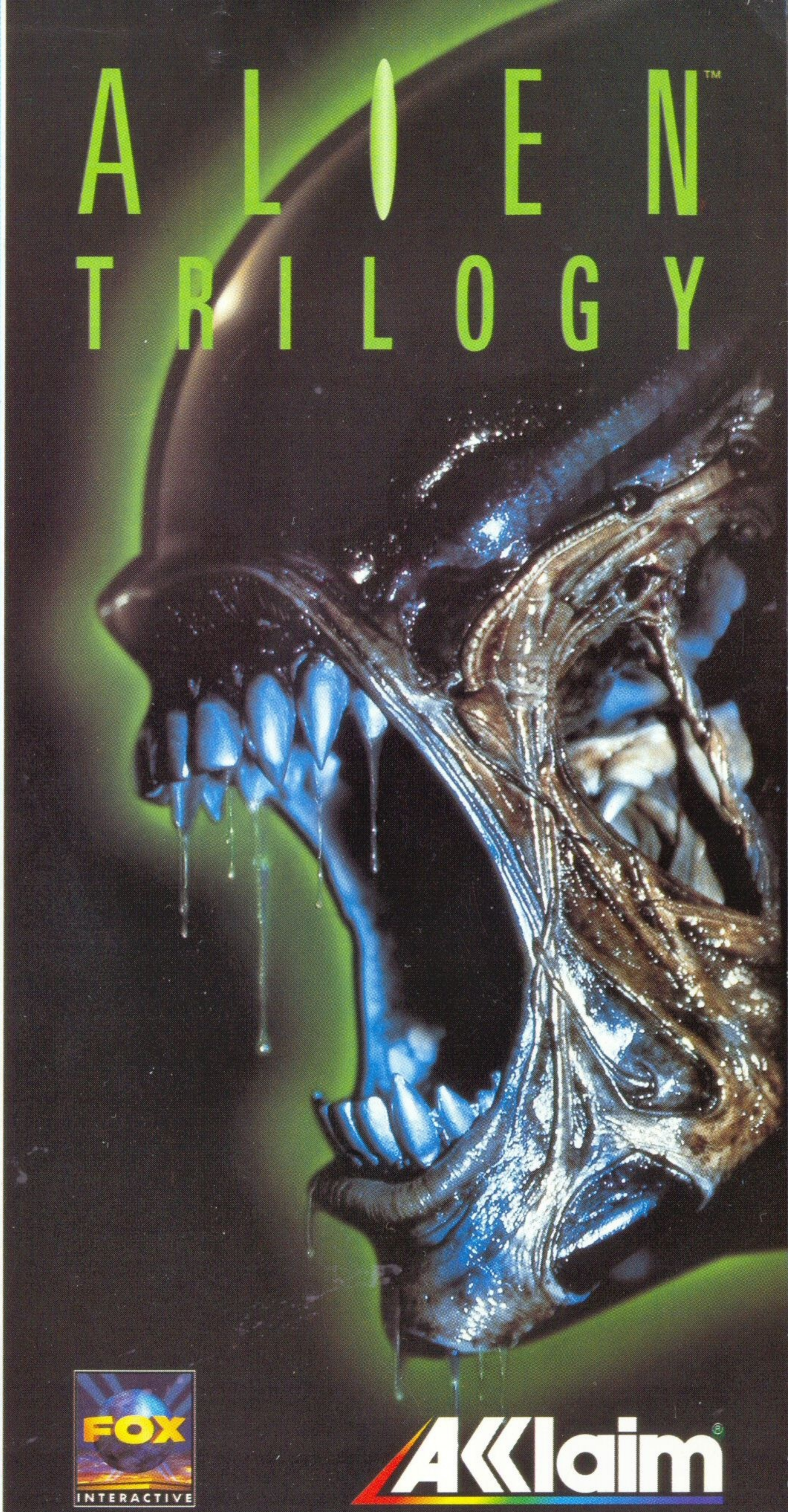
SEGA™

SATURN™

ALIEN™ TRILOGY



FOX INTERACTIVE

Acclaim®

COMPACT disc

INSTRUCTION MANUAL

This game is licensed by Sega Enterprises, Ltd. for play on the SEGA SATURN™ System

EPILEPSY WARNING
Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions to take during use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

AVERTISSEMENT SUR L'ÉPILEPSIE
À lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant.

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou lorsqu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie.

Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation.

Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants: vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez IMMÉDIATEMENT cesser de jouer et consulter un médecin.

Prêcautions À Prendre Dans Tous Les Cas Pour L'utilisation D'un Jeu Vidêo

- Ne vous tenez pas trop près de l'écran. Jouez à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement.
- Utilisez de préférence les jeux vidéo sur un écran de petite taille.
- Évitez de jouer si vous êtes fatigué ou si vous manquez de sommeil.
- Assurez-vous que vous jouez dans une pièce bien éclairée.
- En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.

ADVERTENCIA ACERCA DE LA EPILEPSIA
Lea esta advertencia antes de utilizar este sistema de juego de vídeo o permitir que sus hijos lo utilicen.

Algunas personas son susceptibles de padecer ataques epilépticos o pérdida del conocimiento cuando se exponen a ciertos patrones de luz o luces destellantes en su vida cotidiana. Tales personas pueden sufrir un ataque mientras ven ciertas imágenes de televisión o utilizan ciertos juegos de vídeo. Esto puede suceder incluso si la persona no tiene un historial médico de epilepsia o nunca ha sufrido ataques epilépticos.

Si usted o cualquier miembro de su familia ha tenido alguna vez síntomas relacionados con la epilepsia (ataques o pérdida de conocimiento) cuando se haya expuesto a luces destellantes, consulte a su médico antes de jugar.

Nosotros recomendamos que los padres supervisen la utilización que sus hijos hacen de los juegos de vídeo. Si usted o sus hijos experimentan alguno de los siguientes síntomas: mareos, visión borrosa, contracciones oculares o musculares, pérdida de conocimiento, desorientación, cualquier movimiento involuntario o convulsiones, mientras utiliza un juego de vídeo, interrumpa INMEDIATAMENTE la utilización del sistema y consulte a su médico.

Precauciones Que Deben Tomarse Durante La Utilización

- No se ponga demasiado cerca de la pantalla. Siéntese bien separado de la pantalla del televisor, tan lejos como permita la longitud del cable.
- Utilice el juego con una pantalla de televisión lo más pequeña posible.
- Evite jugar si se encuentra cansado o no ha dormido lo suficiente.
- Asegúrese de que la habitación donde esté jugando esté bien iluminada.
- Descanse un mínimo de entre 10 y 15 minutos cada hora mientras utiliza un juego de vídeo.

AVVERTENZA A PROPOSITO DELL'EPILESSIA

Per favore, leggete quanto segue prima di utilizzare o di permettere ai vostri figli di utilizzare questo sistema per video giochi.

Alcune persone sono suscettibili di attacchi epilettici o di perdita della conoscenza se esposte a particolari luci intermittenti o motivi luminosi durante la vita quotidiana. Tali persone possono subire un attacco durante la visione di alcune immagini televisive o utilizzando alcuni video giochi. Questo può accadere anche se la persona non ha precedenti clinici riguardanti l'epilessia o non è mai stata colta da attacchi epilettici.
Se voi o altri componenti della vostra famiglia avete sperimentato i sintomi correlati all'epilessia (attacchi o perdita di conoscenza) durante l'esposizione a luci intermittenti, consultate il vostro medico prima di giocare.
Consigliamo che i genitori tengano sotto controllo l'utilizzo dei video giochi da parte dei loro figli. Se voi o vostro figlio avvertite uno dei seguenti sintomi: senso di vertigine, vista annebbiata, contrazioni degli occhi o dei muscoli, perdita di conoscenza, disorientamento, un qualsiasi movimento involontario o convulsione, durante l'utilizzo di un video gioco, interrompetene l'uso IMMEDIATAMENTE e consultate il vostro medico.

Precauzioni durante l'utilizzo

- Non state a distanza troppo ravvicinata dallo schermo. Sedetevi ad una certa distanza dallo schermo televisivo, tanto quanto lo permette la lunghezza del cavo.
- Preferibilmente utilizzate i giochi su uno schermo televisivo piccolo.
- Evitate di giocare se siete stanchi o non avete dormito abbastanza.
- Accertatevi che la stanza nella quale state giocando sia ben illuminata.
- Riposate per almeno 10 o 15 minuti ogni ora durante l'utilizzo di un video gioco.

WAARSCHUWING VOOR EPILEPSIE

Doorlezen voordat u dit videogame-systeem in gebruik neemt of het door uw kinderen laat gebruiken.

