SEGA™

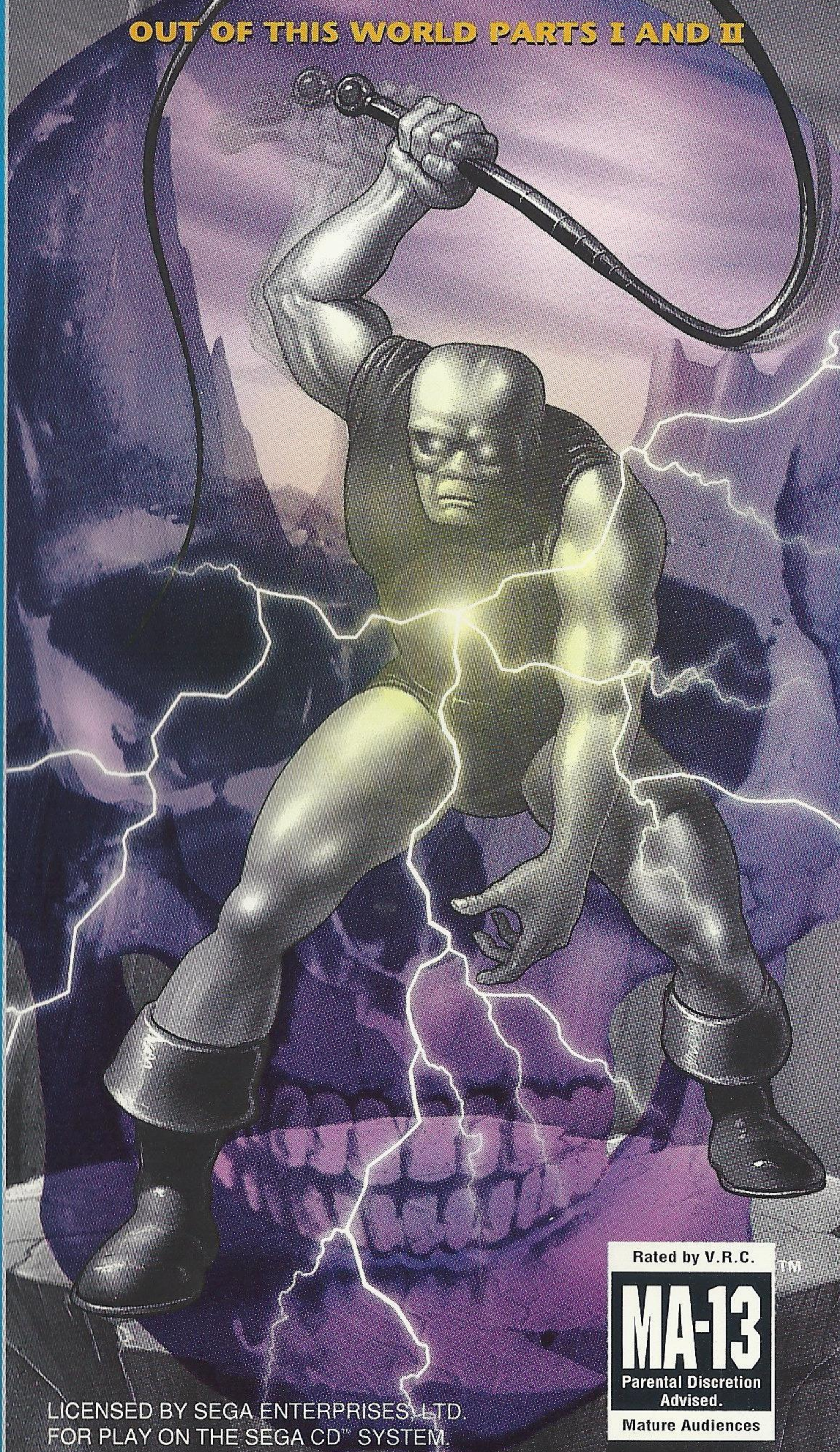
TM

SEGA

CD

HEART OF THE ALIEN™

OUT OF THIS WORLD PARTS I AND II



Virgin

OFFICIAL SEGA SEAL OF QUALITY

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

Rated by V.R.C.

MA-13

Parental Discretion Advised.

Mature Audiences

™

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA CD SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game-dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions-IMMEDIATELY discontinue use and consult your physician before resuming play.

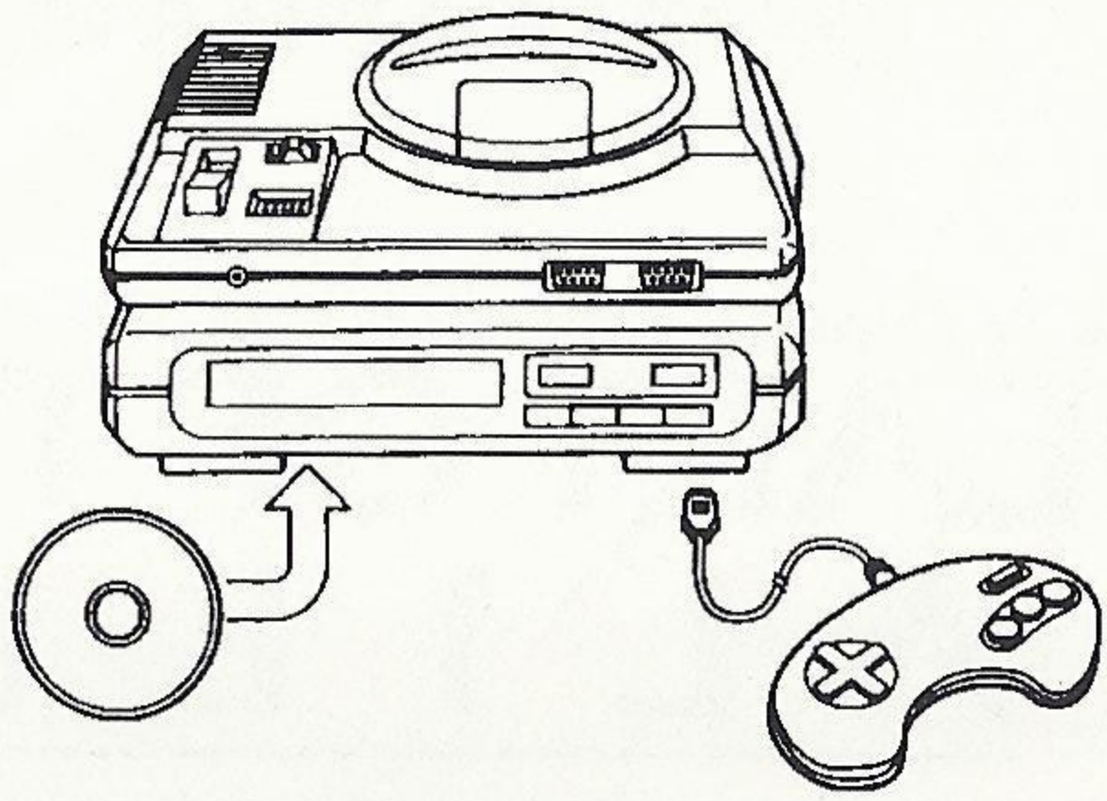
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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

