

ALIEN 3

OVERVIEW

So, you want to shave your head and play hero? Now's the time, 'cause those slimy, acid-blooded Aliens are up to their nasty breeding tricks again in Alien 3 for the Genesis.

Step into the combat fatigues of the ever cool Ellen Ripley and head off into space for some fun and adventure. Your Marine Warship's escape pod has crash landed on Fiorina, a mining colony turned prison. You are the sole survivor of the crash — you and the Queen Alien, that is. And she's not wasting any time looking for people to act as incubators for her next crop of double-jawed children.

Bug Out!

You are armed with a standard issue combat rifle/grenade launcher. Scattered throughout the prison are hand grenades, flame throwers and ammo for all your weapons. Med packs restore your life meter. A scanner can show you the locations of the aliens and the prisoners, but you have to find the batteries first. Time, battery power and ammunition are all limited, so you must use your resources wisely if you want to survive.

You get bonus points for the time you have left in Mission rounds, so move fast. Try blasting away with your grenade launcher as you run, keeping an eye on your scope. In stairways you can

fire up or down. Extermination stages, on the other hand, are your basic Alien-blasting free-for-alls. But watch out for the face huggers: they can turn your face into a permanent mud-pack.

The Queen has laid a pile of eggs deep in the bowels of the mining machinery. Find them and go to town with the flame thrower. Then be ready for the walls to come down, for the Queen is not going to be happy. After all, you and the Queen Alien have been at it before, and this time she's not going to let you win.

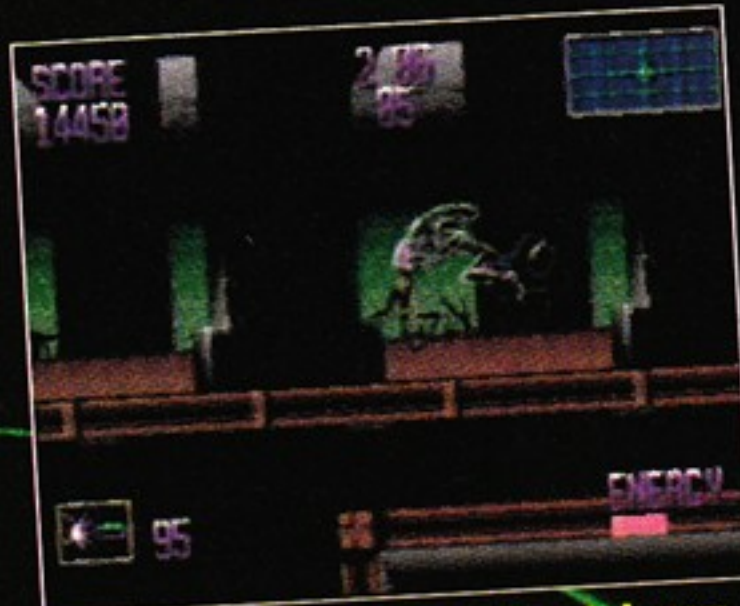
Losing is definitely a traumatic experience — you get to see the prisoners you missed give birth to a bouncing alien baby. Nasty!



Each mission round is filled with hostages on the verge of giving birth to a bouncing alien baby. Your job is to rescue them all before the timer runs out...and the stork arrives.



Aliens can appear anywhere. They hang upside down from ceilings and burrow up through floors. Some crawl on all fours, like the dog-alien from the movie.



Aliens move fast! They'll catch you off guard if you don't pay attention. Blast away as you move. The game gives you a lot of ammunition. Use it, trooper!



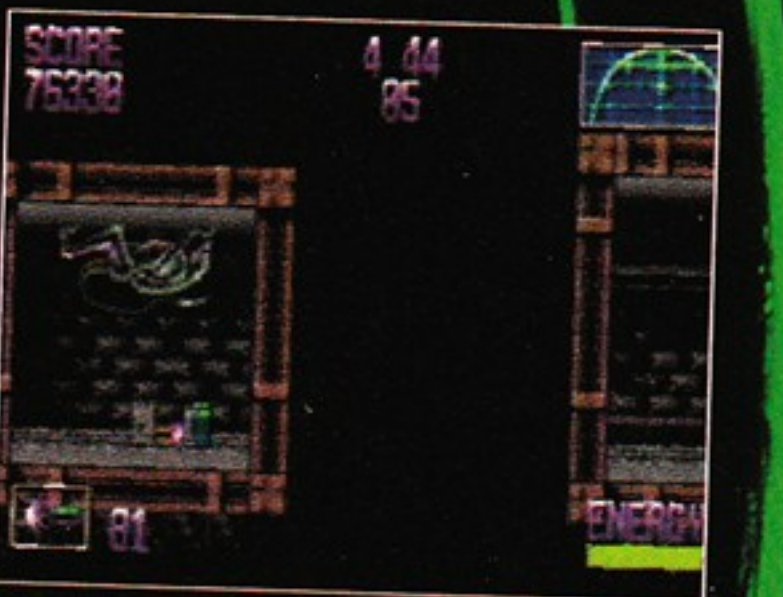
The Queen alien is waiting for you, laying eggs faster than a barn full of chickens. She'd like her babies to give your face a hug.



Drop a few hand grenades down ladders or off of platforms to take care of any alien trouble waiting below.



Med packs will recharge your energy meter. Take them whenever you come across one. You don't have any time to backtrack.



Move to the left at the start of round 2. You'll find a hidden room with a battery pack, ammunition and...an alien. Press the D-Button left and fire.

At the start of round 2, move to the left. You'll find a hidden room with grenades and ammunition. Stock up while you can!

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The flame thrower will turn aliens into crispy critters. It's a good close range weapon.

Another Bug Hunt