Sommige mensen kunnen een epileptische aanval krijgen of bewusteloos raken wanneer zij in het dagelijkse leven worden blootgesteld aan bepaalde lichtpatronen of knipperende lichten. Tijdens het kijken naar bepaalde TV-beelden of het spelen van bepaalde videospelletjes kunnen deze mensen een aanval krijgen. Dit kan gebeuren zonder dat men een medische historie van epilepsie heeft of zonder dat men ooit eerder een epileptische aanval heeft gehad.
Indien u of iemand in uw familie bij blootstelling aan knipperende lichten ooit symptomen van epilepsie heeft gehad (een aanval of bewusteloosheid), raadpleeg dan uw arts alvorens u gaat spelen.
Wij raden ouders aan om toezicht te houden op het gebruik van videospelletjes door hun kinderen. Indien u bij uzelf of bij uw kind tijdens het spelen van een videospel één van de volgende symptomen constateert, moet u het gebruik ONMIDDELLIJK staken en uw arts raadplegen. Het gaat hierbij om de volgende symptomen: duizeligheid, wisselend zicht, trekken van het oog of van de spieren, bewusteloosheid, desoriëntatie, onwillekeurige bewegingen of stuiptrekkingen.

Voorzorgsmaatregelen Bij Gebruik

- Ga niet te dicht bij het beeldscherm staan. Ga op ruime afstand van het TV-scherm zitten, zover de lengte van de kabel dit toelaat.
- Gebruik het spel op een zo klein mogelijk TV-scherm.
- Ga niet spelen, indien u vermoeid bent of niet voldoende slaap hebt gehad.
- Zorg ervoor dat de kamer waarin u speelt, goed verlicht is.
- Tijdens het spelen van een videospelletje moet u elk uur tenminste 10 à 15 minuten rusten.

STARTING UP: HOW TO USE YOUR SEGA SATURN SYSTEM

***This CD-ROM can only be used with the Saturn System. Do not attempt to play this CD-ROM on any other CD player—doing so may damage the headphones and speakers.**

1. Set up your Sega Saturn system by following the instructions in your Sega Saturn System Instruction Manual. Plug in Control Pad 1.
2. Place the Sega Saturn CD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Sega Saturn logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the Game's Title Screen. If you wish to return to the Control Panel, press Buttons A, B, C and Start simultaneously at any time.
5. If you turn on the power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the unit, press the D-Button to move the cursor to the top left button on the Control Panel, and press Start. The opening screens of a Game will appear.

Important: Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out towards the edge.

1 Sega Saturn System

2 Control Pad 1

MISE EN ROUTE : COMMENT UTILISER VOTRE SEGA SATURN

***Vous ne pouvez utiliser ce CD-ROM que sur la Sega Saturn. N'essayez pas de l'utiliser dans un autre lecteur CD ; vous risqueriez de causer des dommages au casque d'écoute et aux enceintes.**

1. Installez votre console Sega Saturn en procédant comme il est indiqué dans le Mode d'emploi de la Sega Saturn. Branchez la manette 1.
2. Placez le CD-ROM Sega Saturn avec son étiquette tournée vers le haut dans le compartiment du lecteur CD, puis refermez la porte du lecteur.
3. Appuyez sur le bouton Power pour charger le jeu. Le jeu commence après l'écran du logo Sega Saturn. Si rien n'apparaît, éteignez la console et assurez-vous qu'elle est correctement installée.
4. Pour arrêter un jeu en cours ou lorsque le jeu est terminé et que vous désirez le recommencer, appuyez sur le bouton Reset de la console Sega Saturn ; vous revenez alors à l'écran-titre du jeu. Pour revenir au panneau de commande, appuyez en même temps sur les boutons A, B, C et Start à n'importe quel moment.
5. Si vous allumez la console alors qu'il n'y a pas de disque dans le lecteur, l'écran du panneau de commande Audio CD Control apparaît. Pour jouer, mettez un CD Sega Saturn dans le lecteur, amenez le curseur sur le bouton supérieur gauche du panneau de commande à l'aide du bouton D et appuyez sur Start. Les écrans d'ouverture du jeu apparaissent alors.

Important : Votre CD-ROM Sega Saturn contient un code de sécurité autorisant sa lecture. Gardez-le propre et manipulez-le avec précautions. Si vous ne parvenez pas à le lire sur votre Sega Saturn, retirez-le et essuyez-le soigneusement dans un mouvement droit depuis le centre vers le bord.

1 Console Sega Saturn

2 Manette 1

ANTES DE COMENZAR: CÓMO UTILIZAR SU SISTEMA SEGA SATURN

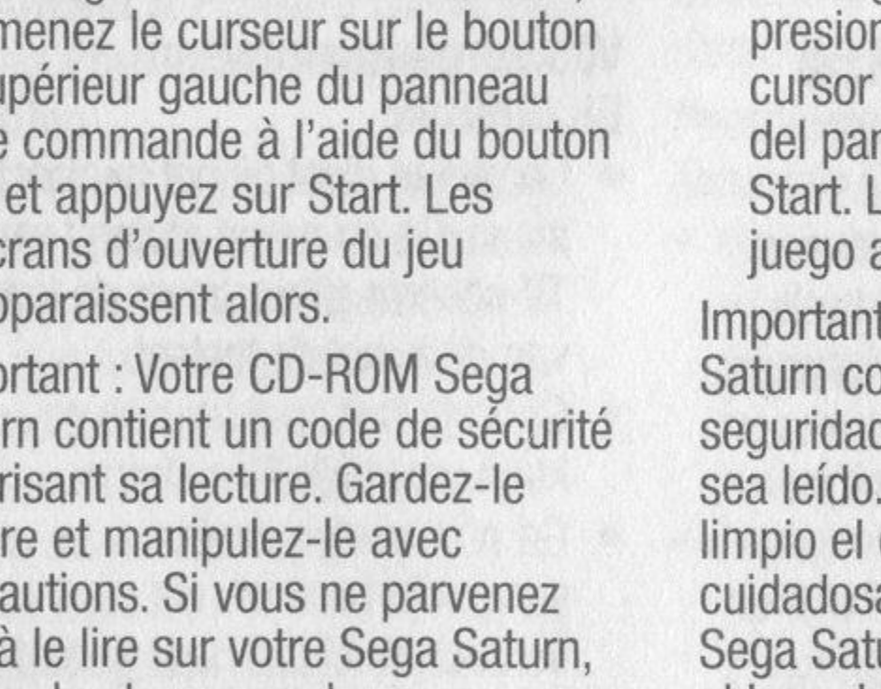
***Esta CD-ROM sólo puede ser utilizada con el sistema Sega Saturn. No intente leer esta CD-ROM en ningún otro lector de CD, ya que al hacerlo puede dañar los auriculares y los altavoces.**

1. Instale su sistema Sega Saturn siguiendo las instrucciones del manual de instrucciones de su sistema Sega Saturn. Enchufe el mando de control 1.
2. Ponga la CD-ROM Sega Saturn, con el lado de la etiqueta hacia arriba, en el fondo del platillo del CD y cierre la tapa.
3. Presione el botón de alimentación para cargar el juego. El juego empezará después de que aparezca la pantalla con el logotipo Sega Saturn. Si no aparece nada, apague el sistema y asegúrese de que esté instalado correctamente.
4. Si desea detener un juego que está en marcha o el juego termina y desea volver a empezar, presione el botón Reset de la consola Sega Saturn para volver a la pantalla del título del juego. Si desea volver al panel de control, presione simultáneamente los botones A, B, C y Start en cualquier momento.
5. Si enciende la alimentación sin insertar un CD aparecerá el panel de control de audio del CD. Si desea jugar un juego, ponga el CD Sega Saturn en la unidad, presione el botón D para mover el cursor al botón superior izquierdo del panel de control y presione Start. Las pantallas iniciales de un juego aparecerán.

Importante: Su CD-ROM Sega Saturn contiene un código de seguridad que permite que el disco sea leído. Asegúrese de mantener limpio el disco y manejarlo cuidadosamente. Si su sistema Sega Saturn encuentra dificultades al leer el disco, extraiga el disco y límpielo cuidadosamente, empezando desde el centro del disco y limpiando en línea recta hacia el borde.

1 Sistema Sega Saturn

2 Mando de control 1



INIZIARE: COME USARE IL TUO SISTEMA SEGA SATURN

***Questo CD-ROM può essere usato solo con il sistema Saturn. Non provare ad usare questo CD-ROM su un altro lettore CD — facendo così potresti danneggiare le cuffie e gli altoparlanti.**

1. Monta il tuo sistema Sega Saturn seguendo le istruzioni nel tuo manuale d'istruzioni del sistema Sega Saturn. Inserisci la pulsantiera 1.
2. Metti il CD-ROM Sega Saturn nello spazio del cassetto dei Cd con l'etichetta verso l'alto.
3. Premi il tasto d'accensione (POWER) per caricare il gioco. Il gioco inizia dopo che appare il logo Sega Saturn. Se non appare niente spegni il sistema e assicurati che sia montato correttamente.
4. Se vuoi fermare una partita in progresso o se essa finisce e vuoi riniziare, premi il tasto Reset sulla console Sega Saturn per tornare alla schermata del titolo del gioco. Se vuoi tornare al pannello di controllo, premi i tasti A, B o C e Start insieme in qualsiasi momento.
5. Se accendi la macchina senza inserire un CD, appare il pannello di controllo dei CD audio. Se vuoi un gioco, metti il CD Sega Saturn nell'unità, premi il tasto direzionale per muovere il cursore sull'angolo in alto a sinistra del pannello di controllo e premi Start. Appariranno le schermate introduttive del gioco.