HEART OF THE ALIEN™

OUT OF THIS WORLD PART II

STARTING YOUR EXPERIMENT



1. A Genesis controller should be plugged into the "Control 1" port on your Sega Genesis.

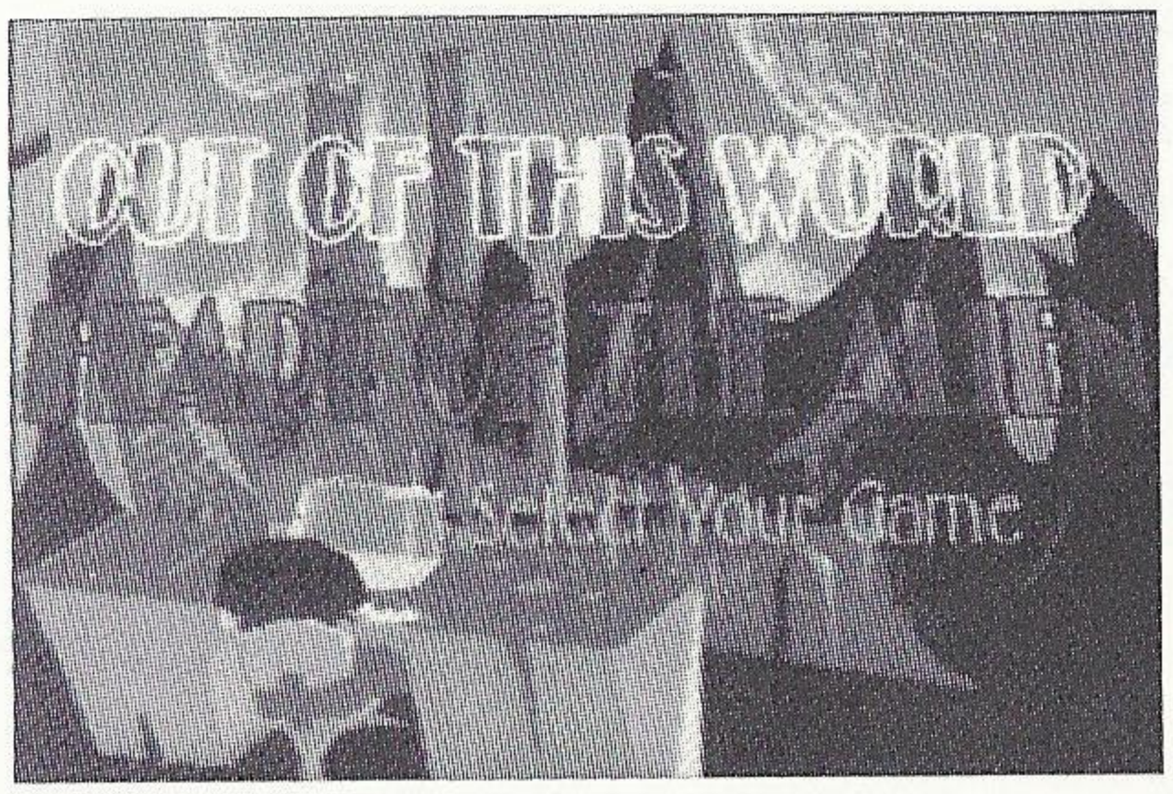
2. Make sure that there is no game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.

3. Follow Sega CD System directions to open the Sega CD drive from the Sega CD control menu.

4. Carefully place the CD game disc in the Sega CD System with the label side facing up.

5. Close the Sega CD drive from the Sega CD control menu and then select CD-ROM on the control menu to launch the game and begin play.

