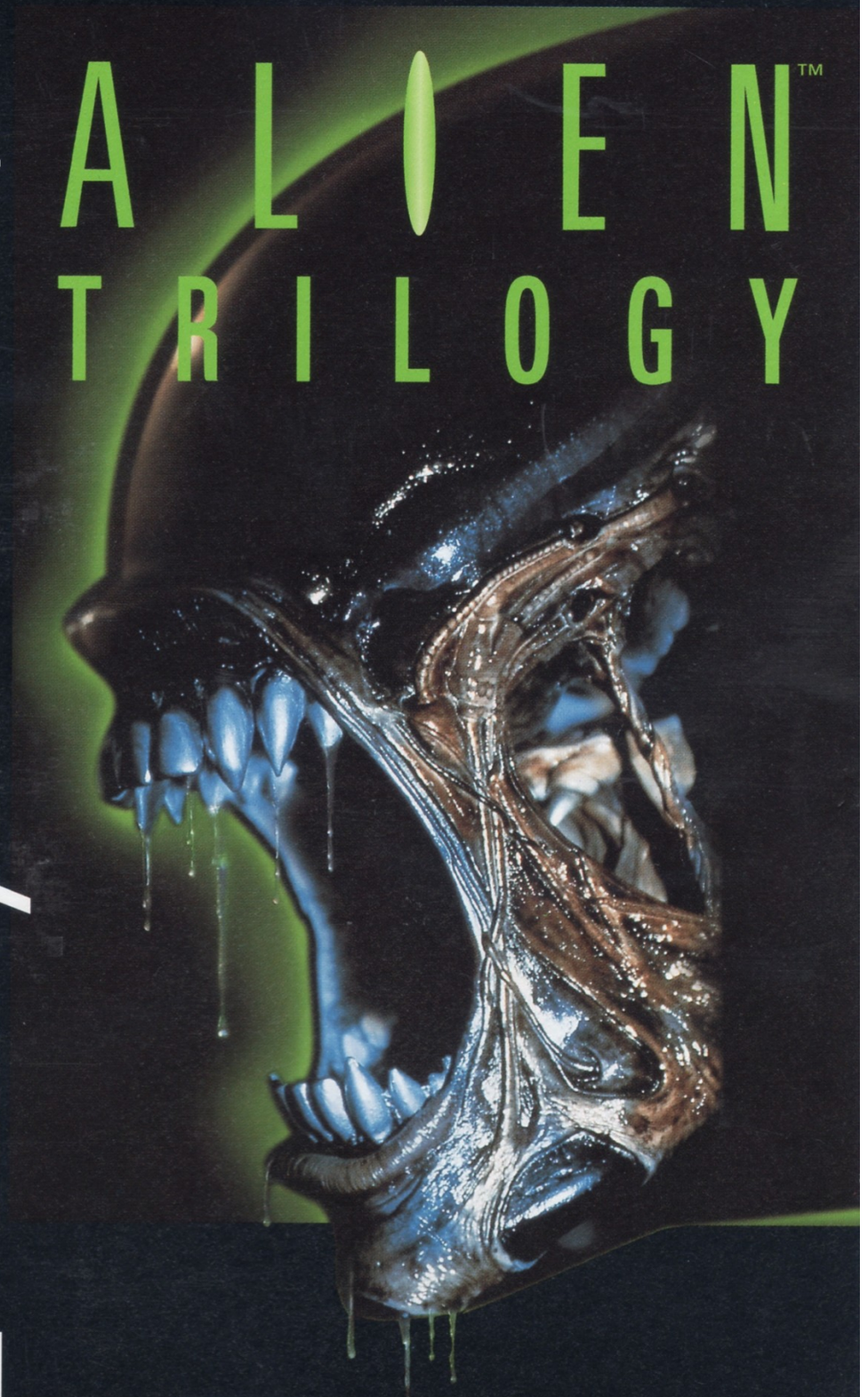
PlayStation™

NTSC U/C

PlayStation™

ALIEN™ TRILOGY

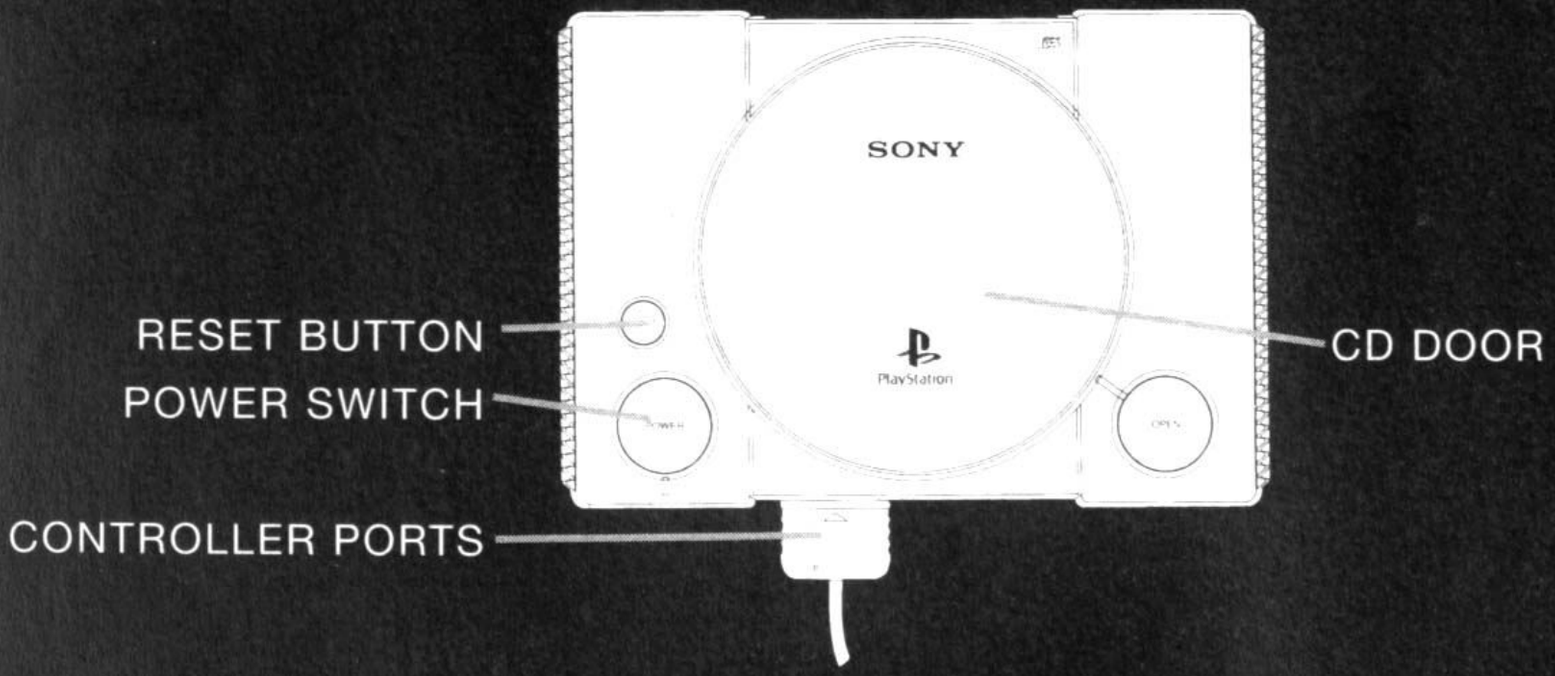


MATURE M AGES 17+™

SLUS-00007
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FOX INTERACTIVE
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Acclaim® entertainment, inc.