Importante: Il tuo CD-ROM Sega Saturn contiene un codice di sicurezza che permette al disco di essere letto. Assicurati di tenere il disco pulito e di maneggiarlo con cura. Se il tuo sistema Sega Saturn ha problemi nel leggere il disco, rimuovilo e puliscilo con cura, iniziando dal centro e pulendo verso l'esterno.

1 Sistema Sega Saturn

2 Pulsantiera 2

OPSTARTEN: HET GEBRUIK VAN HET SEGA SATURN-SYSTEEM

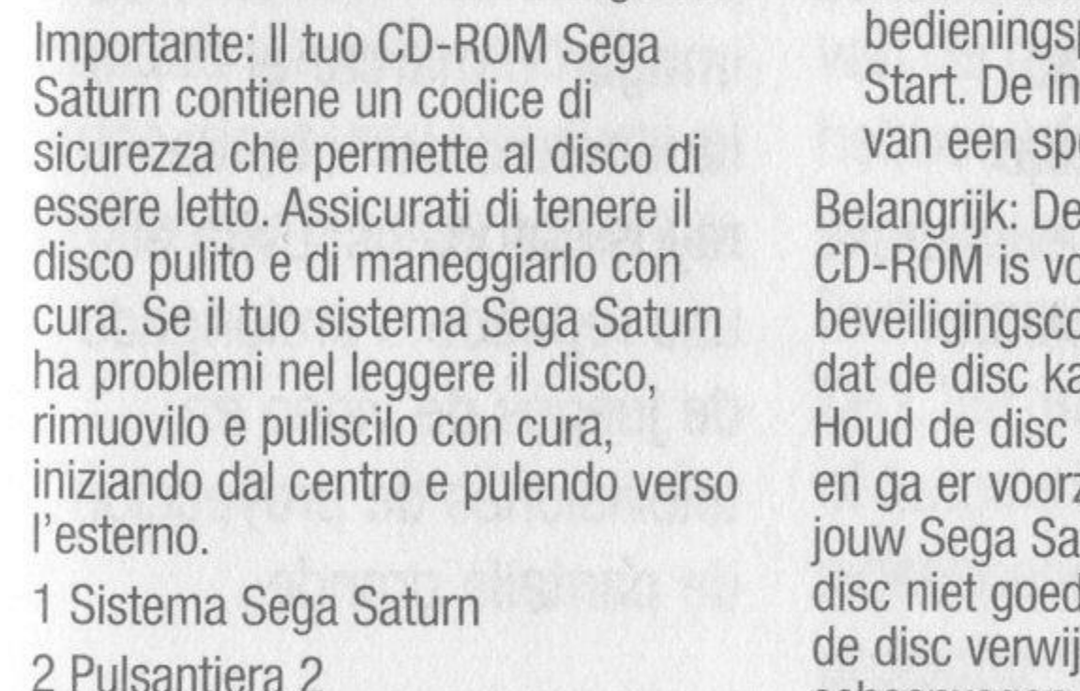
Deze CD-ROM kan uitsluitend worden gebruikt met het Saturn-systeem. Probeer deze CD-ROM niet op een andere CD-speler weer te geven — dit kan leiden tot beschadiging van de hoofdtelefoon en luidsprekers.

1. Sluit het Sega Saturn-systeem aan zoals dat in de handleiding van het Sega Saturn-systeem staat beschreven. Sluit bedieningsblok 1 aan.
2. Leg de Sega Saturn CD-ROM, met het etiket naar boven gericht, in de CD-lade en sluit het deksel.
3. Druk op de AAN/UIT-toets om het spel te laden. Na het scherm met het logo van de Sega Saturn zal het spel beginnen. Als je niets ziet, moet je het systeem weer UIT zetten en controleren of alles goed aangesloten is.
4. Als je tijdens het spelen wilt stoppen of als het spel afgelopen is, druk dan op de Reset-toets op de console van de Sega Saturn om terug te keren naar het titelscherm van het spel. Als je naar het controlepaneel wilt terugkeren, druk dan op elk gewenst ogenblik tegelijkertijd op de toetsen A, B, C en Start.
5. Als je het apparaat AAN zet zonder dat er een CD is ingelegd, zal het audio-CD bedieningspaneel verschijnen. Als je een videospelletje wilt gaan spelen, leg dan de Sega Saturn-CD in het apparaat, druk op de R-toets om de cursor te verplaatsen naar de toets linksboven op het bedieningspaneel, en druk op Start. De inleidende schermen van een spel zullen verschijnen.

Belangrijk: De Sega Saturn CD-ROM is voorzien van een beveiligingscode die ervoor zorgt dat de disc kan worden gelezen. Houd de disc altijd goed schoon en ga er voorzichtig mee om. Als jouw Sega Saturn-systeem de disc niet goed kan lezen, moet je de disc verwijderen en voorzichtig schoonvegen, waarbij je vanuit het midden van de disc in een rechte lijn naar de rand toe veegt.

1 Sega Saturn-systeem

2 Bedieningsblok



HANDLING YOUR SEGA SATURN CD-ROM

- The Sega Saturn CD-ROM is intended for use exclusively with the Sega Saturn System.
- Be sure to keep the surface of the CD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Saturn CD.

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.

MANIPULATION DE VOTRE CD-ROM SEGA SATURN

- Le CD-ROM Sega Saturn est exclusivement destiné à être utilisé sur la console Sega Saturn.
- Gardez toujours la surface du CD-ROM propre et sans rayures.
- N'exposez pas le CD-ROM aux rayons directs du soleil et ne le laissez pas près d'une source de chaleur telle qu'un radiateur.
- Faites des pauses de temps à autre pendant le jeu afin de vous reposer, vous et le CD-ROM Sega Saturn.

Avertissement pour les utilisateurs de téléviseurs à projection : Des images fixes peuvent causer des dommages permanents au tube-image ou marquer le phosphore de l'écran. Évitez de jouer souvent ou longtemps à des jeux vidéos sur des téléviseurs à projection grand écran.

MANEJO DE SU CD-ROM SEGA SATURN

- La CD-ROM Sega Saturn ha sido diseñada para ser utilizada exclusivamente con el sistema Sega Saturn.
- Asegúrese de mantener la superficie de la CD-ROM libre de polvo y rayaduras.
- No la deje a la luz solar directa ni cerca de un radiador u otras fuentes de calor.
- Asegúrese de efectuar alguna pausa de vez en cuando durante un juego prolongado, para que descanse tanto usted como el CD Sega Saturn.

Aviso a los poseedores de televisiones de proyección: Los fotogramas o imágenes fijas podrían causar daño permanente en el tubo de imagen o marcar el luminóforo del tubo de rayos catódicos. Evite el uso repetido o prolongado de juegos de vídeo en televisiones de proyección de pantalla grande..

MANUTENZIONE DEL TUO CD-ROM SEGA SATURN

- Il CD-ROM Sega Saturn va usato solamente con il sistema Sega Saturn.
- Assicurati di tenere la superficie del CD-ROM al riparo dallo sporco e dai graffi.
- Non lasciarlo alla luce diretta del sole o vicino a un termosifone o altre sorgenti di calore.
- Assicurati di effettuare una pausa durante l'uso prolungato per riposare te e il CD Sega Saturn.

Avvertimento per gli utenti con televisori a proiezione: fotogrammi o immagini fisse fotogrammi o immagini fisse potrebbero causare un danno permanente al tubo d'immagine o lasciare tracce di fosforo sul tubo a raggi catodici. Evitare l'uso ripetuto o prolungato di video giochi sui televisori a proiezione a largo schermo.

BEHANDELING VAN UW SEGA SATURN CD-ROM

- De Sega Saturn CD-ROM is ontworpen om uitsluitend te worden gebruikt met het Sega Saturn-systeem.
- Zorg ervoor dat het oppervlak van de CD-ROM van vuil en krassen gevrijwaard blijft.
- Niet in onmiddellijk zonlicht achterlaten of in de nabijheid van een radiator of andere warmtebron.
- Neem nu en dan een pauze wanneer u voor een lange periode speelt, om uzelf en de Sega Saturn CD de nodige rust te gunnen.

Waarschuwing voor bezitters van projectie-televisietoestellen: Stilstaande beelden kunnen een blijvende beschadiging van de beeldbuis tot gevolg hebben of onuitwisbare vlekken achterlaten op de fosforescerende stof van de CRT. Vermijd herhaaldelijk of langdurig spelen van videospelletjes op projectie-televisietoestellen met een breed scherm.

STARTING UP



1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1.

Note: Alien™ Trilogy is for one player.

