



NTSC U/C

PlayStation™

ALIEN™ TRILOGY



SLUS-0007
21011



Acclaim[®]
entertainment, inc.

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.

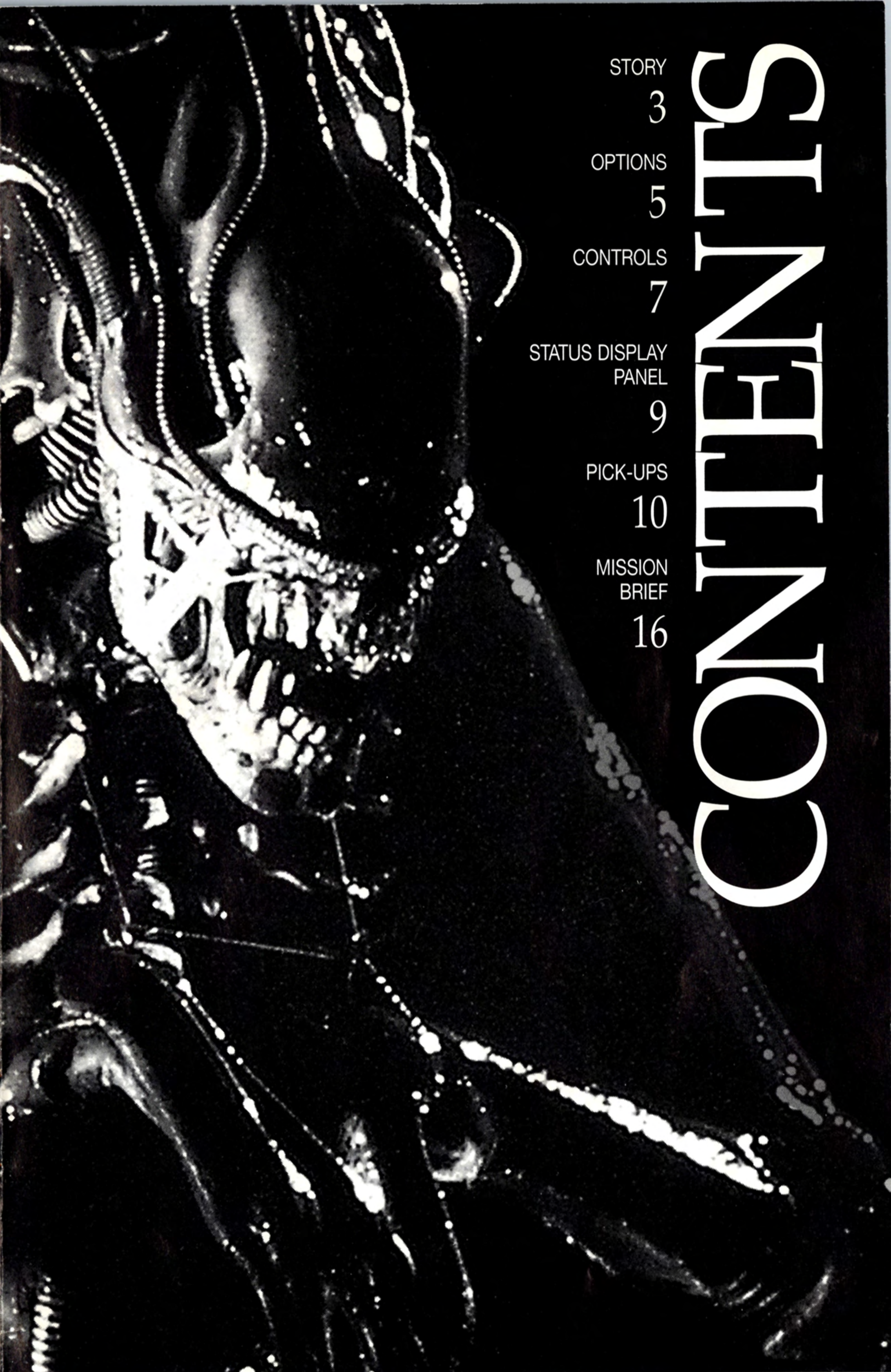
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

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. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



STORY

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OPTIONS

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STATUS DISPLAY
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PICK-UPS