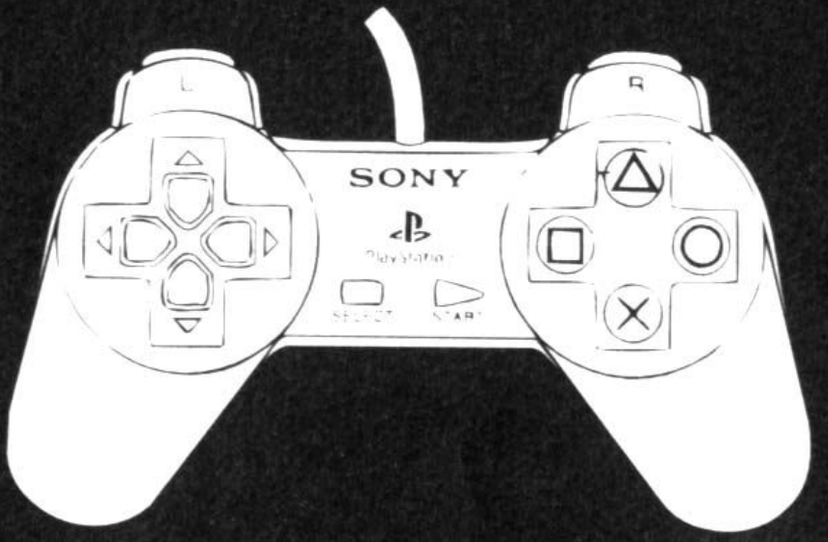
1. Set up your PlayStation™ game Console according to the instructions in its instruction manual.

2. Make sure the PlayStation™ game Console power is OFF before inserting or removing a compact disc.

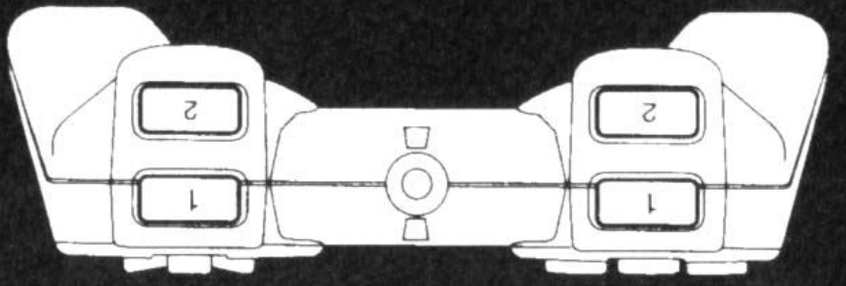
3. Insert the Alien™ Trilogy disc and close the DISC COVER door.

4. Insert game Controller and turn on the PlayStation™ game Console. Follow on screen instructions to start a game.

CONROLLER (TOP VIEW)



CONROLLER (FRONT VIEW)



GETTING STARTED

After the opening intro, the Alien™ Trilogy Title Screen appears. You can press Start or X button at any time during the intro to bring up the Title Screen. You will see the Title Screen with START GAME and OPTIONS. To begin play before or after setting options, highlight START GAME and press the START or X BUTTON. To set OPTIONS, highlight OPTIONS and press the START or X BUTTON.

OPTIONS

Highlight OPTIONS and press the START or X BUTTON. The options screen will appear. To set game options, press UP or DOWN on the DIRECTIONAL BUTTON to highlight the desired option, and LEFT or RIGHT to toggle to the preferred setting. To return to the main menu and begin play, highlight EXIT and press the START or X BUTTON.

SOUND

Pressing LEFT or RIGHT will set the sound to SFX and MUSIC, NONE, SFX or just MUSIC.

SOUND VOLUME

Set the volume of sound FX by pressing LEFT or RIGHT on the DIRECTIONAL BUTTON to increase or decrease the volume setting.

CDDA /MUSIC VOLUME

Set the music volume by pressing LEFT or RIGHT on the DIRECTIONAL BUTTON to increase or decrease the volume setting.

DIFFICULTY

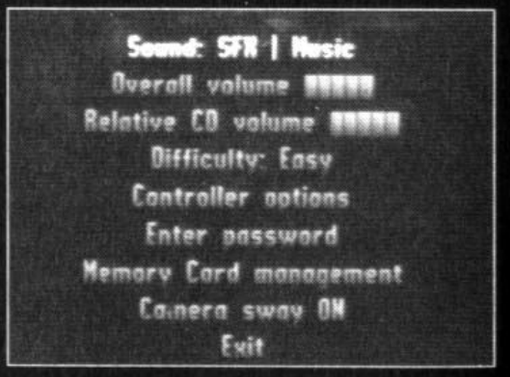
Set the skill level of the game to Acid Reign (Wimp), RagingTerror (Average Joe) or Xenomania (Prepare to Die) levels.