2. Place the Alien™ Trilogy disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

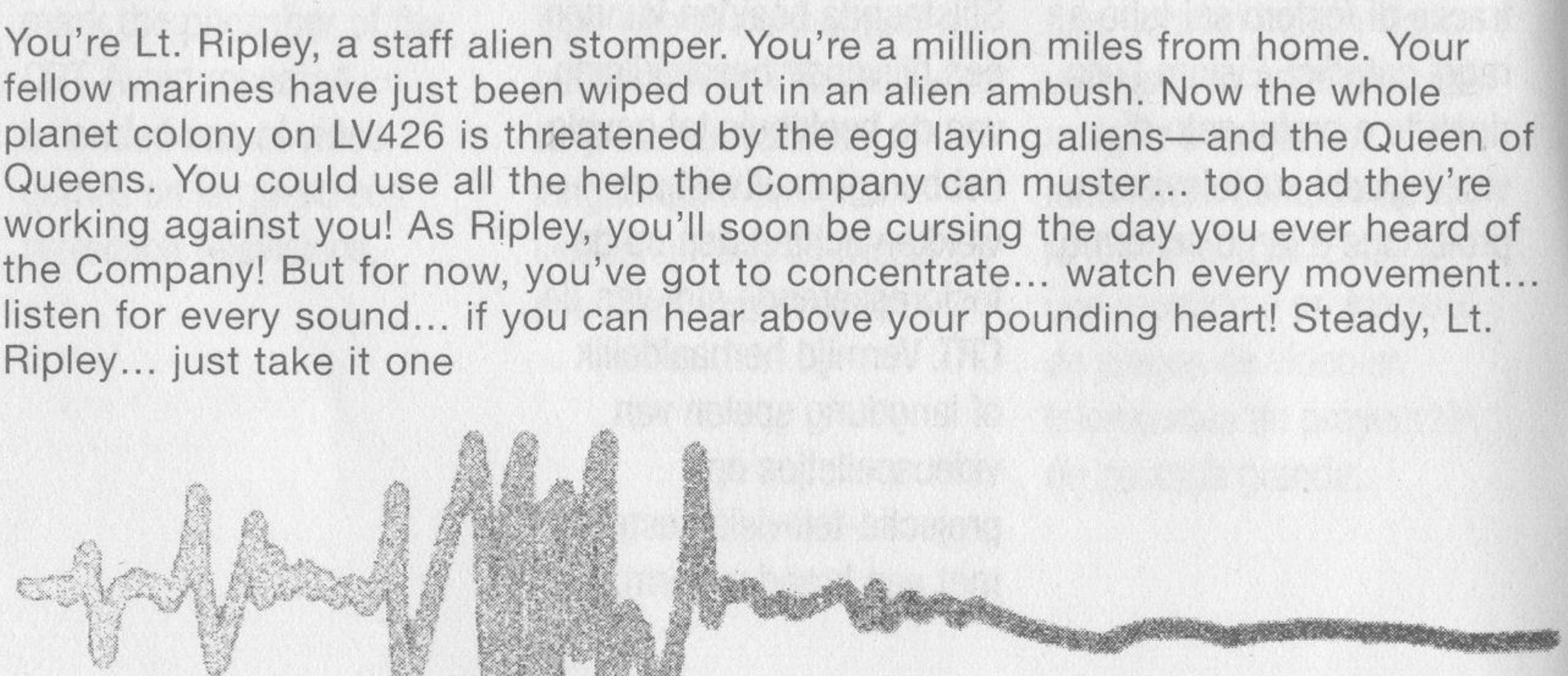
4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on screen Control Panel.

IMPORTANT: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

STORY

In the not-too-distant future, successful space colonization has become routine. The quaint concept of nations is a remote memory. The one organization to which all humans belong is the Company. All material needs are created and met by the Company. All human activity is subordinated to it. Even the armed forces are privatized, sworn to uphold the interests of the Company. By and large, humanity has survived intact throughout this era of interplanetary conquest. But now a host of parasitic alien seeds threaten the very existence of the human race. The Company wants to keep the deadly spawn alive for use as a secret weapon. Can the vicious Aliens be destroyed? Or will the Queen of Queens succeed in laying another savage generation in the guts of hapless planetary populations? The task of saving humanity comes down to... you.

You're Lt. Ripley, a staff alien stomper. You're a million miles from home. Your fellow marines have just been wiped out in an alien ambush. Now the whole planet colony on LV426 is threatened by the egg laying aliens—and the Queen of Queens. You could use all the help the Company can muster... too bad they're working against you! As Ripley, you'll soon be cursing the day you ever heard of the Company! But for now, you've got to concentrate... watch every movement... listen for every sound... if you can hear above your pounding heart! Steady, Lt. Ripley... just take it one



...you're ... on your own...

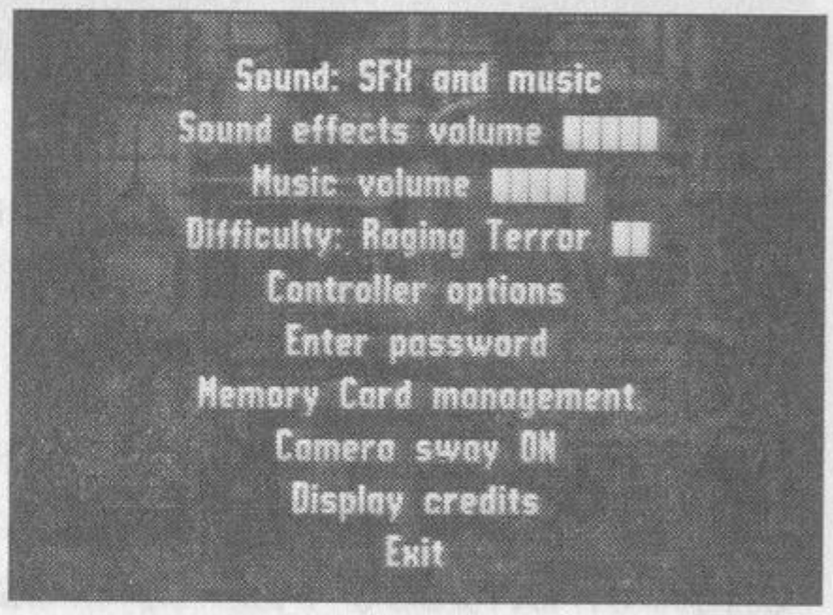
GETTING STARTED

After the opening intro, the Alien™ Trilogy Title Screen appears. You can press Start 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 Start. To set OPTIONS, highlight OPTIONS and press Start.

To return to a previous screen, press the C BUTTON.

OPTIONS

To set game options, press UP or DOWN on the D-PAD to highlight the desired option, and LEFT or RIGHT to toggle to the preferred setting. To begin play, highlight Exit and press the START or A BUTTON.



SOUND

Pressing LEFT or RIGHT will set the sound to MONO or STEREO.

SOUND VOLUME

Set the volume of sound FX by pressing LEFT or RIGHT on the D-PAD to increase or decrease the volume setting.

MUSIC VOLUME

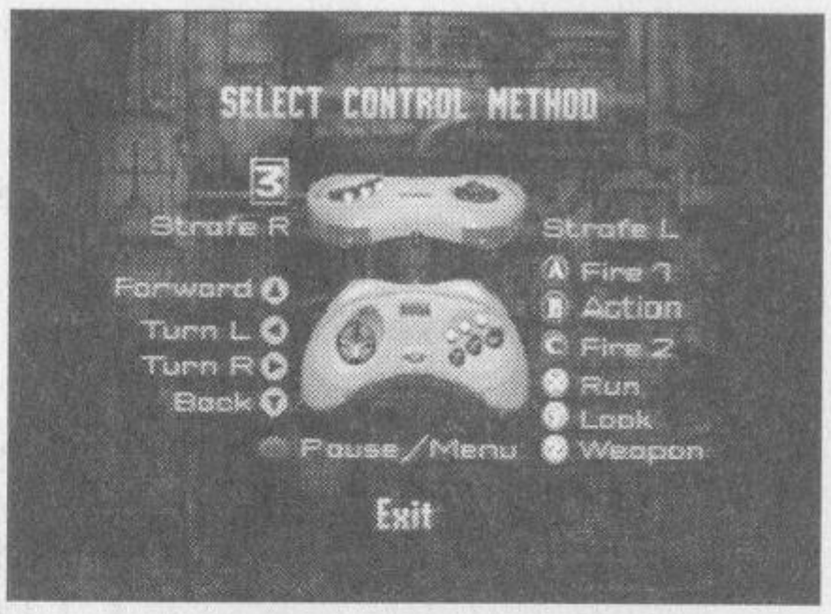
Set the music volume by pressing LEFT or RIGHT on the D-PAD to increase or decrease to volume setting.