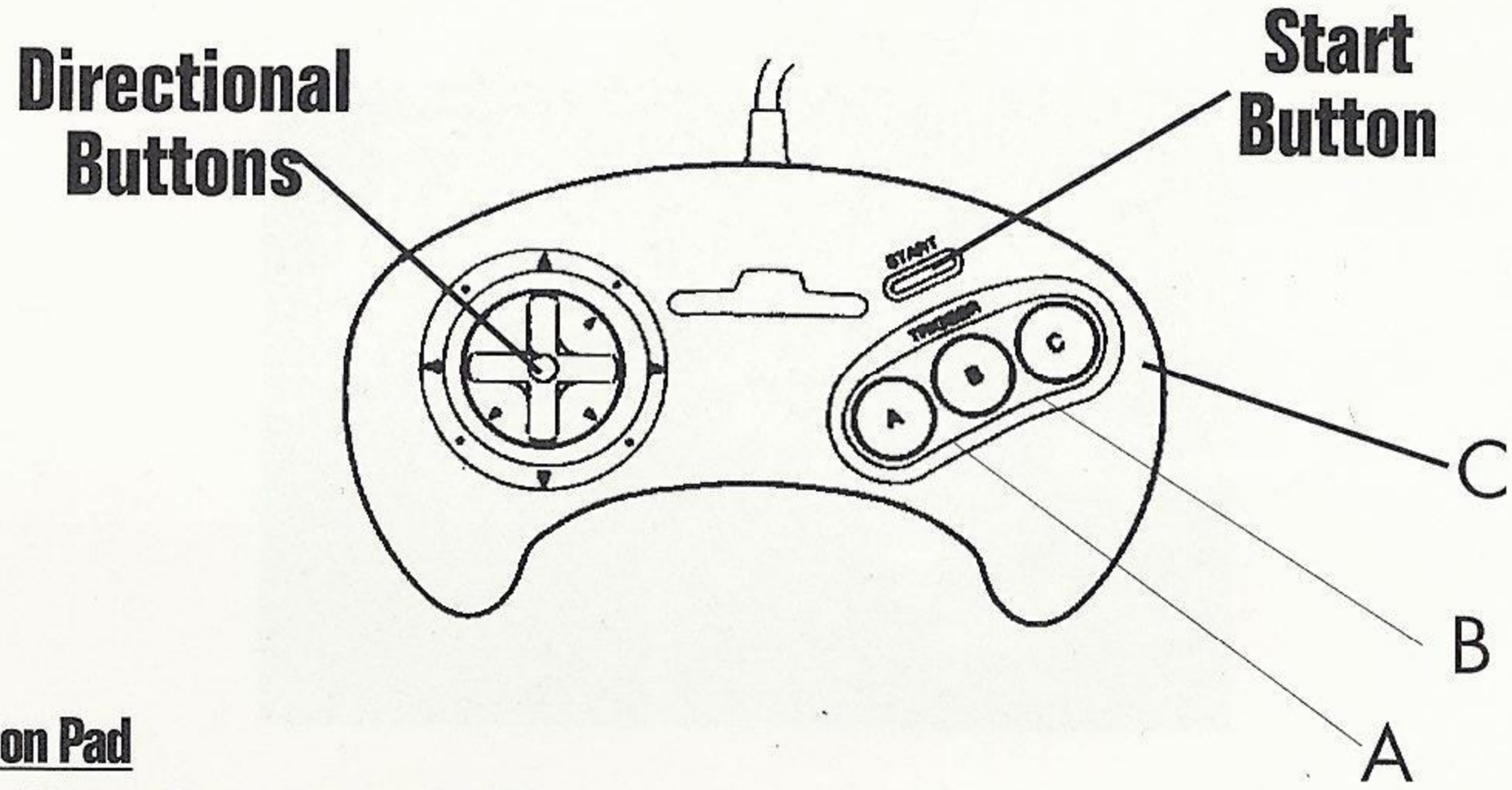
CHOOSING THE VARIABLES



As the game loads, the first thing to come up on the screen will be the Sega Logo followed by the Virgin Logo, the Interplay Logo and the Heart of the Alien title screen. After the title screen an options screen will come up. Here you can choose which adventure you would like to embark on, OUT OF THIS WORLD or HEART OF THE ALIEN. Use the direction pad to highlight your selection then press the START button. The game of your choice will begin with the opening prologue.

Choosing OK at the password screen of HEART OF THE ALIEN will take you to the beginning of the game.

CONTINUING THE JOURNEY



Direction Pad

LEFT: Moves Character to the left.

RIGHT: Moves Character to the right.

UP: Character jumps up to climb.

Buttons

A: Character runs when moving. Shoots a blast of energy if standing still. If you hold the A button down, you can form a super blast as in OUT OF THIS WORLD I. Tap the button for a small shot. Hold the button for a protecting force field. Keep holding the button for a Super Blast!

B: Controls the WHIP. This is the only weapon you'll have at your disposal throughout the game. So be sure to find it as soon as you can and don't let it out of your grip! As you'll see in the flashback, the whip is energized. Constantly be on the lookout for energy stations where you can recharge your weapon. Use the Direction Pad to aim: You can direct your whip to the right, left or upward. You can not whip downward. Try to get the whip to attach to something overhead and swing!

C: Jump forward.

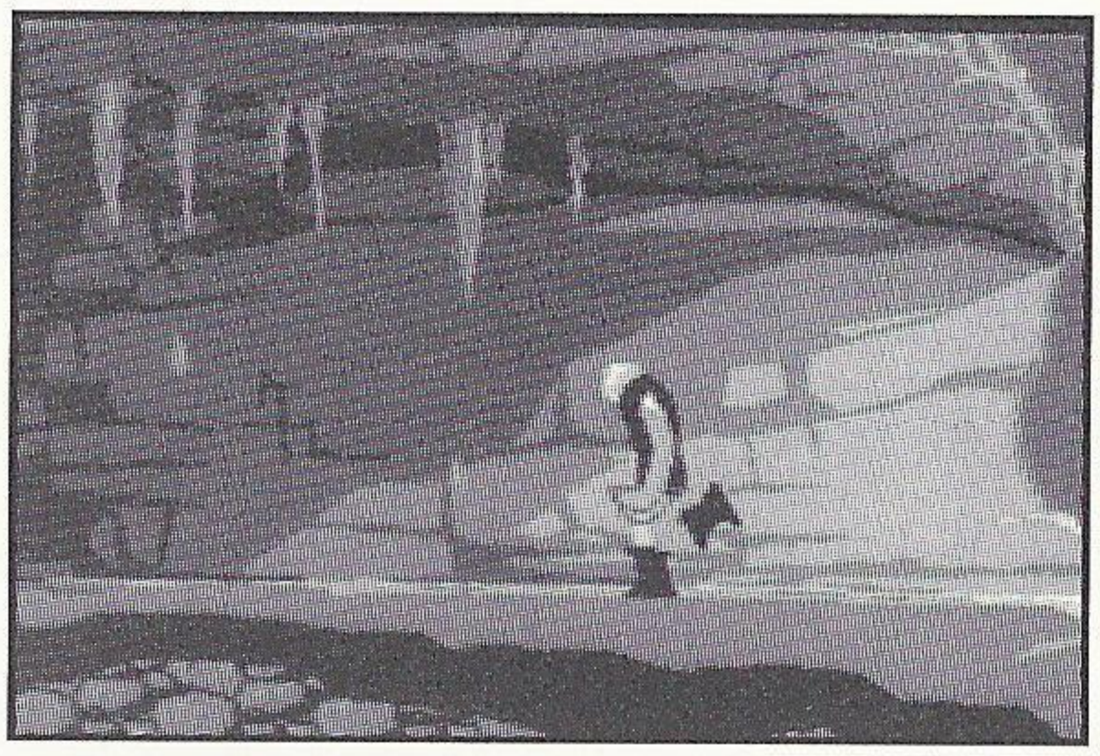
Press the A and C button with the direction pad for a running jump.