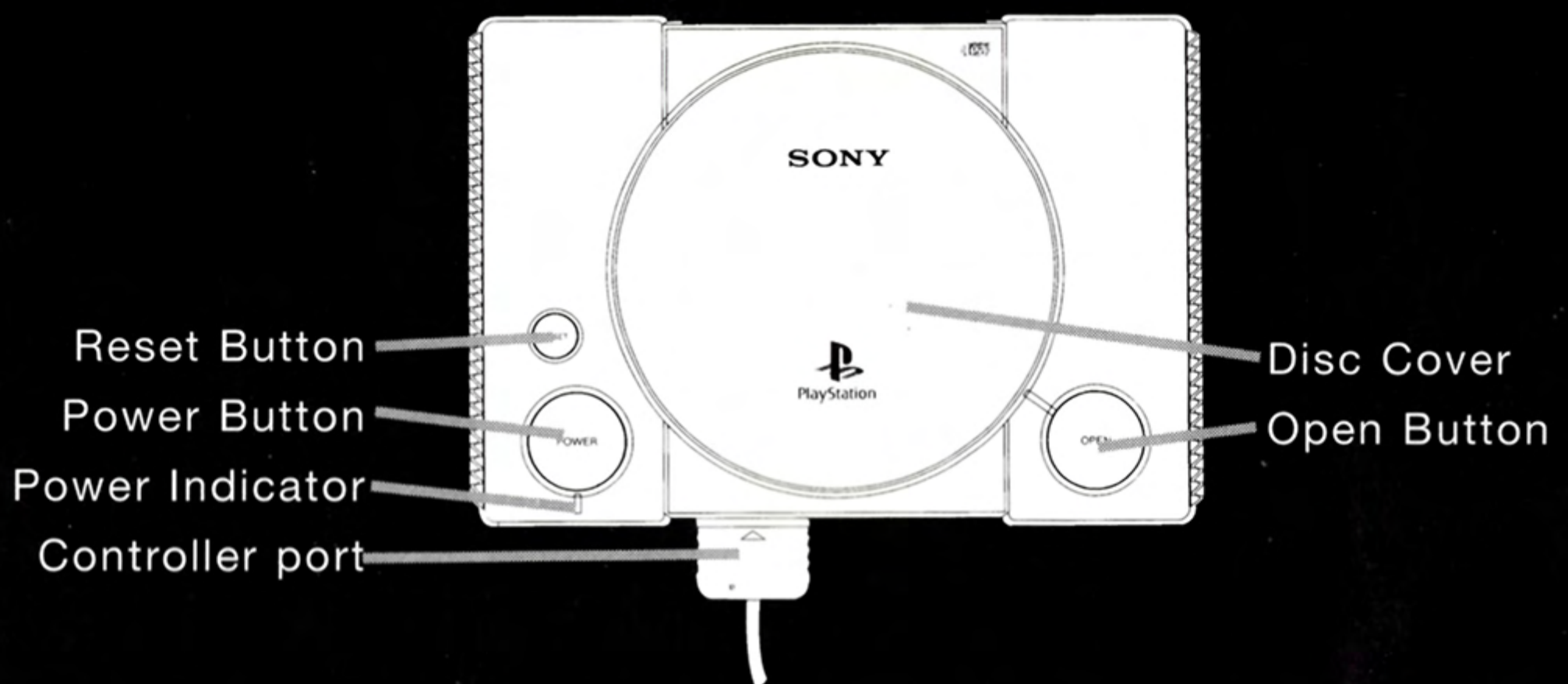
10

MISSION
BRIEF

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CONTENTS

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 CD door.
4. Insert game controller and turn on the PlayStation™ game console. Follow on screen instructions to start a game.