DIFFICULTY

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

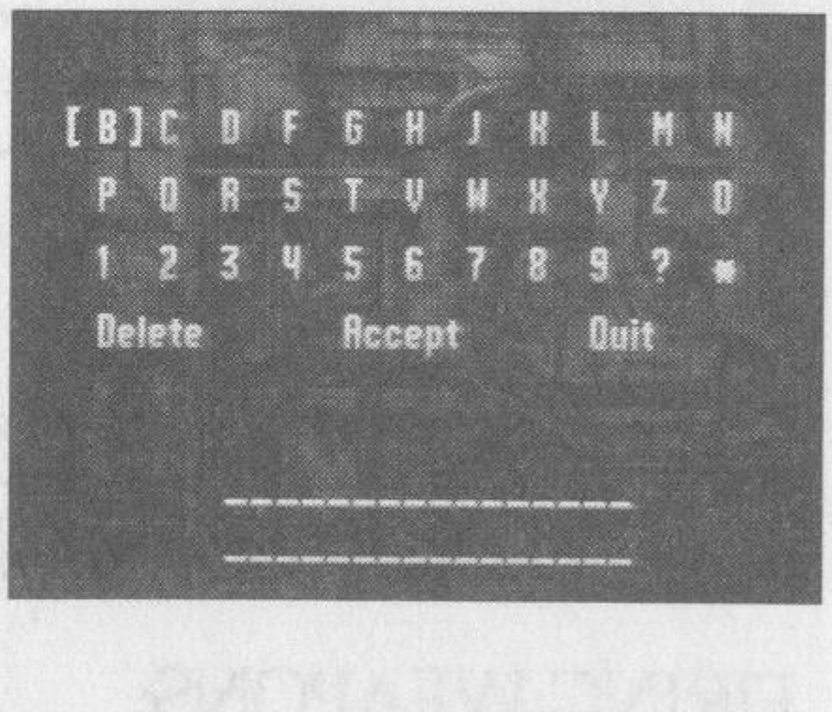
CONTROLLER OPTIONS

Choose from 4 pre-set button configurations to find the one that suits your play style. Press LEFT or RIGHT on the D-PAD to select the controller configuration. Press the START or A BUTTON to return to the Options Screen.

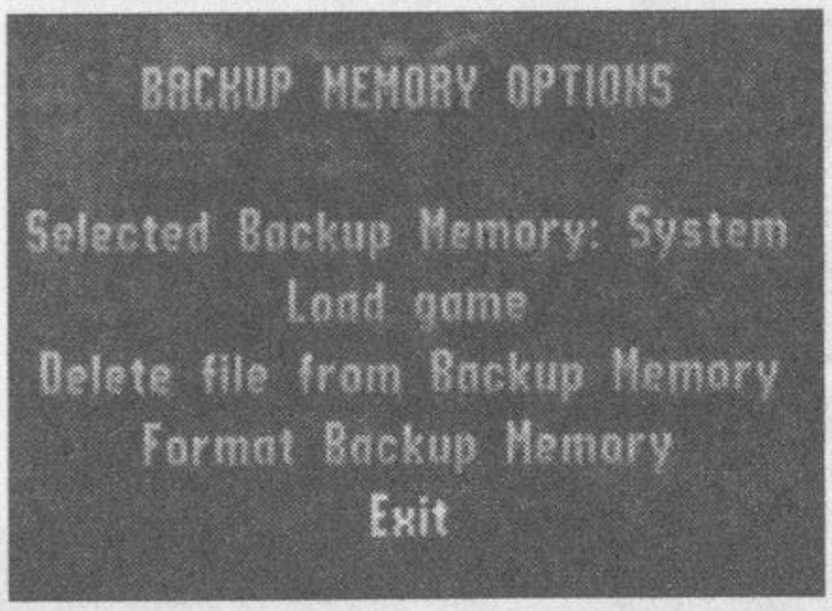


ENTER PASSWORD

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 D-PAD to highlight a character and the START or A BUTTON to input it. To erase a character, highlight [DELETE] and press the START or A BUTTON. When your passcode is complete, highlight [ACCEPT] and press the START or A BUTTON to begin play. If you wish to exit this option without entering a passcode, highlight [QUIT] and press the START or A BUTTON.



BACKUP MEMORY CARTRIDGE OPTIONS—



This Option Menu allows you to load in a previously saved game.
Note: This game will save to the internal or external (Memory Card) memory. Your Sega Saturn™ automatically detects the presence of a Memory Cartridge. To load a previously saved game, move the highlight to LOAD GAME and press the START or A BUTTON. You may then highlight the desired game from the list of previously saved games and press the START or A 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 FILE and pressing the START or A BUTTON.

If you wish to erase all of the contents of a memory cartridge, you may select FORMAT and press the START or A BUTTON. You'll be asked to confirm your choice. Choose YES to erase and NO to cancel, then press START or A BUTTON.

CAMERA SWAY

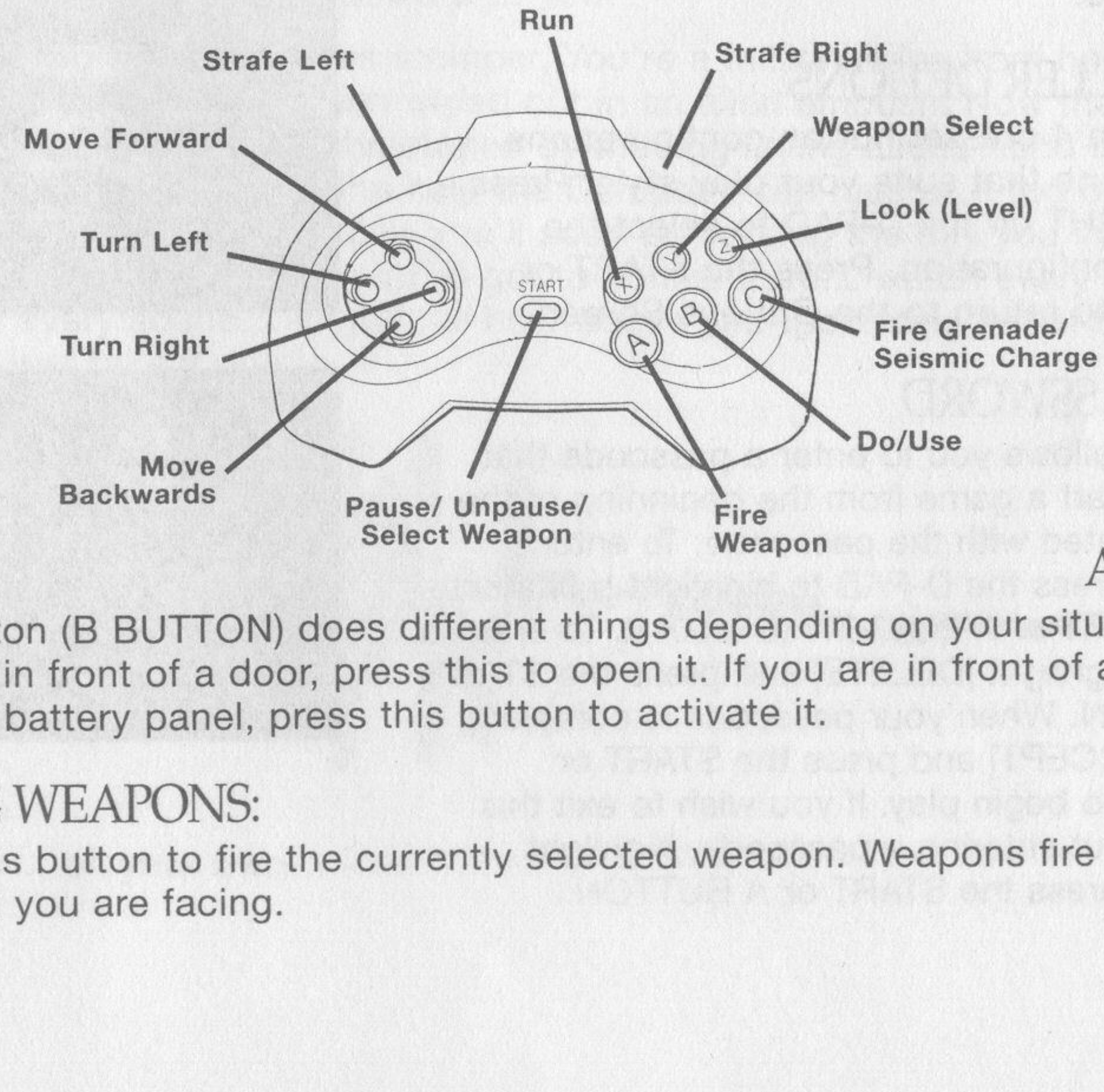
Choose to play with realistic camera sway Off or On.

EXIT

When you're through setting options, highlight EXIT and press the START 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 A, B, C and START BUTTONS.



ACTION:

This button (B 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:

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 DO/USE button.

TOGGLE THROUGH WEAPONS:

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

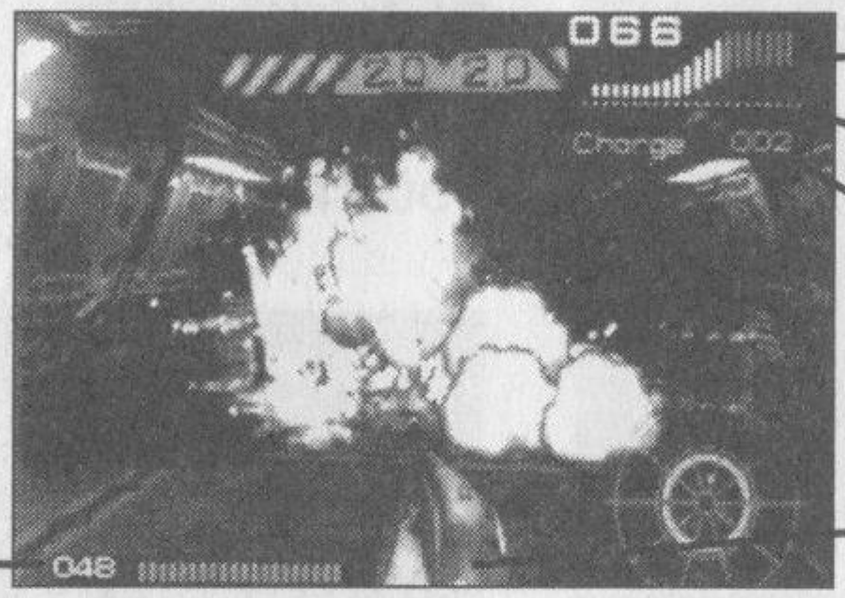
ELEVATORS:

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, aliens detected, and items in inventory.



