



NTSC U/C

PlayStation™



TM

*Solving the Mystery Means Visiting
the Dark Pit of Your Soul*



SLUS-00128/
SLUS-00173-4
#21048



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.

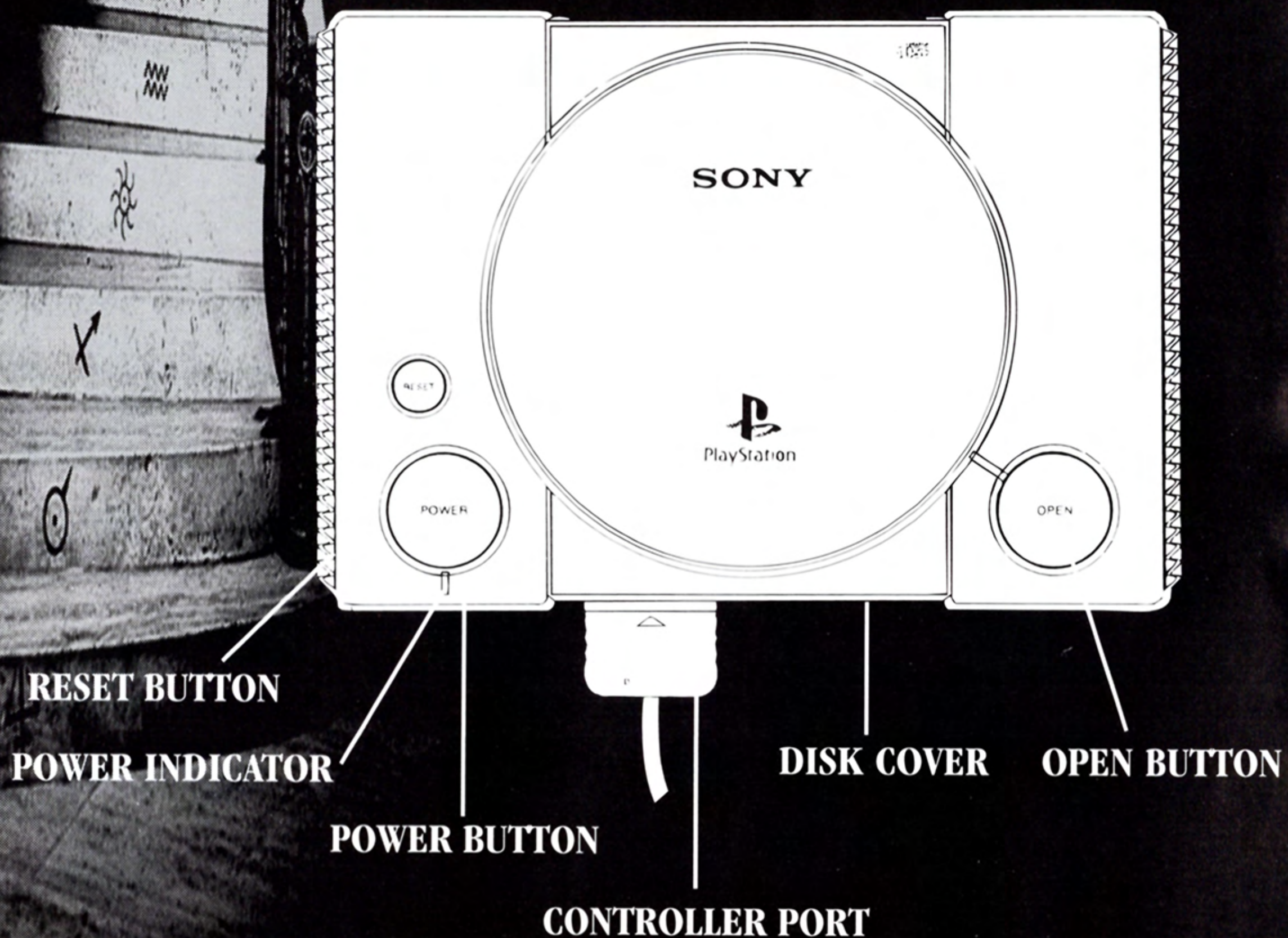
HANDLING YOUR PLAYSTATION DISC:

- 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.