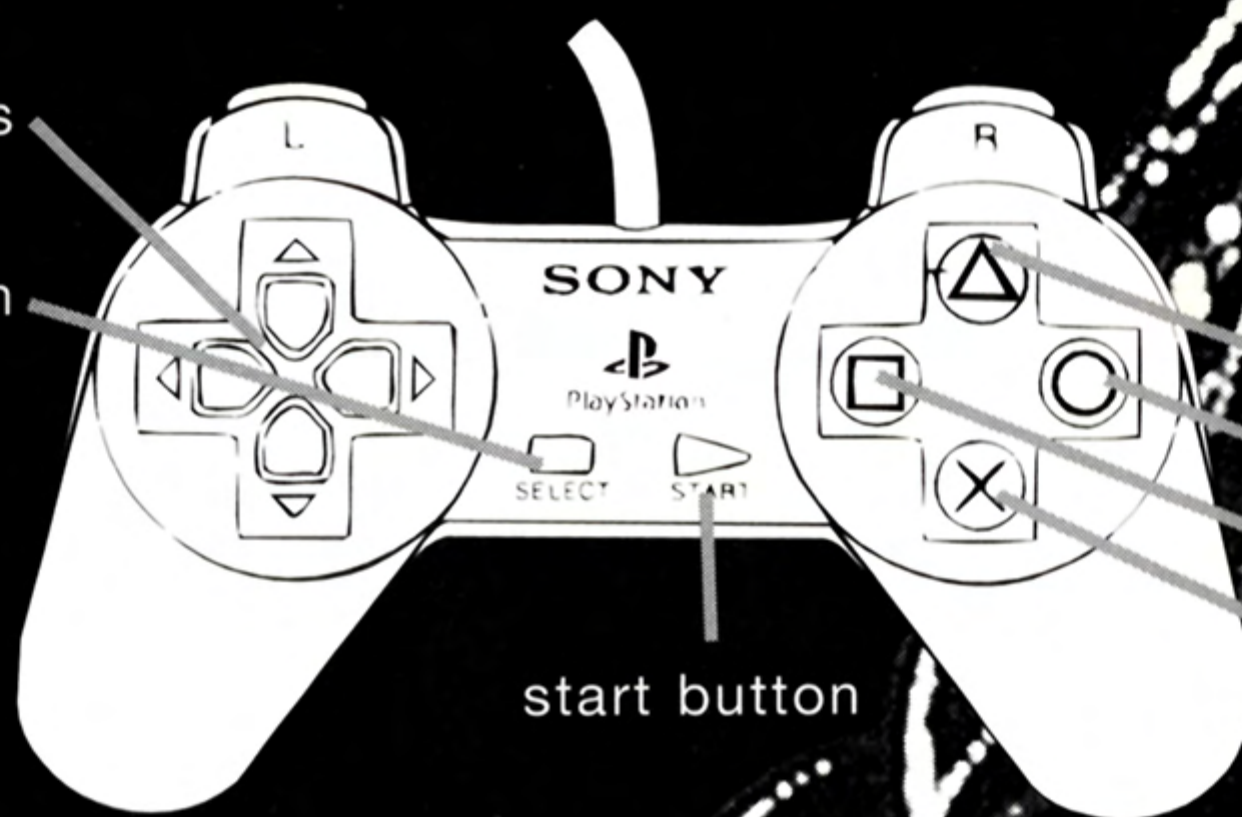
STORY

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. You're a million miles from home. Your fellow marines have just been wiped out in an alien ambush. Now the planet colony on LV426 is threatened by the egg