START: Use this button to start the game. Also, press to pause the action during gameplay. Press again to restart the action.

Save Codes

At certain points in the game, you will be given a code when you lose. You can use this code at any time to return to that particular part of the game and continue playing. To do so, press the START button and enter the letters you have been given. Use the directional pad to move the cursor across the letters. Select the letter by pressing the B button. Select OK when you have entered the code. The game will restart immediately at the stage corresponding to the code you have put in. This system allows you to make progress in the game without having to completely restart it each time you lose.

THE ADVENTURE BEGAN...



You were Dr. Lester Knight Chaylkin, a young brilliant physicist working on a particle acceleration experiment. An electrical storm caused your experiment to go awry. Suddenly you discovered that you weren't in the safety of your office anymore.

You'd been sucked into a world that's part future, part pre-historical. Unearthly beasts and humanoids roamed the barren land. Yet, modern weapons like laser guns and electrical shields were available.

It was your mission to return to the safety of your home world. You had to battle poisonous leeches, and beasts. Eventually you were knocked unconscious and taken prisoner. Some time later you found yourself with a lump on the head and sharing a suspended cage with a strange looking humanoid. This humanoid aided in your escape and quickly became your "Buddy". Together you crawled through tunnels, swam channels, battled prison guards and evaded the prison's security forces. At the end of Out of This World, you and your buddy had escaped the clutches of the evil warden and flown to safety on the back of a futuristic pterodactyl.

But where are you now?

In Heart of the Alien, Lester and Buddy fly in on the back of the same pterodactyl on which they flew out of Part One. The bird lizard lands in the middle of a small ruined village. Lester is unconscious.

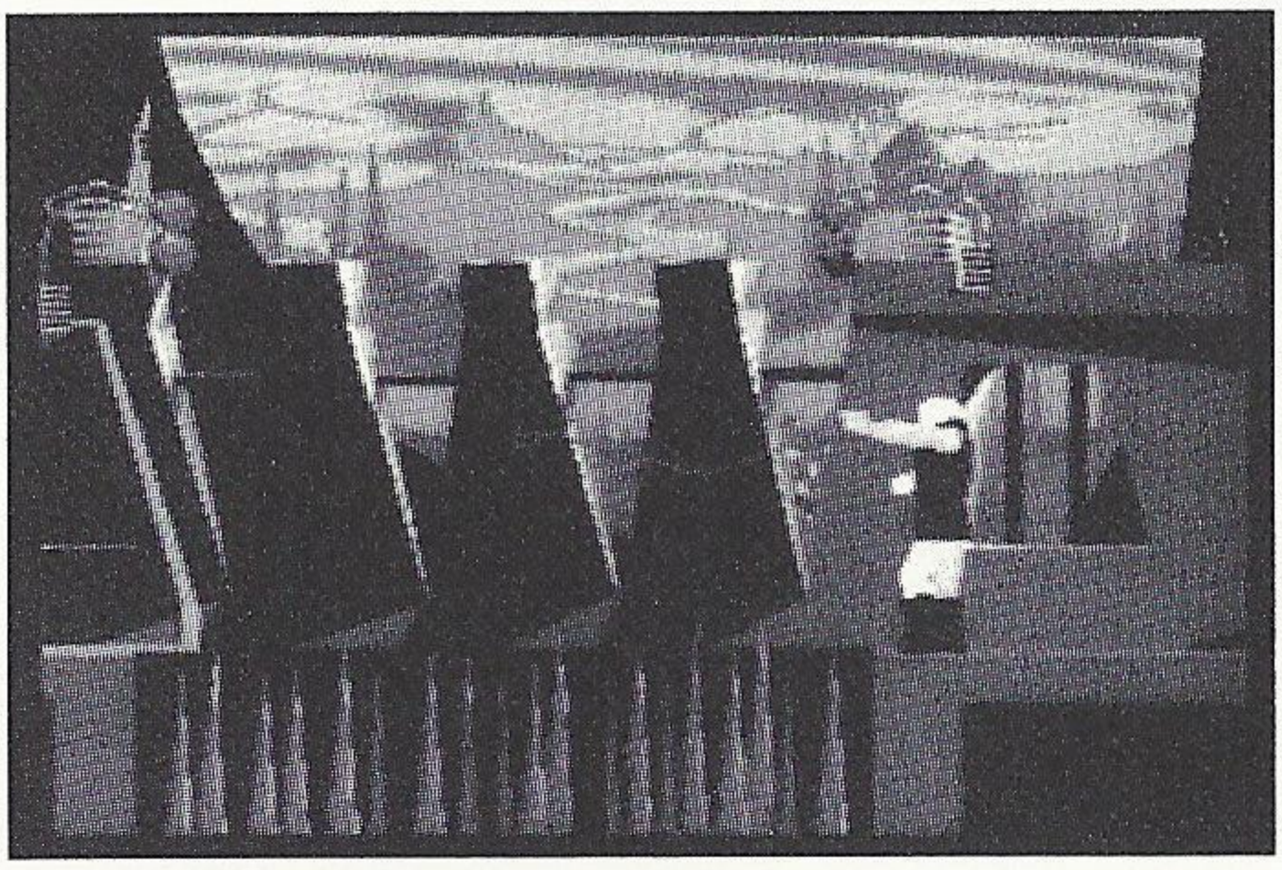
As Buddy lays Lester on a cot to recuperate, he has a flashback. This tiny village was once full of citizens and very prosperous. He was their leader, strong and good. One day, without warning, the village was attacked and destroyed by the guards of the slave prison, led by the humanoid with red eyes. Buddy's loyal pet beast was sent running for his life. Throughout the attack, Buddy used his energized whip to valiantly defend his village. But, eventually he was stripped of his weapon and overcome. He remembers waking up in the same suspended cage with Lester. That was when he first met this strange looking being.