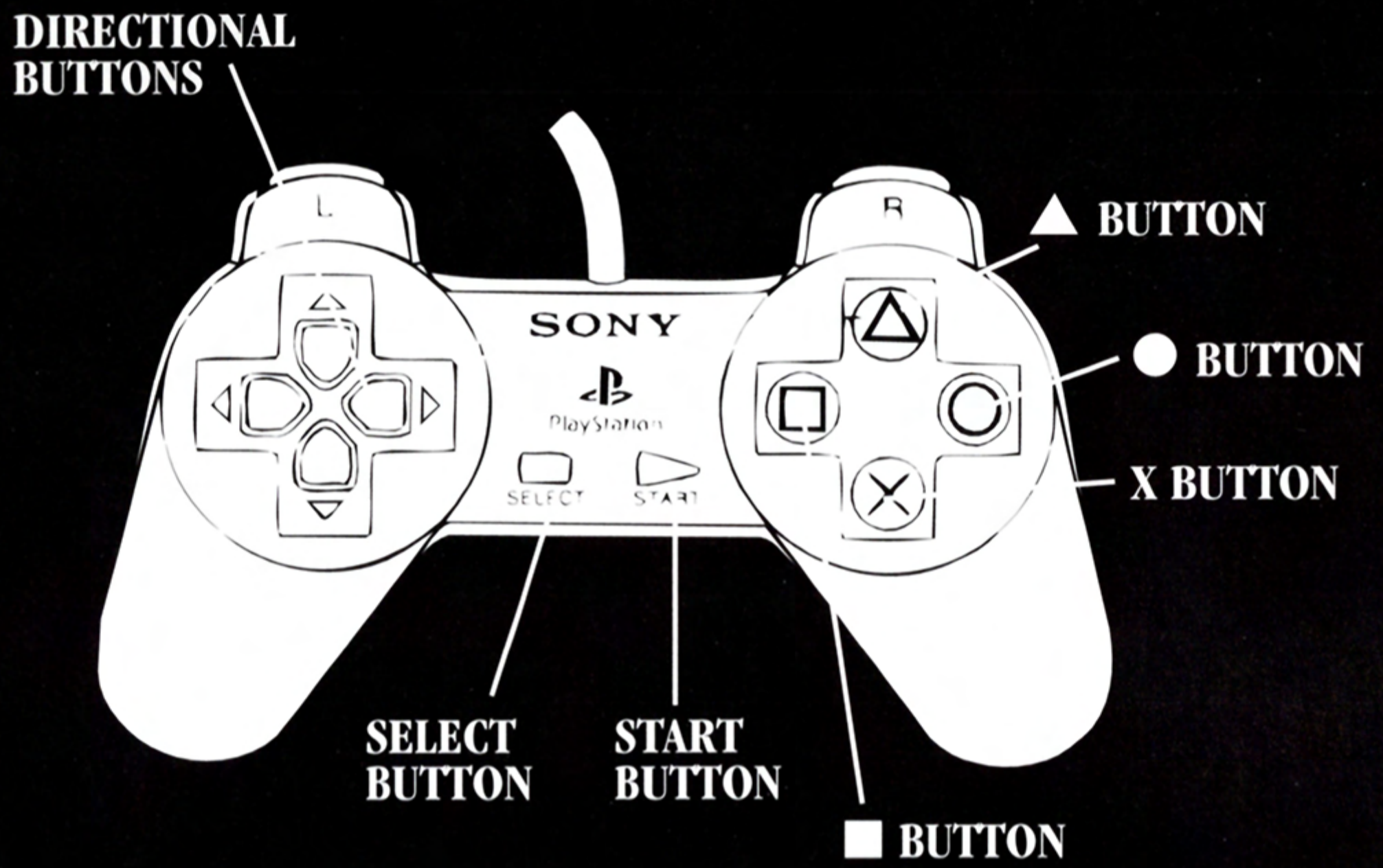
TABLE OF CONTENTS

<i>Story</i>	<i>V</i>
<i>Operation</i>	<i>VI</i>
<i>Getting Started</i>	<i>VIII</i>
<i>Explanation of Rules</i>	<i>IX</i>
<i>Taking and Using Items</i>	<i>X</i>
<i>How to Enjoy This Game</i>	<i>XI</i>