directional buttons

select button

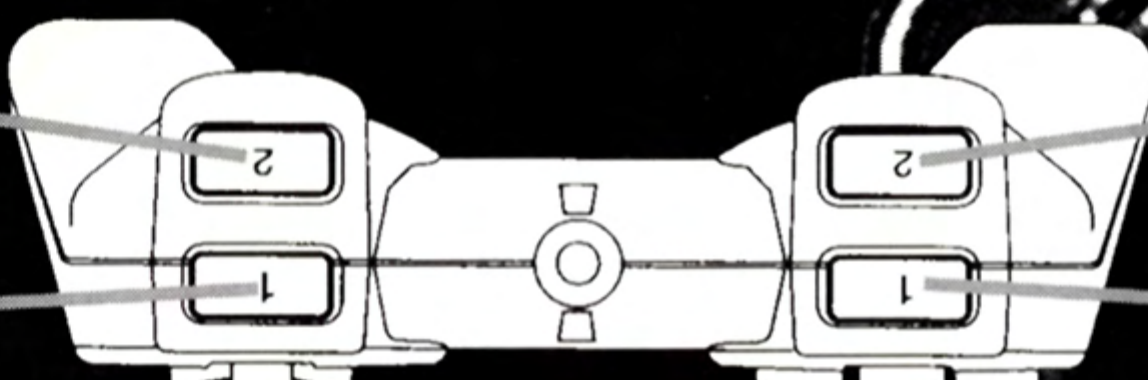


▲ button
● button
■ button
X button

start button

L2 button

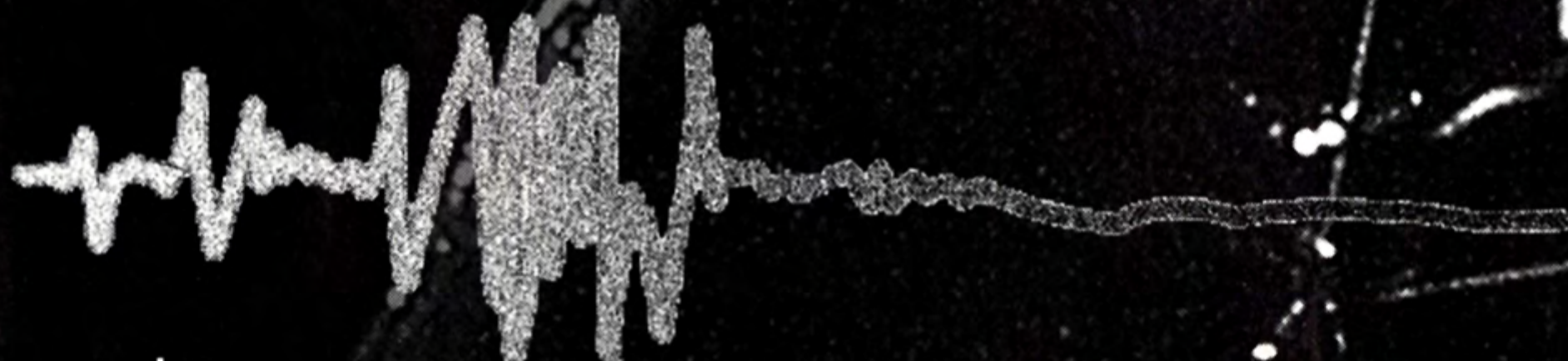
L1 button



R2 button

R1 button

laying aliens—and the Queen. 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 ...

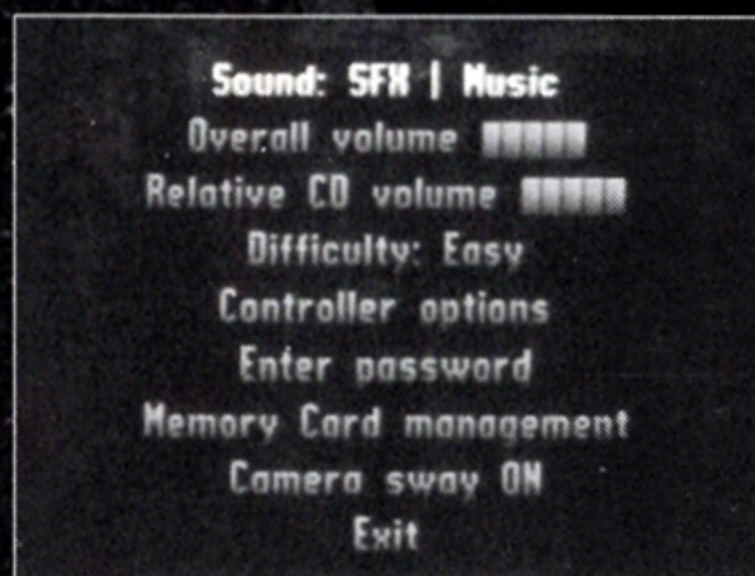
on your own...

GETTING STARTED

After the opening intro, the Alien™ Trilogy Title Screen appears. You can press START 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 PAD 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: SFX | Music
Overall volume ██████
Relative CD volume ██████
Difficulty: Easy
Controller options
Enter password
Memory Card management
Camera sway ON
Exit

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 D-PAD to increase or decrease the volume setting.

CDDA VOLUME

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

DIFFICULTY

Set the skill level of the game to Acid Rain (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 D-PAD to select the controller configuration. Press the START or X BUTTON to return to the Options Screen.