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. SEISMIC SURVEY CHARGES

The number of Seismic Survey Charges remaining is displayed below your energy level meter.

PICK-UPS

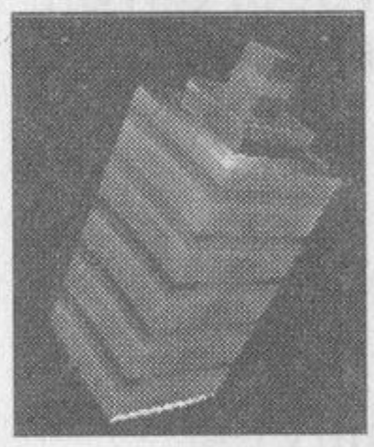
WEAPONS & WEAPON PICK-UPS

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 Selection Screen. To arm yourself with a different weapon from your available supply, press UP or DOWN to toggle through them, then press the START or A BUTTON when the desired weapon is highlighted.

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



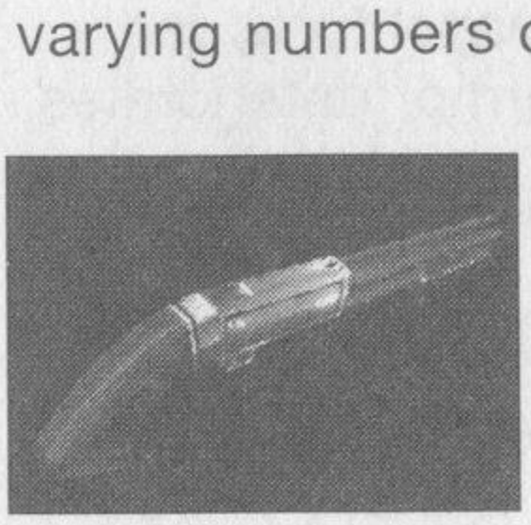
SEISMIC SURVEY CHARGES

Not what market researchers charge for finding out if you like canned haddock. These explosive devices can clear an entire area! They are launched by pressing the C 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. Be warned! The Seismic Survey Charge may also be useful for finding hidden areas, but if it explodes close to you, you take a big damage hit!



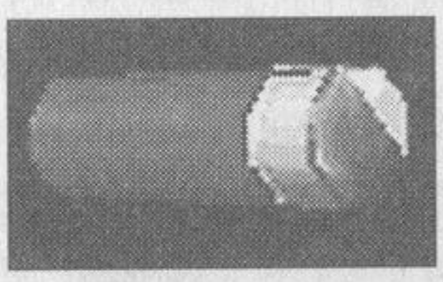
9 MM CLIP

Default ammunition. This is the most plentiful but least powerful ammunition. Pick up extra ammo whenever you can. You can carry a maximum of 150 rounds, with varying numbers of shots per clip.



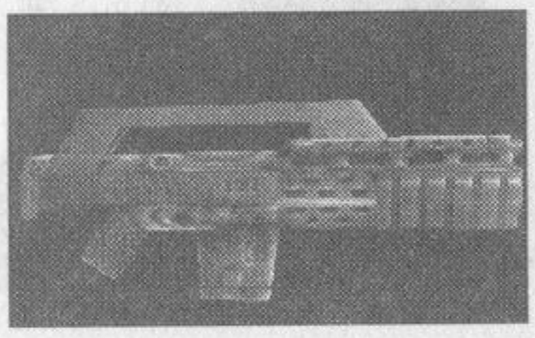
SHOTGUN

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



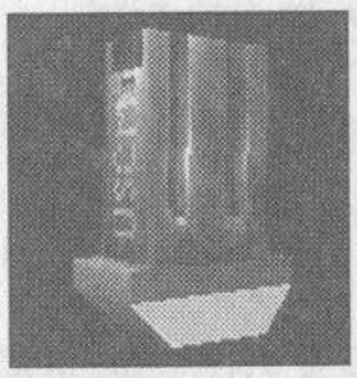
SHOTGUN SHELLS

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



PULSE RIFLE

Using the power of pulsed rifle fire, this deadly weapon does double duty as a rifle and a grenade launcher, packing real stopping power. You can collect magazines for the rifle and grenades for the built-in grenade launcher.



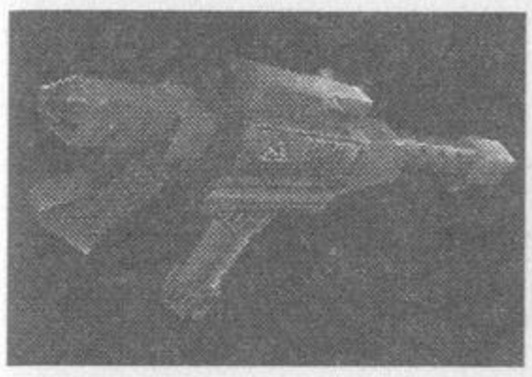
PULSE RIFLE CLIPS

Clips hold varying amounts. You can hold a maximum of 999 rounds at a time.



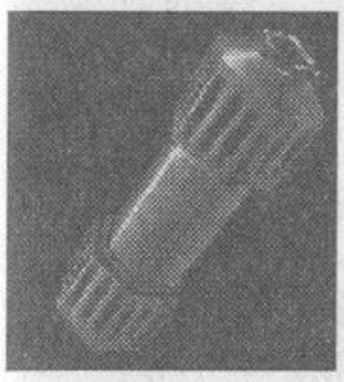
PULSE GRENADES

These advanced grenades will blast apart walls, doors, and living things, but must be used with caution: get too close and you'll be throwing yourself a fatal bouquet! Players can hold up to 20 grenades at a time.



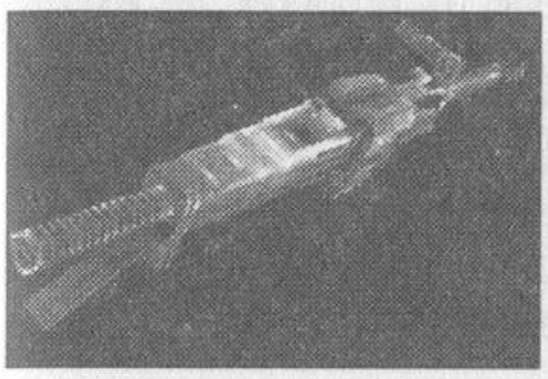
FLAME THROWER

Roast some alien eggs with a burst of nitro-jelly!
The flame thrower holds one canister of fuel at a time, but you can carry up to 500 bursts of fire.



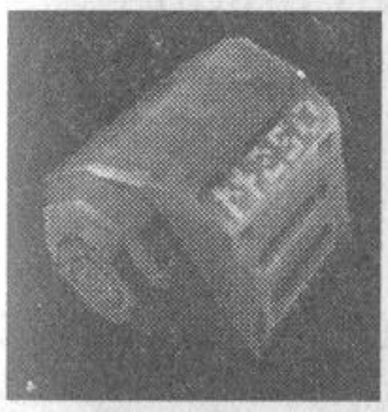
FUEL FOR FLAME THROWER

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!

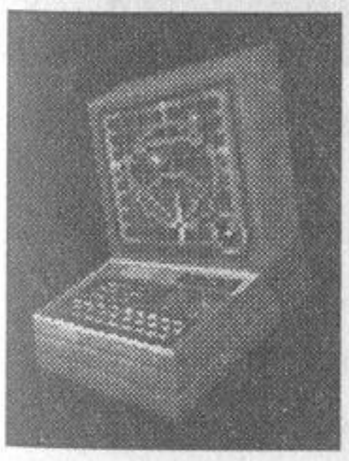


SMART GUN MAGAZINES

Each magazine holds 100 rounds. Players can hold up to 10 magazines.

UTILITY PICK-UPS

AUTO-MAPPER



Use this device to track your progress through the ordeals that await you. The Auto-Mapper shows your position relative to your surroundings, and displays the location of doors (bright green lines) and crates (red squares). When the Auto-Mapper is displayed, pressing the A BUTTON will magnify the display for greater detail. Press the A BUTTON again to return to the regular scale display. Note that certain areas are not detected by the Auto-Mapper.



BATTERY PACK

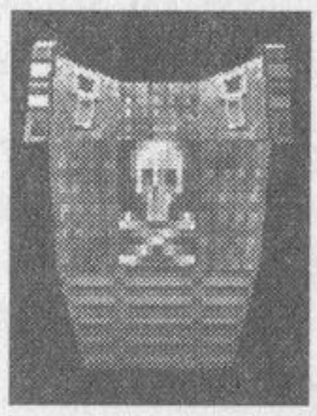
Pick up precious power cells whenever you can. They can help you open doors and power-up your EXIT airlock on double width control panels.

