GENESIS PRO VIEW



By Earth Angel

al-ien: a glistening thing of pure evil with razor sharp teeth that

protract from its jaws to reach for its prey. It's characterized by a sloped head, protruding spine, and acid blood. Parasitic in nature, the Alien reproduces by laying eggs in host bodies.

This Time It's Hiding in the Most Terrifying Place of All!

It's been almost 15 years since America met the Alien and Alien assault specialist, Ellen Ripley. After surviving two blood-curdling big-screen battles against Aliens, Ripley's ready for Round Three in the movie and Round One in the video arena. In this Genesis adventure, one person stands between the Aliens' total domination of the planet and possibly the universe – you!



In space, no one can hear you scream.

When you step into Ripley's combat boots, your Manne Warship, the SULA-CO, has just crash-landed on Fiorina-161. There are no survivors, save Ripley and a nasty Alien stowaway. Fiorina, once a mining colony, is now a prison – and one big smörgasbord for the hungry Aliens.

Alien 3 presents a varietal horde of missions through its vertically- and horizontally-scrolling stages. During Rescue stages, Ripley's goal is to release all the prisoners before time runs out. In Exterminate stages, she must hunt and kill as many Aliens as she can within a set time





PROTIP: At the end of a Rescue stage, all the prisoners you fall to save experience instant death, of the Allien-chest-bursting variety. It's gross to watch, but very useful since you'll be able to pinpoint the location of all of the prisoners you couldn't find!

Have You Hugged Your Face Today?

There's a load of Alien nasties creeping, crawling, and slinking their way through

every dreary nook and cranny of the prison colony. Adult Aliens creep, crawl, and crash out of every passage. They'll rush you rapidly from offscreen and even droo from above to land on your head.



PROTIP: When you climb a ladder or crawl along a passageway, it's a good idea to fire your weapon every few seconds to blow away surprise Aliens.

PROTIP: When an Alien's lurking on the other side of a door, toss a Grenade to blow the door up, switch to another weapon before the Grenade explodes, and



then fire immediately. You'll take out the door and the Alien simultaneously. PROTIP: Use parallel platforms and ledges to nail Aliens that hang upside down from the celling. It's easier to destroy them while they're hanging then to battle them face-to-laws.



PROTIP: Don't panic. You can leap over a crawling Alien.

Facehuggers are deadly little parasites that are looking to plant a baby Alien inside of you! When one of them latches onto Ripley's head she loses Energy rapidly. When you discover Alien pods, which are major hatching grounds for new Aliens, destroy them immediately.



PROTIP: Shake Facehuggers loose by rapidly hitting Left and Right.

Armed and Dangerous

In Alien 3 the movie, Pipley and her prison companions were unarmed. In Alien 3 the game, Ripley's packing more firepower than you're gonna know what to do with – but you're gonna need it all. You begin the game armed with limited quantities of Hand Grenades, as well as limited ammo for your Machine Gun, Grenade Launcher, and Flame Thrower. Power-up items lie throughout the prison. Grab them to replenish your ammo. Swap weapons as needed.



PROTIP: The Grenade Launcher is Ripley's best weapon. It destroys Aliens with one blast and fires long-range. Don't forget to tag Aliens offscreen.



PROTIP: The Hand Grenades come in handy when you've got Alien problems below you.

Ripley's got a Radar device that pinpoints Aliens on the move, as well as the location of prisoners. You must continually snag batteries to keep the device charged.



PROTIP: Don't rely on Radar for protection. Aliens move very fast, and you'll be caught napping if you're staring at the Radar screen waiting for something to happen.



PROTIP: At the beginning of Stage 2, jump backwards through a secret passageway for a pair of power-ups.

Do It for Newt!

Alien 3 balances straight-up arcade-style action with enough tension to effectively capture the nail-biting mood of the movie. The graphics have a Rolling Thunder look and a palatable gore factor. Cool tunes round of a brod destroying an Alien will send a chill down your spine. Yup, we liked it alott Just remember. "In space, no one can hear you scream," but when you scream in the living room, everyone's gonna hear you!



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