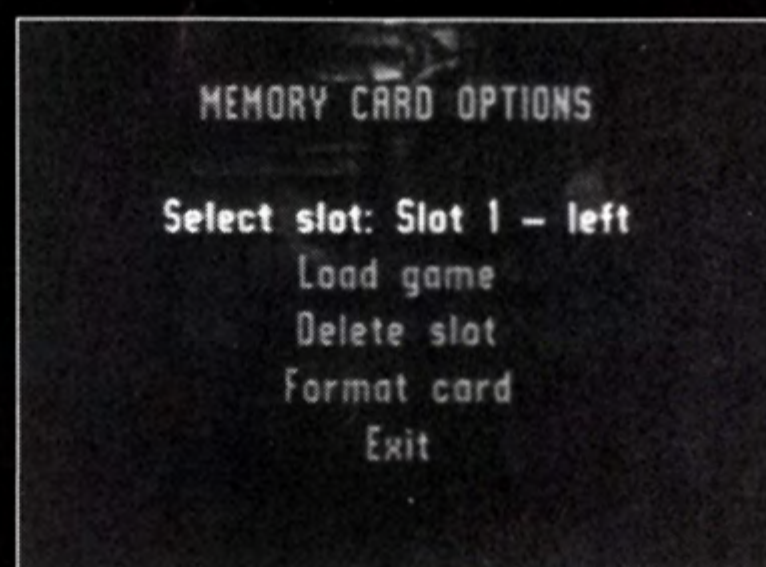


ENTER PASSWORD

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 D-PAD 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 Sony 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

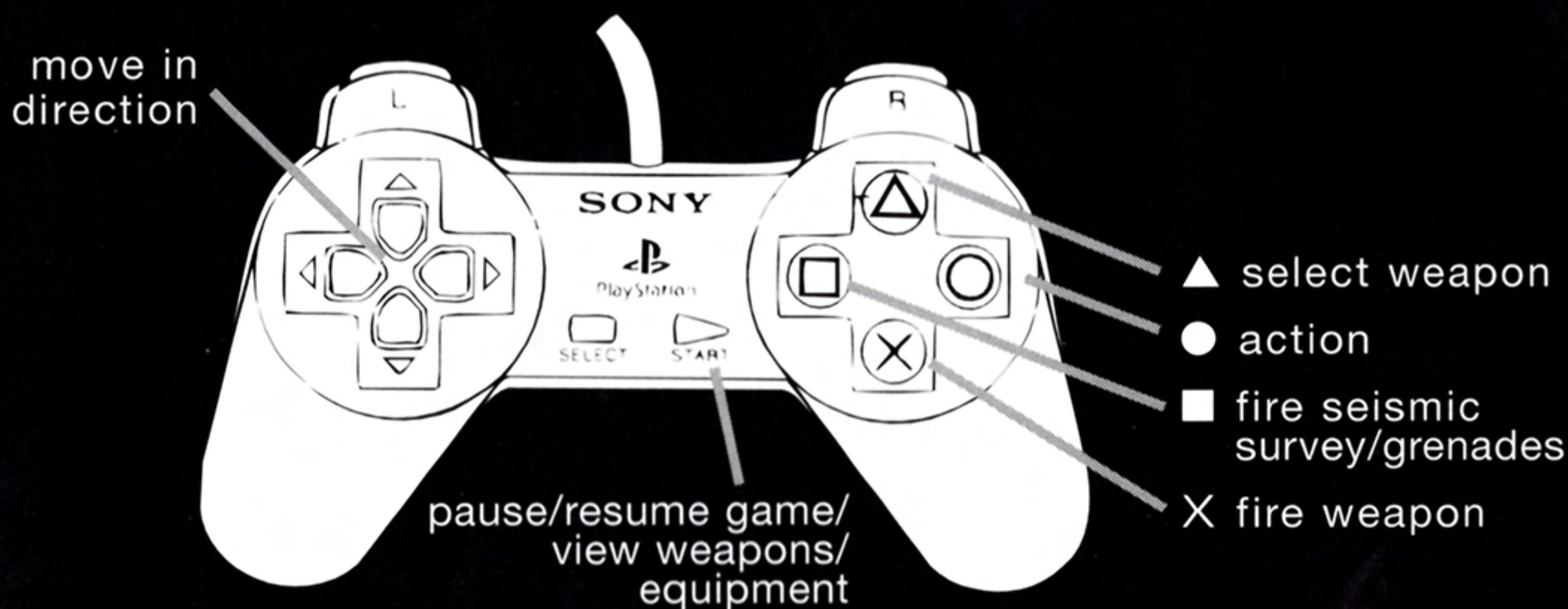
Choose to play with realistic camera sway off or on.