HEALTH PICK-UPS



ACID BOOTS

These allow you to walk through acid without taking damage.



ACID VEST

The Acid Vest offers good upper body protection, but does not shield the arms.



BODY ARMOR

This suit will give you full body protection for as long as it lasts.



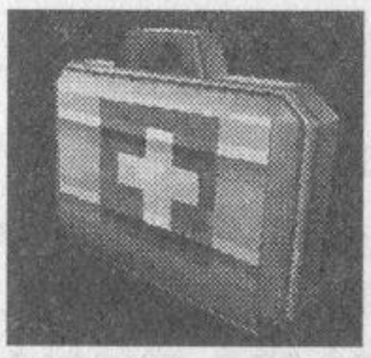
ADRENALINE BURST PACK

Get a maximum shot of pure 200% energy.



HYPO-PACK

The Hypo-pack will restore your energy to 100% and give you 20 seconds of invulnerability.



MEDICAL KIT

Collect a Medical Kit for a 20% energy boost.



DERM PATCHES

These will give you an extra 1% energy.

IN-GAME SCREEN OPTIONS

The following screens can be called up at any time during game play by pressing the START BUTTON to pause the game, then highlighting Options and pressing the A BUTTON or Right on the D-PAD. Press UP or DOWN on the D-PAD to highlight the desired option and press the A BUTTON to select it.

•To return to the game, press the START BUTTON.

SFX VOLUME:

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

CDDA VOLUME:

Change the volume of the music (CD Digital Audio) by pressing the A BUTTON to increase or decrease the meter.

EXIT GAME:

To quit the current game and return to the Main Menu screen, press the A BUTTON. Toggle between YES or NO with the LEFT or RIGHT D-PAD, then press the A BUTTON.

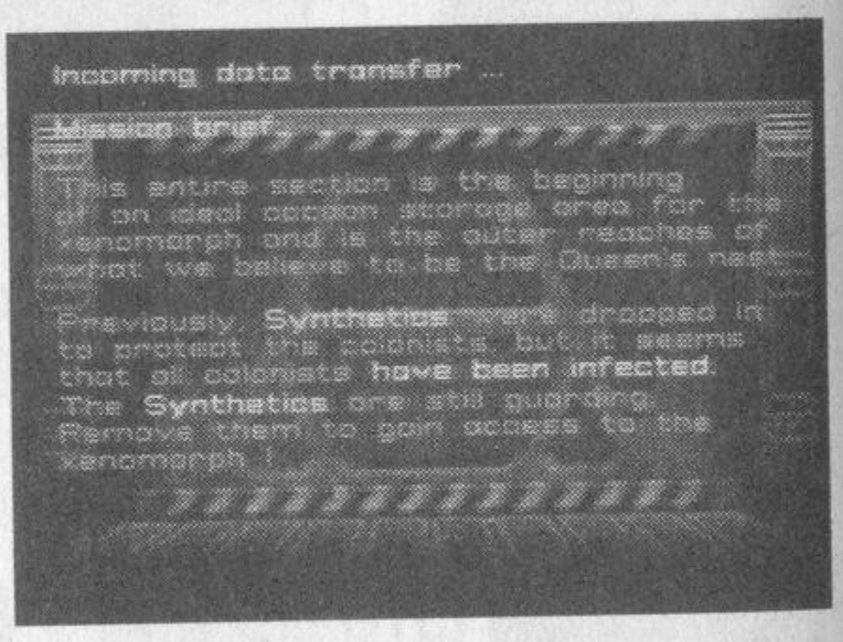
GAME SECTIONS

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!

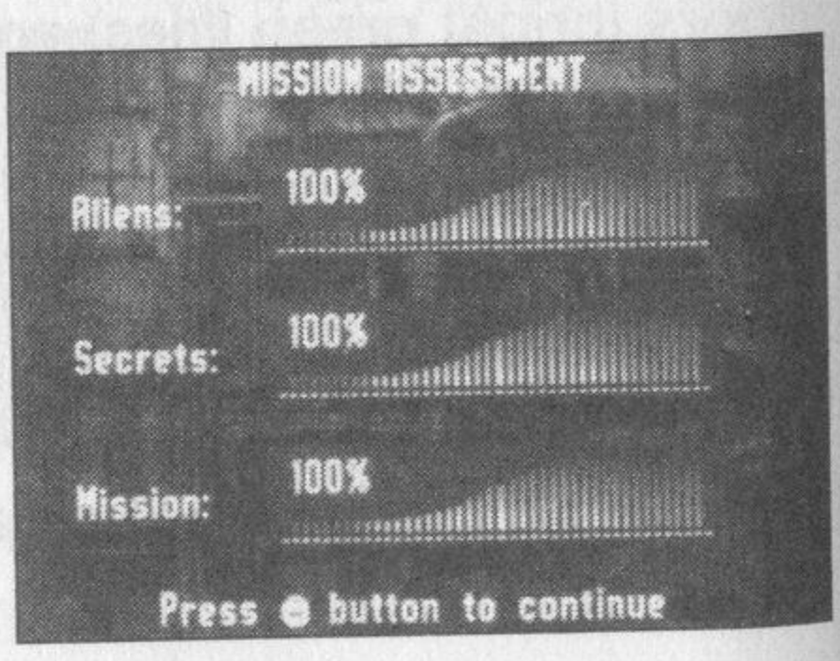


BETWEEN LEVEL OPTIONS

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. You may save your game to the internal or external (Memory Cartridge) memory.

MISSION ASSESSMENT SCREEN

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

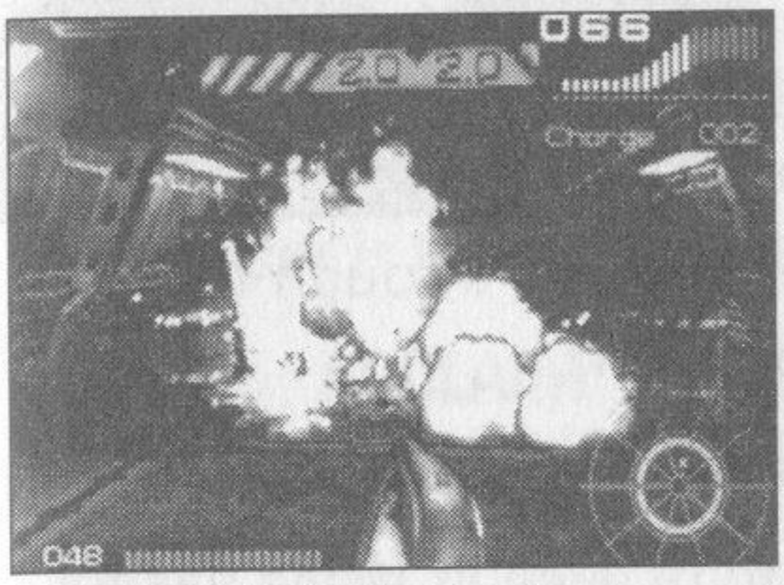


MISSIONS:

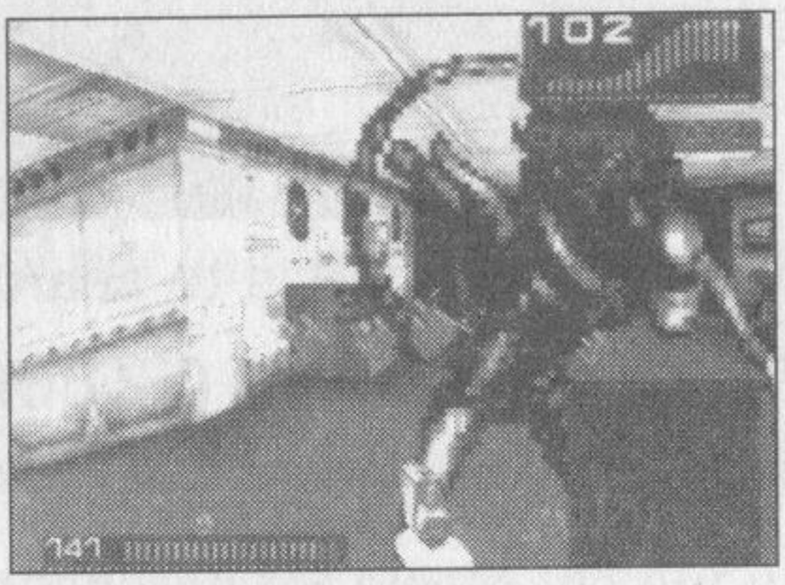
The three main game sections are briefly detailed below, along with a few of the dangerous areas you'll need to master!