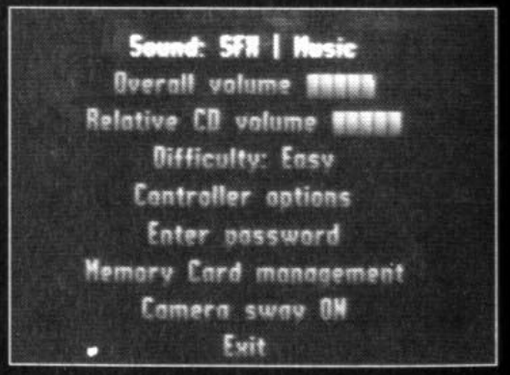
CONTROLLER OPTIONS

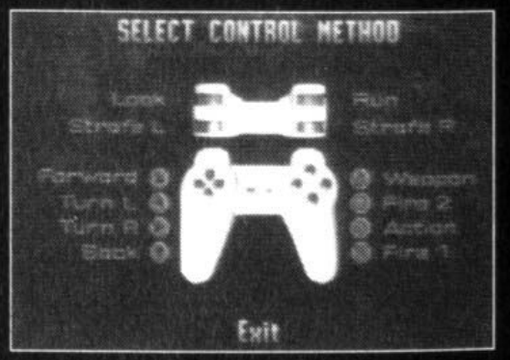
Choose from 4 pre-set button configurations. To find the one that suits your play style, press LEFT or RIGHT on the DIRECTIONAL BUTTON to select the Controller configuration. Press the START or X BUTTON to return to the Options Screen.

ENTER PASSWORD

This option allows you to enter a passcode that lets you restart a game from the beginning of the level associated with the passcode. To enter a passcode, press the DIRECTIONAL BUTTON to highlight a character and the START or X BUTTON to input it. To erase a character, highlight [DELETE] and press the START or X BUTTON. When your passcode is complete, highlight [ACCEPT] and press the START or X BUTTON to begin play. If you wish to exit this option without entering a passcode, highlight [QUIT] and press the START or X BUTTON.







MEMORY CARD OPTIONS

This Option Menu allows you to load in a previously saved game. Your PlayStation™ game console automatically detects the presence of a Memory card. To load a previously saved game, highlight LOAD GAME and press the START or X BUTTON. You may then highlight the desired game from the list of previously saved games and press the START or X BUTTON. Your selected game will now play. If all the save slots are full, you may save over an existing game, or delete ALL saved Alien™ Trilogy games by highlighting DELETE SLOT and pressing the START or X BUTTON. You must confirm that you wish to DELETE a slot by moving the highlight to YES and pressing the START or X BUTTON.

If you wish to wipe all of the contents of a memory card, you may select FORMAT MEMORY CARD and press the START or X BUTTON. Confirm that you wish to do this by selecting YES and pressing the START or X BUTTON.