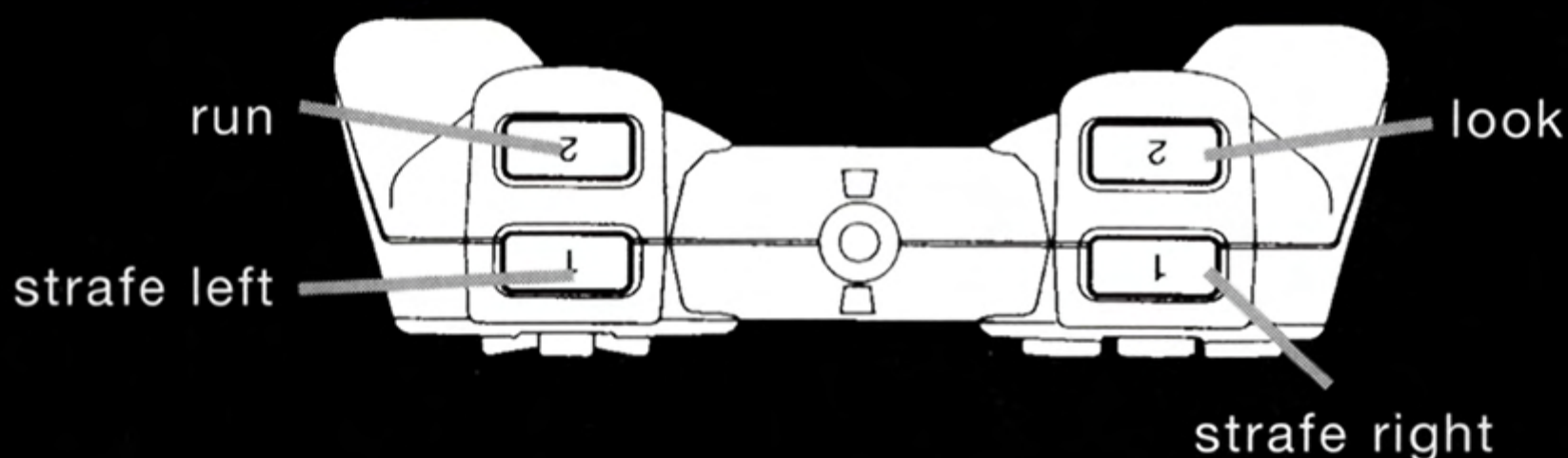
EXIT

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 DO/USE 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...

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.

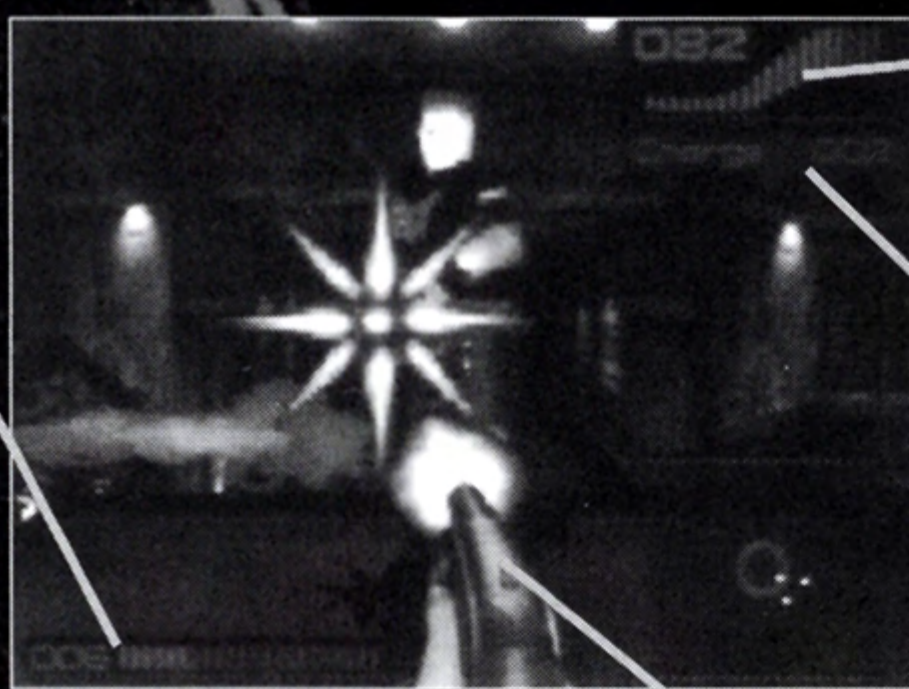
2. Ammunition Remaining

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!