In Heart of the Alien you take on the role of Buddy. It is your mission to return to the prison and rescue the surviving enslaved villagers.

Find and kill the prison warden (the humanoid with red eyes). You must have revenge for his role in the attack on your peaceful village.

All you have to start out with is your strength and your brains. Use them wisely, the future of your village is in your hands.

SECRETS OF SURVIVAL



As you set out on your mission, you will have only your sense of survival to rely on.

- **Find the whip as soon as possible. It's the only weapon you will have.**

- **Use both your brains and your strength to get you from area to area.**

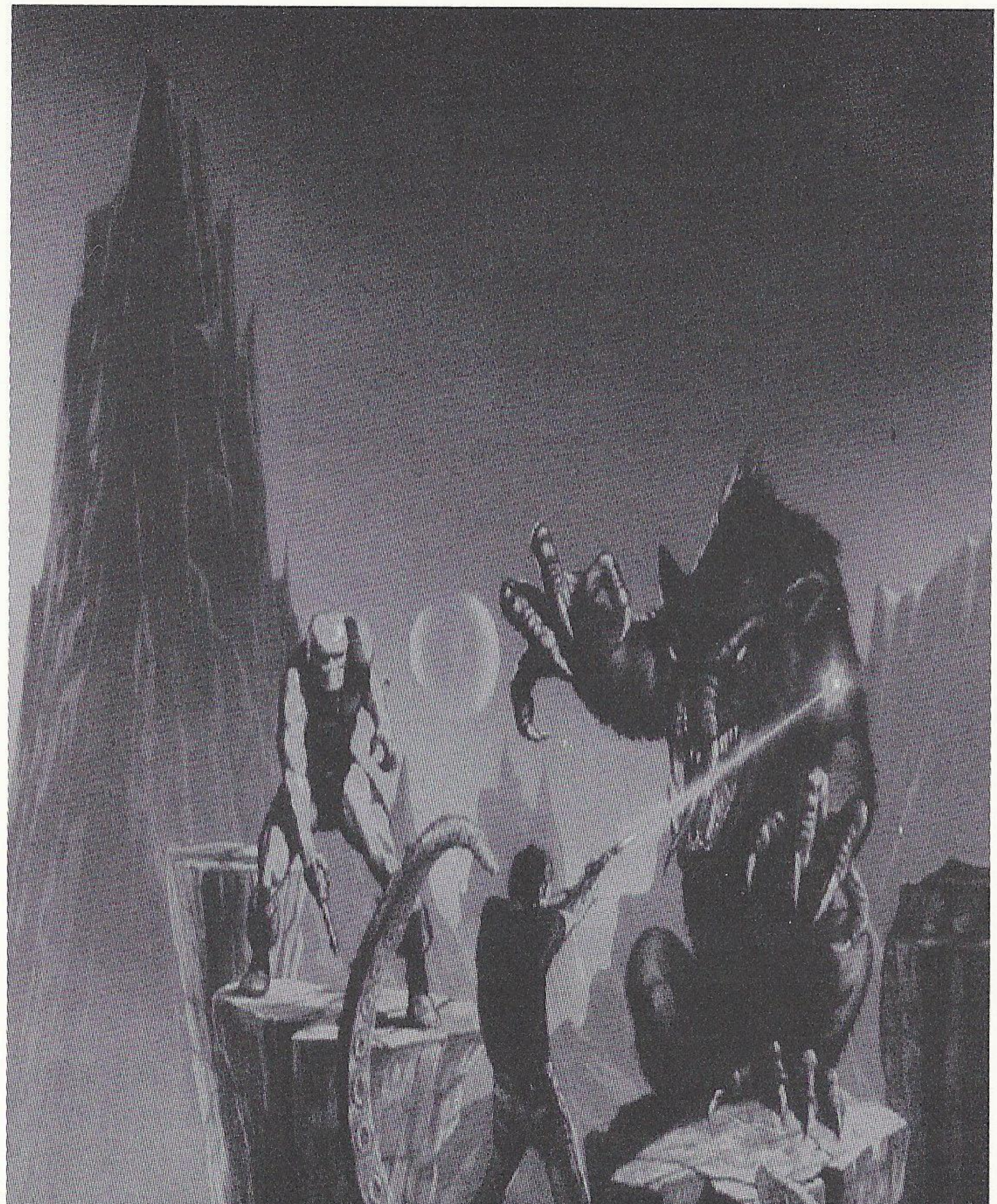
- **Use your whip to swing across chasms.**

- **Keep a lookout for the energizing room/stations. Here is where your whip can be re-energized.**