CAMERA SWAY

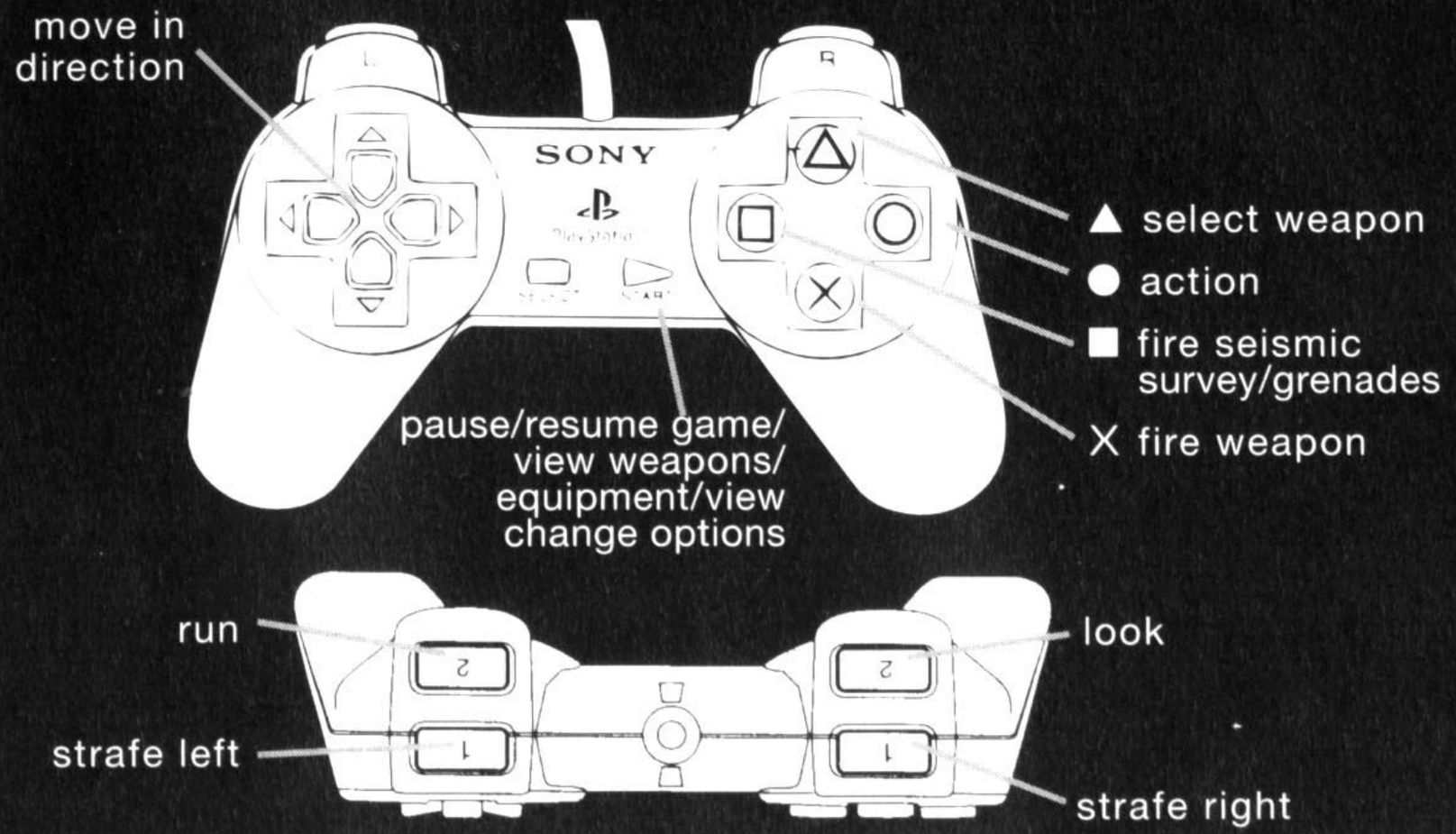
Choose to play with realistic camera sway off or on.

EXIT

When you're through setting options, highlight EXIT and press the START or X BUTTON to return to the main menu, where you can choose START GAME to begin play.

DEFAULT CONTROLS

To return to the Title Screen at any time during game play, hold down the SELECT BUTTON, then press and hold the START BUTTON for 2 seconds



To LOOK UP, press the ● BUTTON while holding R2
To LOOK DOWN, press the ▲ BUTTON while holding R2

ACTION: ●

This button does different things depending on your situation. If you're in front of a door, press this to open it. If you are in front of a control panel or battery panel, press this button to activate it.

FIRING WEAPONS: ■ or X

Press this button to fire the currently selected weapon. Weapons fire in the direction you are facing.

OPENING DOORS ●

As you make your way through the world of Alien™ Trilogy, you will come across several different types of doors which you must open. Some of these require control panels to be activated in order to supply power to them. They may then be opened by pressing the Action button.

TOGGLE THROUGH WEAPONS ▲

During game play, toggle through weapons by pressing the ▲ BUTTON.

ELEVATORS

Many areas you will come across feature elevators, some of which can only be activated by triggers or control panels. Some you can see and others are less obvious.

THE ALIEN WORLD...

YOUR STATUS DISPLAY PANEL

This is your link to reality, and your only hope of coming out of your ordeal alive. Watch it closely for vital information about the current status of your health, weapons, orientation and other items such as pick ups, etc.

1. Current Weapon

Your current weapon appears in your hand.