Ammunition Remaining



Energy Shield

Others

Current Weapon

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

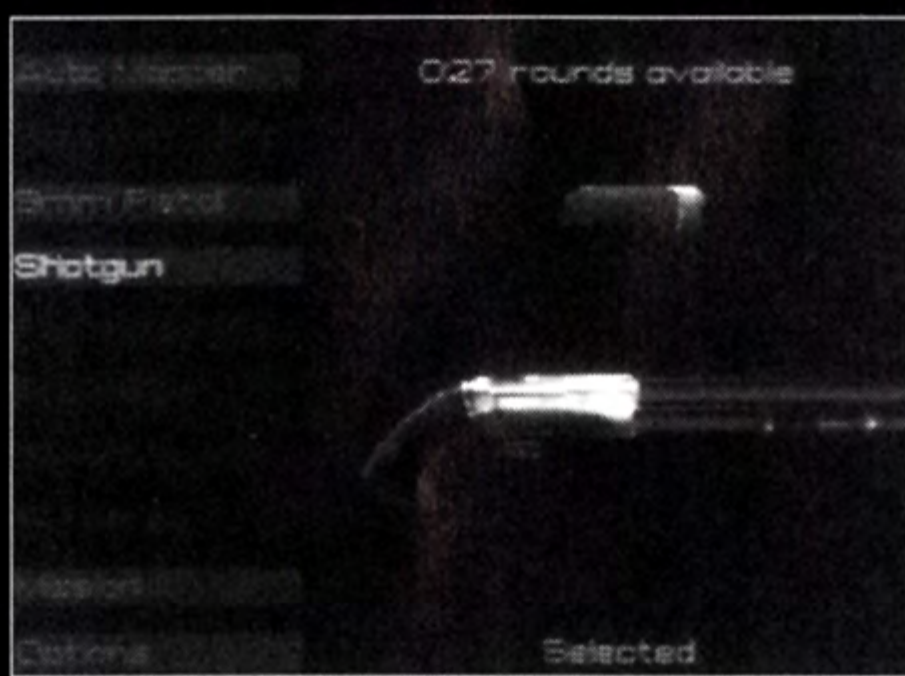
Other items are displayed below your energy level such as the number of Seismic Survey Charges remaining.

PICK-UPS

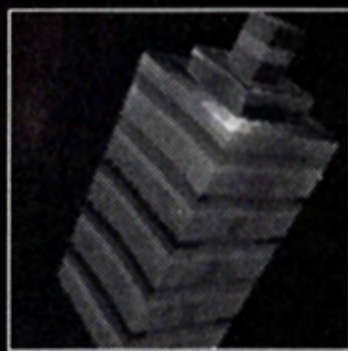
WEAPONS & WEAPON PICK-UPS

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



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 ■ 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 Survey Charge may also be useful for finding hidden areas but if it explodes close to you, you take a big hit of damage.

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.

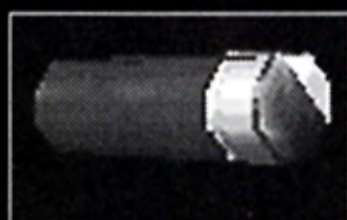
Shotgun



This is more powerful than the 9mm and

will allow you to give more damage to enemies and 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. 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 900 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 9 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 (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

They may not provide the light at the end of the tunnel, but having them sure beats floundering in the dark. 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

These allow you to walk through acid without taking damage.



Body Armor

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



Acid Vest

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



Adrenaline Burst Pack

Get a maximum shot of pure 200% energy.



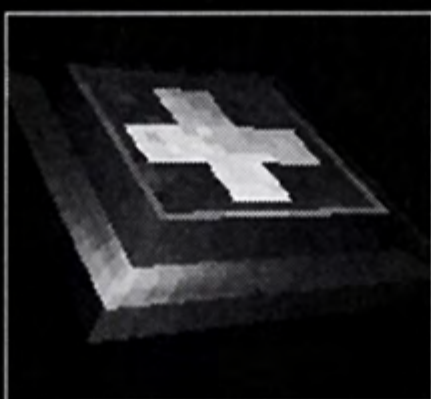
Hypo-pack

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 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 **D-PAD** 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:

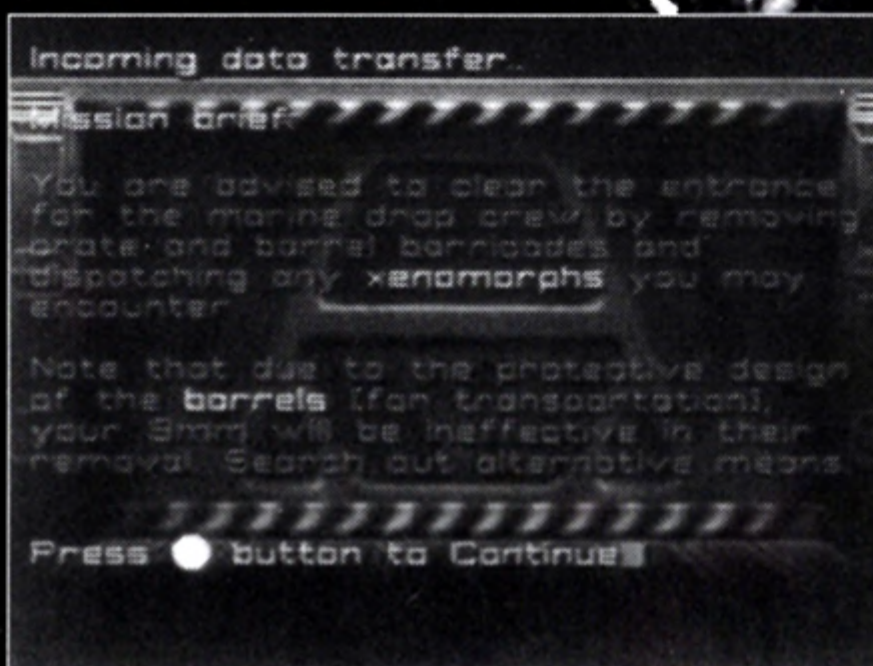
To quit the current game and return to the Main Menu Screen, press the **X BUTTON**. You will be asked if you are sure. Toggle between **YES** or **NO** with the **LEFT** or **RIGHT D-PAD**, then press the **X BUTTON**.

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!

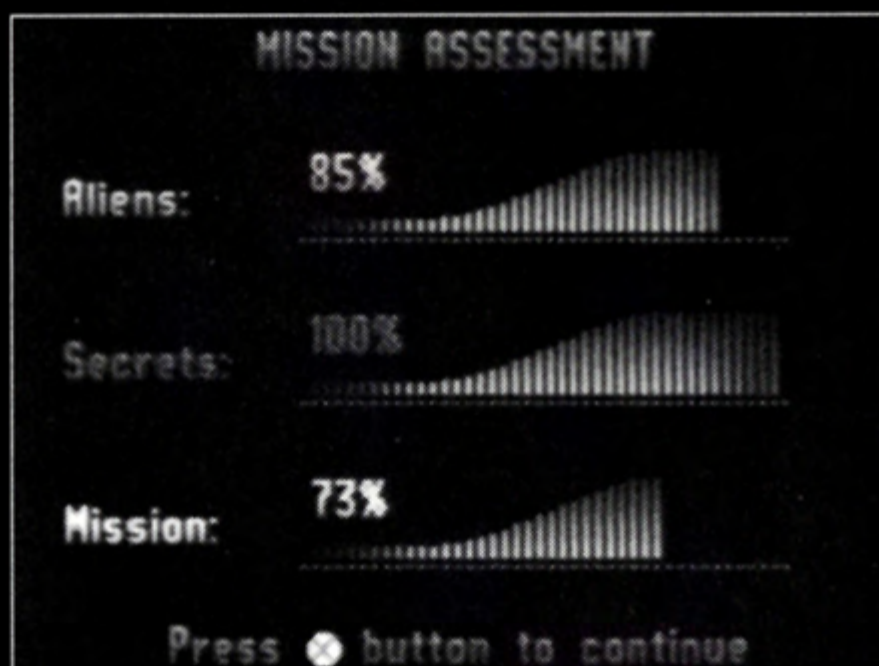


Between Level Options

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 Sony Memory Card plugged in you may save your game here, also.

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.



LV426 COLONY COMPLEX

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



Atmosphere Processor

PRISON

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 survived 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



Meeting Tower

Lead Mould



DERELICT SPACESHIP

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



Secrets



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



Company Synthetics



Alien Handler



Security Guard



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