- **Look for the bomb.**

- **Look for the bomb's timer.**

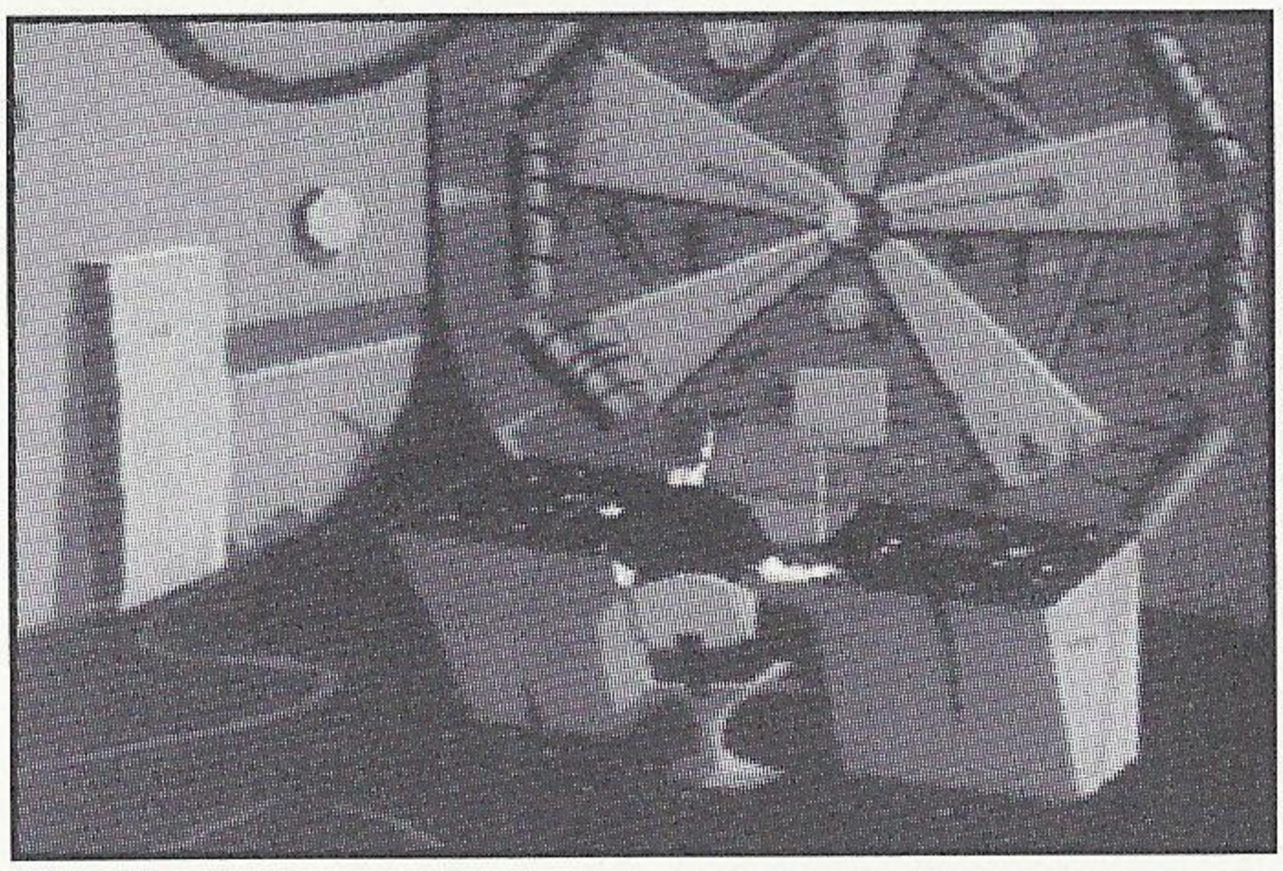
- **Look for a place where the bomb and timer can be used.**



OUT OF THIS WORLD

THE STORY OF
LESTER KNIGHT CHAYKIN

Lester Knight Chaykin jumped into his black Ferrari and sped toward the laboratory. All he wanted was to get to his experiment as quickly as possible. If the changes he had been mulling over all day worked . . . it was almost too much to consider. Ominous clouds and the crackling of a not-so-distant electrical storm filled his ears as he drove. So intent was he on his aims that he hardly noticed. He should have.