2. Ammunition Remaining

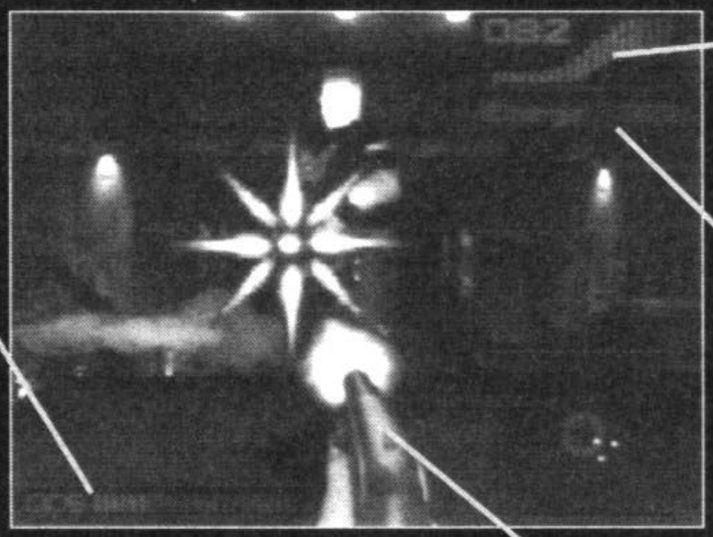
The number of shots remaining are displayed on the bottom left of your screen.

3. Energy

Your energy is measured by a numbered meter and graph located at the top right of the screen. When the number reaches 0, you lose!

4. Armor

The state of your armor is displayed below your energy level. The panel turns red when you are under attack. The more hits you take, the more the armor deteriorates, until it is rendered useless, at which time it will disappear from the panel.



5. Others

Other items are displayed below your energy level such as the number of Seismic Survey Charges remaining.

PICK-UPS

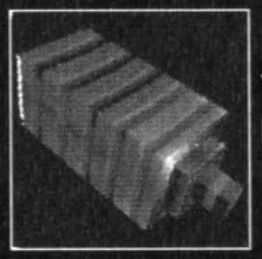
WEAPONS & WEAPON PICK-UPS

As Lt. Ripley, you begin the game with a standard-issue 9mm automatic pistol. Throughout the game, you'll come across different weapons or items that can be used as weapons. To pick up a weapon or ammunition, walk over it. A sound will indicate that it has been collected. Ammunition for the various weapons can be picked up as you play. There are varying limits to the amount of ammo you can carry for each weapon. You can carry all your weapons at once. Your current weapon is displayed on screen in your hands. There are two ways to view your available weapons:

- Press the START BUTTON to pause the game and bring up the Pause Select Screen, where you can view and select available equipment and weapons. To arm yourself with a different weapon from your available supply, press UP or DOWN to toggle through them, then press the X BUTTON to select the highlighted weapon. Press the START BUTTON to return to the game.



- You can switch weapons during game play by pressing the ▲ BUTTON until the desired weapon appears in your hands.



Seismic Survey Charges

They are launched by pressing the ■ BUTTON with any weapon EXCEPT the pulse rifle (which fires grenades on this button). The closer an enemy is to an exploding Survey Charge, the more damage is done.



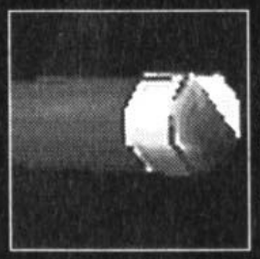
9 mm Clip

Default ammunition. You can carry a maximum of 150 rounds, with varying numbers of shots per clip.



Shotgun

This is more powerful than the 9mm and will allow you to give more damage to enemies and remove certain items blocking your path which the 9mm is not powerful enough to destroy.



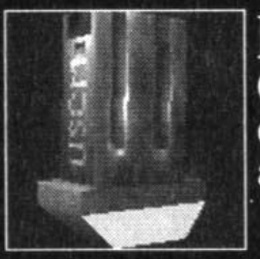
Shotgun Shells

Shells are found in groups of 10. You can carry a maximum of 100 shells.



Pulse Rifle

Using the power of a pulsed rifle fire, this deadly rifle does double duty as a rifle and a grenade launcher, packing real stopping power.