LV426 COLONY COMPLEX

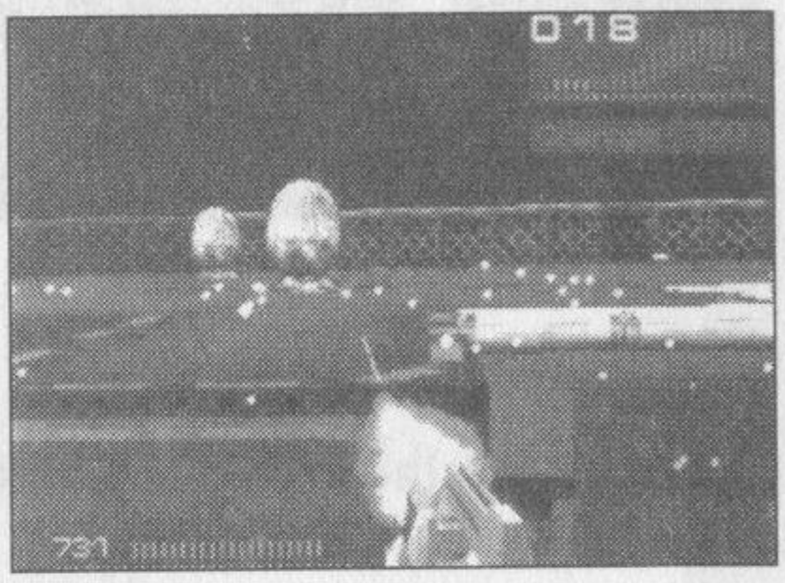
• Entrance



• Inner Complex



• Atmosphere sub-level levels

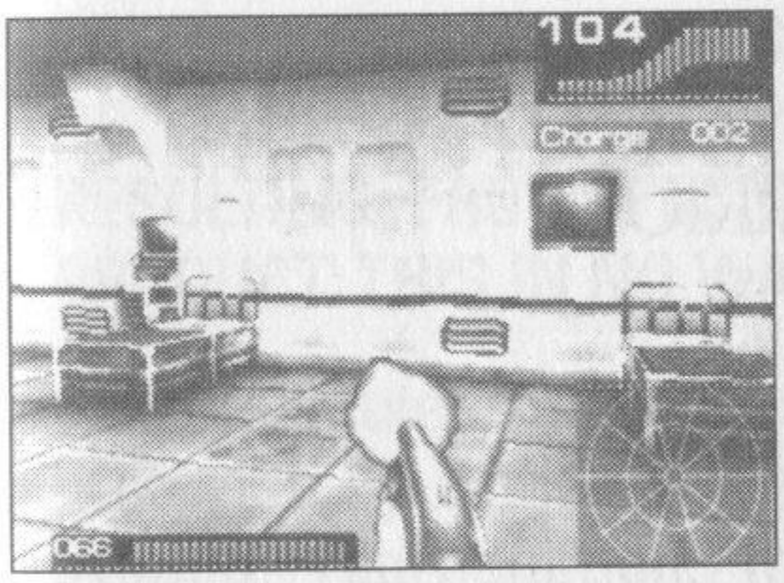


This is where it all begins. Your terrifying trial in the LV426 Colony Complex will take you from the edgy evil of the exterior to the very heart of danger!

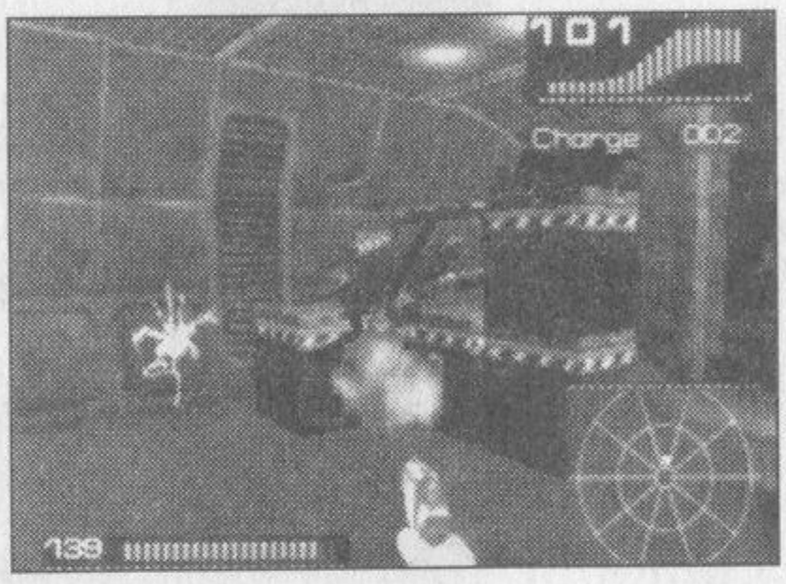
• Entrance • Outer Complex • Recreation Rooms
• Medical Laboratory • Garage • Atmosphere Processor Sub-level
• Atmosphere Processor Sub-basement • Queen's Lair

PRISON

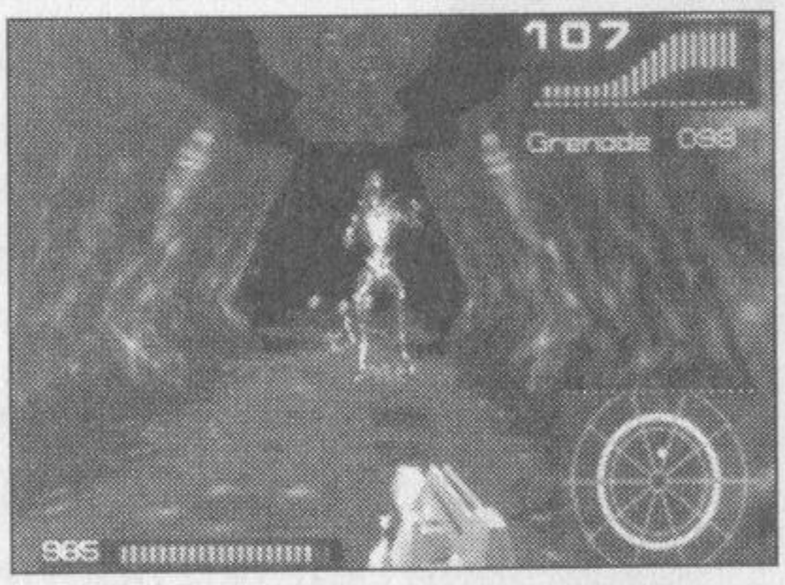
• Living Area



• Meeting Tower



• Lead Mould sublevels



This prison planet is where the abandoned criminals end up. It's the end of the line for a group of terminal losers who are now your last chance of survival. The prison has been cut off by the Company, left adrift in space on a once-vital planet with a decaying infrastructure.

The prisoners subsisted by keeping a closely knit but perilously fragile sense of community alive...Until Ripley crashes there, unaware that she's riding with a host of alien seed stowaways! Now she believes she must battle to destroy the aliens for the Company!

LIVING AREA

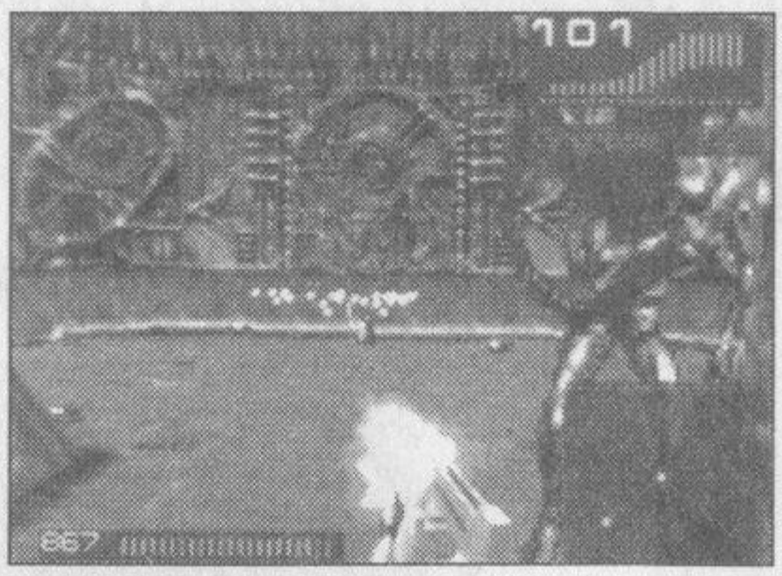
• Canteen and Stores • Meeting Tower • Leadworks • Mining and Smelting
•Furnace Control Room • Lead Mould • Queen's Lair

DERELICT SPACESHIP

•Tunnels (entrance way)



•Secrets



•Pilot's Chambers



The Alien Ship where it all started. Ripley has to search her way through this vast vessel to find the ultimate Queen!

•Tunnels •Pilot's Chamber •Canyons and Catacombs •Secrets •Droplifts

ENEMIES

ALIENS

These are the alien fiends you will have to contend with. They have varying degrees of power, and it will take differing amounts of firepower to destroy them. Be constantly on your guard!



CHEST BURSTER



ADULT DOG ALIEN



FACE HUGGER



WARRIOR



YOUNG DOG ALIEN



QUEEN

COMPANY ENEMIES

The Company hopes to bring the Aliens back alive to use as a secret weapon. To aid this scheme, they have unleashed a variety of human menaces to hinder you. Be careful, Lieutenant!



COMPANY SOLDIERS



ALIEN HANDLER



COMPANY SYNTHETIC



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NOTES

NOTES



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