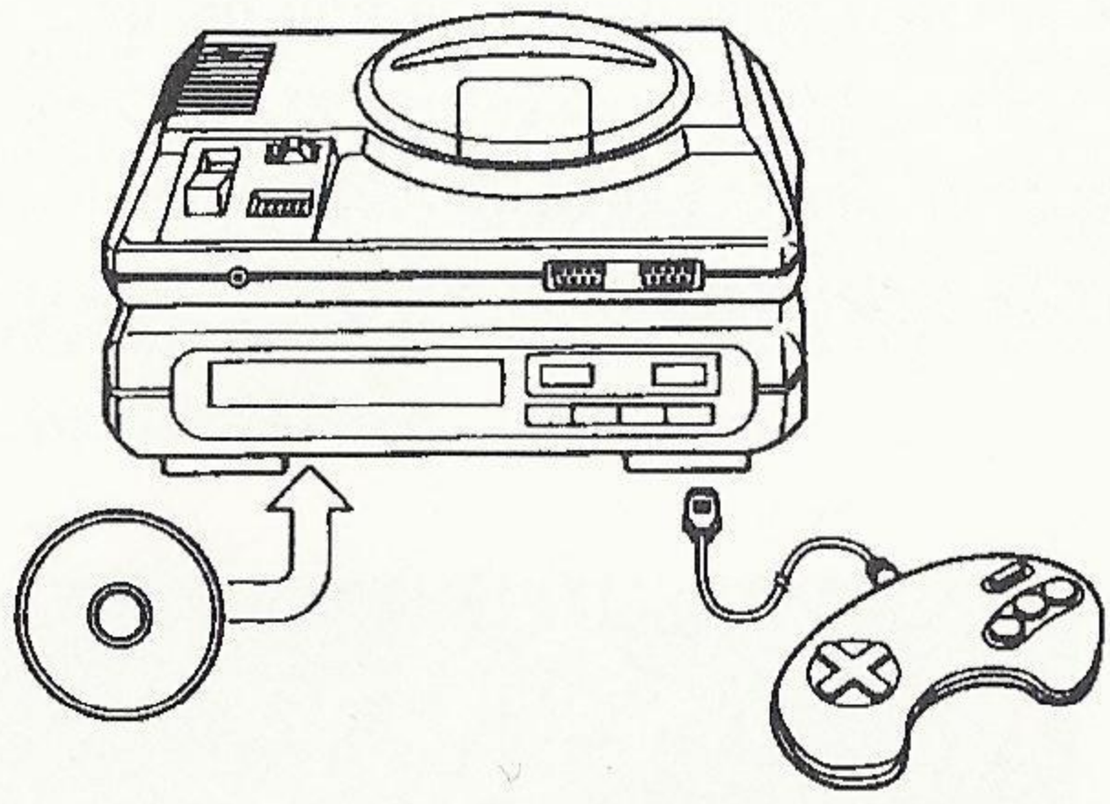


Any thoughts of the brewing storm were soon forgotten once Lester stepped into the quiet of the elevator. His slow descent into the lab only built his excitement. Spending some time away from the experiment had given him a better understanding of his previous errors and Lester was sure that his new particle acceleration experiment would be perfect this time.

Impatiently, Lester waited to gain security access to the lab. While the computer slowly matched his DNA, he reviewed once more exactly what he would do. Shuffling through the pizza boxes and other debris that line the floor of his office, he flipped on his computer and quickly typed in his password. After entering the parameters for his new experiment, he sat back and waited as he had done hundreds of times before. Lester cracked a soda while the computer chugged away with the test. So many hours had gone into this project. Had he finally made a breakthrough? Any minute he would know.

Meanwhile, unbeknownst to Lester, the storm had continued to grow. Closer rolled the black clouds, brighter grew the flicker of lightning until suddenly, . . . SNAP! While Lester sat watching his experiment run to perfection, the sky unleashed a tremendous bolt of lightning, slashing through the night air and hitting the laboratory with deadly accuracy. Just as the computer activated the accelerator, the lightning found its way into the system with almost willful precision. Hitting the end of the accelerator the bolt exploded through the wall and struck the very spot where Lester sat. It coiled around him like a python until a massive charge had built. Detonating in a brilliant flash of light, only an empty space was left where Lester used to be.

STARTING YOUR OUT OF THIS WORLD EXPERIMENT



1. A Genesis controller should be plugged into the "Control 1" port on your Sega Genesis.

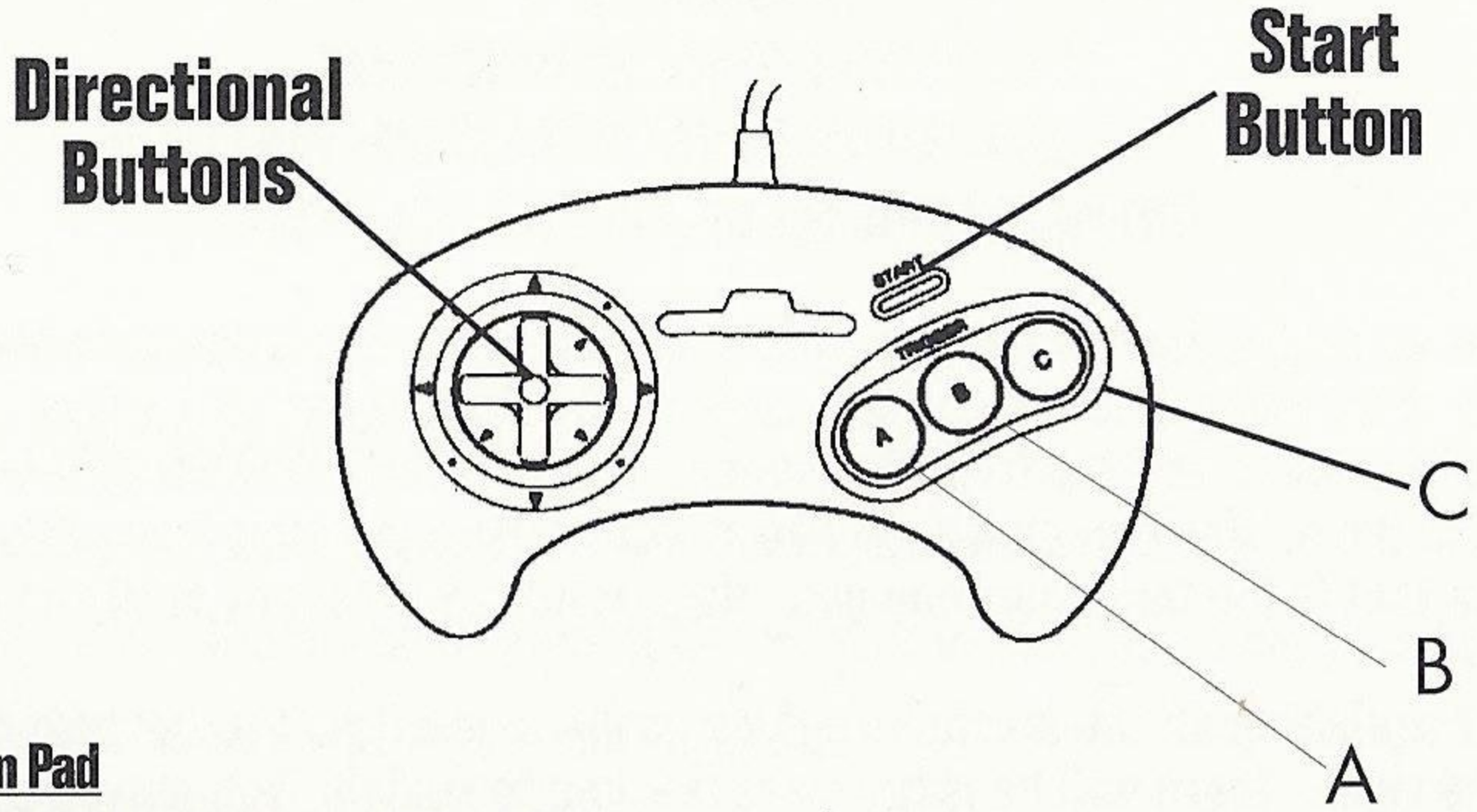
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NAVIGATING THE OTHER WORLD



Direction Pad

- **RIGHT - Will make you walk to right**
- **LEFT - Will make you walk to left**
- **UP - Will move you up**
- **DOWN - Will make you crouch**

Buttons

A: Kick/Fire gun (you can only fire if stationary)

B: Holding down this button and pushing the directional pad left or right will make character run (you can only start running if you are already moving)

C: Jump

START:

Use this button to start the game. Press to pause during play. Press again to restart the action.