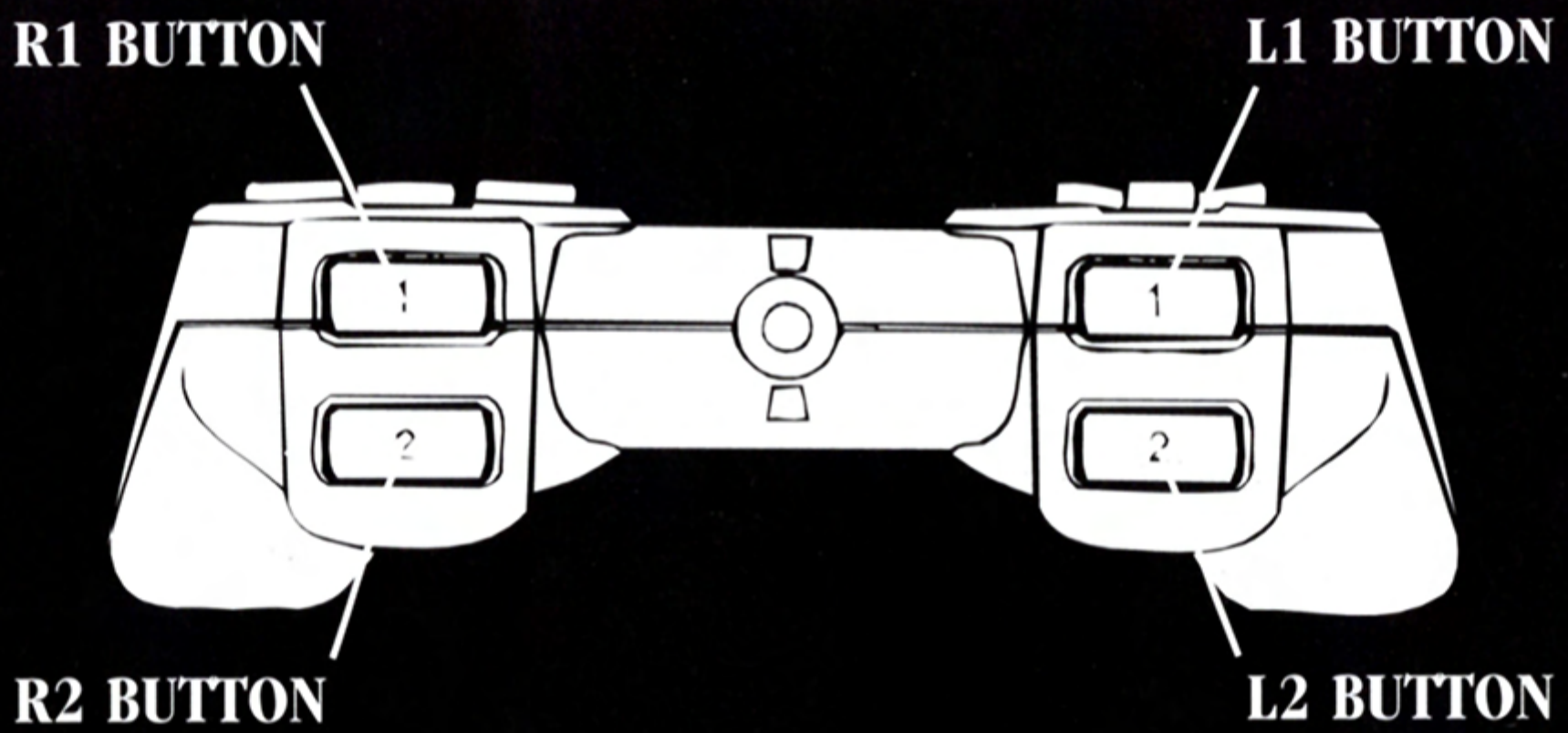
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the PlayStation™ game console power is off before inserting or removing a compact disc. Insert the D™ disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on screen instructions to start a game.