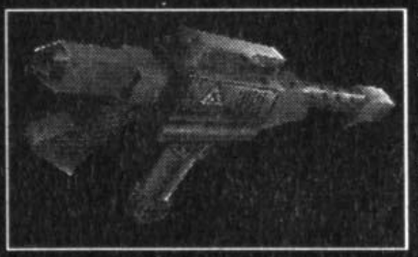
Pulse Rifle Clips

Clips hold varying amounts. You can hold a maximum of 900 rounds at a time.



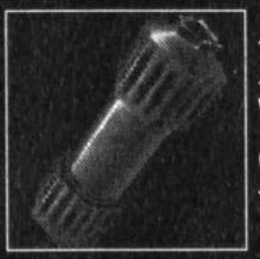
Pulse Grenades

Players can hold up to 20 grenades at a time.



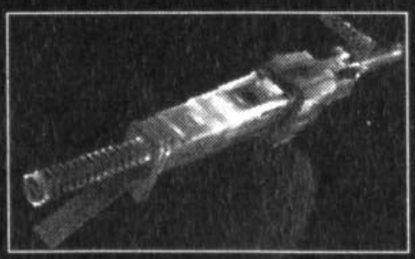
Flame Thrower

The flame thrower holds one canister of fuel at a time, but you can carry up to 500 bursts of fire.



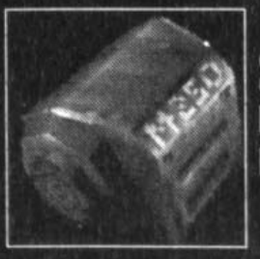
Fuel for Flame Thrower

When you're low or out of fuel, collecting a canister will top up the tank.



Smart Gun

This large machine gun is the most powerful weapon available. It can fire at multiple enemies at any time!



Smart Gun Magazines

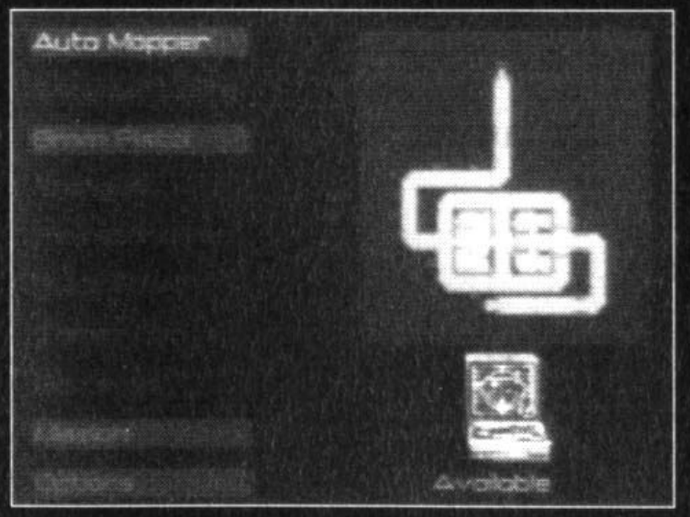
Each magazine holds 100 rounds. Players can hold up to 9 magazines.

UTILITY PICK-UPS



Auto-Mapper

The auto-mapper shows your position relative to your surroundings, and displays the location of doors (bright green lines) and crates (blue squares). When the Auto-Mapper is displayed, pressing the X BUTTON will magnify the display for greater detail. Press the X BUTTON again to return to the regular scale display. Note that certain areas are not detected by the Auto-Mapper.





Battery Pack

Pick up precious power cells whenever you can. They can help you open doors and power-up your EXIT airlock on double width control panels.



Night Vision Goggles

These goggles make items in darkness visible, allowing you to see all the trouble that surrounds you!



Shoulder Lamp

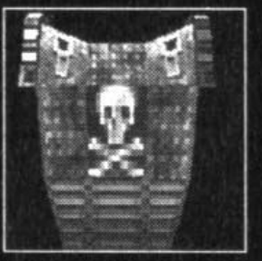
Not as effective as the Night Vision Goggles but they cut through the dark so you can see everything. The only problem is that the aliens can see you!