Save Codes

At certain points in the game, you will be given a code when you lose. You can use this code at any time to return to that particular part of the game and continue playing. To do so, press the START button and enter the letters you have been given. Use the directional pad to move the cursor across the letters. Select the letter by pressing the B button. Select OK when you have entered the code. The game will restart immediately at the stage corresponding to the code you have put in. This system allows you to make progress in the game without having to completely restart it each time you lose.

YOUR FIRST ENCOUNTER

WARNING!!!
THIS SECTION CONTAINS HINTS THAT GIVE AWAY PARTS OF THE GAME.
ONLY READ THIS SECTION IF YOUR ARE STUCK!

Press up on the directional pad when entering the water to swim to the surface. Once you get to the surface, walk to the right to the next screen. Hostile leeches will fall from the ceiling. You must attack them by kicking to squish them. You can also duck and attack at the same time to squish a leech that is too far away from you. Be careful not to let any land on you.

After squishing all the leeches on the second screen, walk to the next screen to the right. There will be many more leeches to squish. You must squish all leeches on these two screens before proceeding to the next screen to the right.

After entering the fourth screen, walk to the right until the beast attacks. As soon as you see him, move to the left and press the attack button. This will make your player run away. Keep running to the left until you get to the screen with the hanging vine. Keep running up to the edge and jump to the vine. You will hang there for a moment until the vine breaks. Then you will be swung back to the right and land on the next screen. The moment you land start running to the right. Keep running all the way across all the screens. At the end of the last screen you will be saved from the beast by the inhabitants of this world. But they may not be as friendly as they seem .

SECRETS OF THE OTHER WORLD

IF YOU ARE STUCK, READ THESE HINTS AND THINK IF ANY OF THEM APPLY IN YOUR SITUATION.

- Make sure that you do not forget to find and pick up your gun.
- Do not leave your buddy behind.
- There are more ways to kill guards than just shooting them.
- Before leaving the underground city make sure that you save your buddy.
- It is not ALWAYS wise to shoot the guards.
- Deactivate all power circuits.
- You can make a force field with your gun by holding the button for a short time and then releasing it.
- You make a super shot by holding down the button for a longer period of time.

HANDLING YOUR SEGA CD

- The Sega CD is intended for use exclusively for the Sega CD™ 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 sources of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.

KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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.

Design	**Eric Chahi**
Original Programmer	**Eric Chahi**
Genesis Programmer	**Mike Burton**
Executive Producer	**Stephen Clarke-Wilson**
Interplay Productions Producer	**Alan Pavlish**
Virgin Games, Inc. Producer	**Erik Yeo**
Music	**Tommy Tallarico, Jean-Francois Freitas**
Sound	**Tommy Tallarico, Jean-Francois Freitas, Eric Chahi**
Title Animation	**Jason Magness**
Quality Assurance Manager	**Michael Gater**
Quality Assurance Team	**Noah Tool, Justin Norr, Danny Lewis, Mike Glosecki, Eugene Martin, Tommy Hulett**
Manual By	**Robin Kausch**

Thanks to: Jesus Martinez, Daniel Morais, Frederic Savoir, Cecile Chahi, Philippe Delamarre, Philippe Ulrich, Sebastien Berthet, Pierre Gousseau, Bill Heineman

Heart of the Alien

For Virgin Interactive Entertainment

Executive Producer	Neil Young
Producer	Tom Gibson
Assistant Producer	Jeff Buccellato
Q.A. Group Head	Chris McFarland
Lead Analyst	Jon Williams
Product Analysts	Chad Soares
	Scott Manning
	Paul Shoener
	Mitch Feldman
	Chris Toft
	Jared Brinkley
Manual Written by	Mark Polcyn
Manual Designed by	Crystal Wines

For Interplay Productions

Executive Producer	Brain Fargo
Producer	Alan Pavlish
Line Producer	Feargus Urquhart
Project Leader	Jeremy S. Barnes
Programmer	Michael Burton
Assistant Programmer	Doug Nonast
Art Director	Todd Camasta
Lead Artist	Corey Comstock
Additional Artists	Judy Kriger
	Arlene Somers
Sound & Music	Jean-Francois Freitas
Original Game Design	Eric Chahi

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Virgin is pleased to announce its new automated support system, available 24 hours a day 7 days a week. Customer service information and answers to common technical problems are available on this system. Simply dial 714-833-1999 for assistance at any time. A touch tone phone is required outside of normal business hours.

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If you need assistance, our technical support team is available to assist you. If the answer is not available in our Automated Support System, live technical support representatives are available Monday through Friday from 8:00am to 5:00pm Pacific Standard time at 714-833-1999.

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If you have access to a fax machine, many technical support documents and hint sheets are available for fax back through our Automated Support System.

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Virgin also has an automated hint line, available 24 hours a day at a cost of 75 cents per minute in the USA. You must have a touch tone phone, and be at least 18 years old or have parental or guardian permission before calling. Please be advised that not all Virgin products/titles are supported on the hint line. In the USA, call 1-900-288-4744. We also have a hint line for our Canadian customers. The cost in only $1.25/Canadian per minute. The Canadian Hint Line is available at 1-900-451-4422. If at any time you have a problem with either hint line, call 1-800-548-4468.

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