CONTROLLER (TOP VIEW)



CONTROLLER (FRONT VIEW)



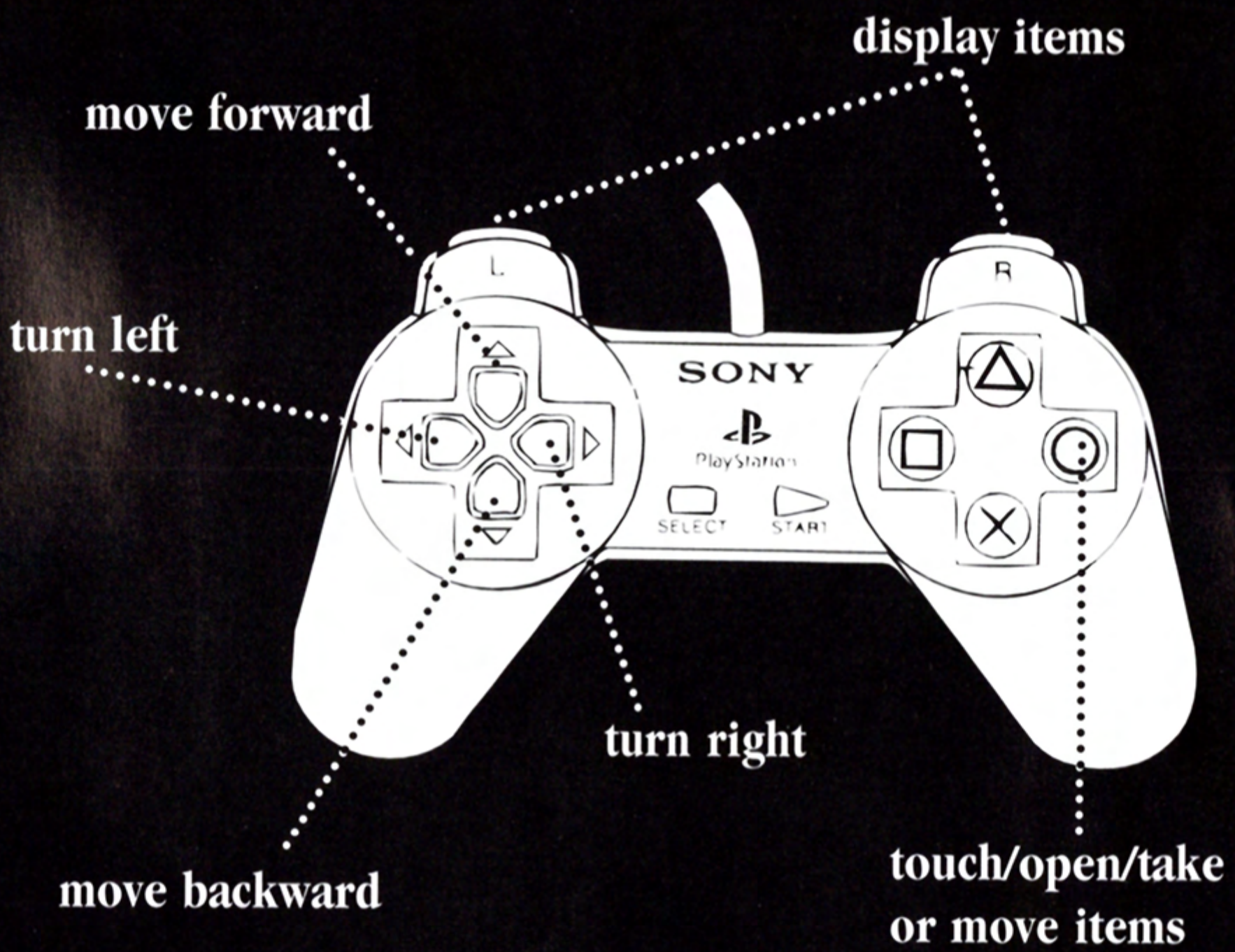
STORY

The year is 1997. It's the dead of night in Los Angeles. There has been a mass murder at a general hospital on the outskirts of downtown. The perpetrator is the director of the hospital, Richter Harris. Even now, he has shut himself up in the hospital and taken a number of patients as hostages. The police are helpless, unable to move in. Richter's only daughter, Laura Harris, hearing of the situation, rushes to LA from San Francisco, and drives alone to the tragic scene at the hospital