HEALTH PICK-UPS



Acid Boots

Acid Vest





Body Armor

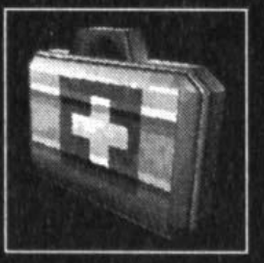
Adrenaline Burst Pack





Hypo-pack

Medical Kit





Derm Patches

IN-GAME SCREEN OPTIONS

The following options can be called up at any time during the game by pressing the START BUTTON to pause the game, then highlighting OPTIONS and pressing the X BUTTON. Press UP or DOWN on the DIRECTIONAL BUTTON to highlight the desired option.

SFX VOLUME:

Change the volume of the sound effects by pressing the X BUTTON to increase or decrease the meter.

CDDA VOLUME:

Change the volume of the music by pressing the X BUTTON to increase or decrease the meter.

EXIT GAME:

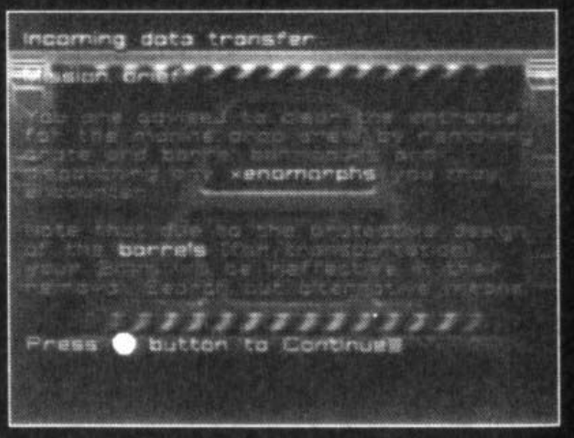
To quit the current game and return to the Main Menu Screen, press the X BUTTON. You will be asked if you are sure. Toggle between YES or NO with the LEFT or RIGHT DIRECTIONAL BUTTON, then press the X BUTTON.

GAME SECTIONS

There are three main game sections in Alien™ Trilogy. Each has its own unique challenges. You must persevere through all the various levels of a section to go on to the next.

MISSION BRIEF SCREEN

Before each mission, a screen will appear detailing your immediate goals. You must try to get the highest completion percentage possible. If you do not do well enough, you will have to go back and try the mission again. If you excel at a mission, you may be rewarded with a bonus level full of useful pick-ups!

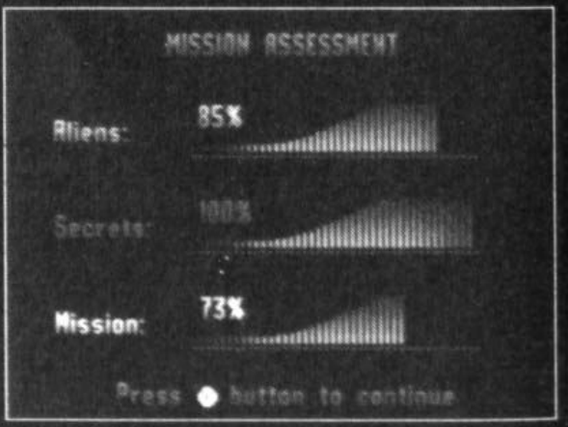


BETWEEN LEVEL OPTIONS

When you have successfully completed a level you will be given a password. Note this down if you wish to return to this point in the future. If you have a Memory card plugged in you may save your game here, also.

MISSION ASSESSMENT SCREEN

At the end of each level, the Mission Assessment Screen displays the number of enemies killed, the number of secret areas found and the percentage of the mission you have completed.



LV426 COLONY COMPLEX



Outer Complex



Entrance



Atmosphere Processor

PRISON

This prison planet is where the abandoned criminals end up.



Meeting Tower



Living Area



Lead Mould

DERELICT SPACESHIP



Pilot's Chamber



Tunnels



Secrets

ENEMIES ALIENS

Chest Burster



Face Hugger



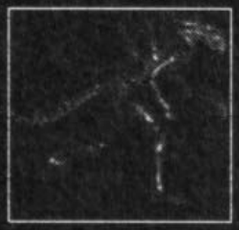
Young Dog Alien



Adult Dog Alien



Warrior



Queen



COMPANY ENEMIES

Company Soldiers



Company Synthetics



Alien Handler



Security Guard