grounds... Will Laura be able to penetrate the riddle of her transfigured father?





OPERATION





ITEM DISPLAY

*Items are displayed with the
TOP LEFT and RIGHT GRIPS.*

Press the O BUTTON to select.

*The item display can be turned
off by pressing the X BUTTON.*

(The □ and △ buttons are not used).

ACTION

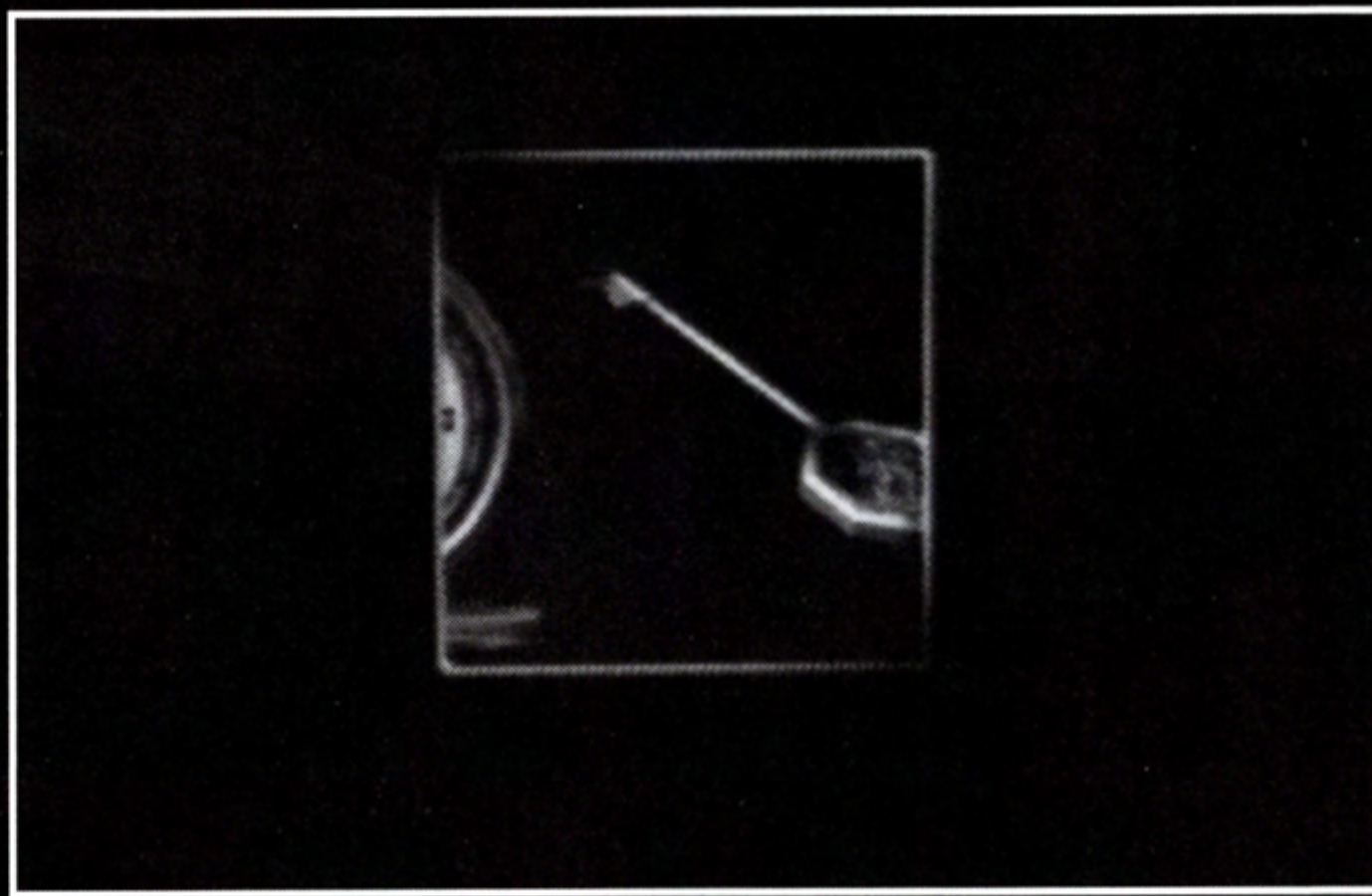
*Throughout the game, you will
come upon numerous items that
can be manipulated in a variety
of ways. Everything is potentially
helpful or harmful, so be on your
toes. The O BUTTON is used to
touch, open, take or move things.*

*Use the D-PAD to move in the direction
you wish to go in. Up = Move forward*

Down = Move backward

Left = Turn (or move) to the left

Right = Turn (or move) to the right.



GETTING STARTED

After the opening introduction, the Title Screen appears. You can press START at any time during the introduction to bring up the Title Screen. Once the Title Screen appears, press START. You're ready to explore the horrible mystery waiting in the hospital...



EXPLANATION OF RULES

1) Time limit

Due to its story, this game has a two hour time limit. Laura, the protagonist, enters the hospital at 3 o'clock, but at 5 o'clock the other world is closed off, so the game terminates. Be aware of the time while you are playing this game. Note: In keeping with the time limit, this game does not contain a pause feature.

2) Multiple Endings

This game has multiple endings, which vary depending on the action of the protagonist. We hope you will play, without giving up, until the words "THE END" appear.

3) Three CD Set

This game comes in a three CD set, so twice during the game the player must switch the current CD to the next one. Change CDs according to the instructions on the screen.



TAKING AND USING ITEMS

When an item is necessary, it is automatically taken when it is found. To use an item, first display items on the screen with the Top Left and Right Grip buttons, set the item to be used by moving left and right with the direction buttons, and then press the O BUTTON.



*Items which Laura has
from the Beginning*



*- Clock: Lets the player
know the current time.*



*- Compact: Gives the player
hints on the game.*

HOW TO ENJOY THIS GAME

*To get 120% enjoyment out of your
PlayStation™ D™ ... Make the room as dark
as possible by drawing the curtains and
turning off the lights. (Playing on a dark
night is the best!!) Turn up the TV or audio
volume. If playing in the middle of the
night, be sure to wear headphones so you
do not disturb people around you.
Can you solve all the riddles before the
door to the other world closes?*



ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty- If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 759-7800

© 1995 Kabushiki Kaisha Warp. Under license to Acclaim Entertainment, Inc. All Rights Reserved. Artwork and packaging TM & © 1996 Acclaim Entertainment, Inc. All Rights Reserved. Alien, Aliens, Alien 3, TM & © 1979, 1986, 1992, 1996 Twentieth Century Fox Film Corporation. Developed by Probe Entertainment Limited. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

U.S. AND FOREIGN PATENTS PENDING.

LOOK FOR

ALIEN™ TRILOGY



PlayStation

Acclaim[®]
entertainment, inc.

© 1995 Kabushiki Kaisha Warp. Under license to Acclaim Entertainment, Inc. All Rights Reserved. Alien, Aliens, Alien 3,™ & © 1979, 1986, 1992, 1996 Twentieth Century Fox Film Corporation. Developed by Probe Entertainment Limited. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. Artwork and packaging™ & © 1996 Acclaim Entertainment, Inc. All Rights Reserved.

THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in U.S.A.

U.S. and foreign patents pending.