



ALIEN<sup>®</sup> TM and © 1993  
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# ALIEN 3<sup>TM</sup>



Acclaim went to the movies and brought back a block buster of its own. Alien<sup>®</sup> delivers excellent action, depth, graphics and sound. That's a wrap!

## RIPLEY'S WORST NIGHTMARE

The crew of the marine ship Sulaco has been wiped out, except for one survivor who crash lands on Fiorina 161. Ripley finds herself in a prison more horrifying than anything she can dream of, for she has brought the aliens with her! Acclaim has turned the dark, almost depressing movie into an exceptional game for the Super NES. As Ripley, you must undertake dozens of missions while fighting off a constant assault of aliens. Unlike in the movie, Ripley has her standard arsenal of flame thrower, automatic assault rifle, grenade launcher, and motion detector. Arrayed against her are aliens in every stage of development from face huggers to giant Mother Aliens. The challenge is progressive and can be daunting, but the thrill factor of Alien<sup>®</sup> is so high that you'll find yourself pushing on despite the odds.



Head to the nearest Terminal to see what problems you must solve. Review missions, accept missions and study blueprints of the prison.

You are the hunted one but you can still get a job to do. Alien<sup>®</sup> is as much an adventure as an action game.



You can perform missions at any time and before each stage as well. Once you've finished the mission, you'll get a password and more to go.

# GETTING AROUND & STAYING ALIVE

ALIEN<sup>3</sup>

Ripley may not have been a marine, but she has the skills to be a black beret thanks to play control that is as sharp as a bayonet, and just as dangerous. The person compound on Fury wasn't intended to be easy to get around in, which leaves Ripley with no choice but to climb, crouch, jump, swing and run her way through the alien infested corridors. Amazing animation makes Ripley come alive. But to stay alive she'll have to resort to brute, alien-splattering force. Ammo is limited, so you must shoot smart.

## THE MOVES



### RUNNING

Running may be the most dangerous move to Ripley because there is always bound to be an alien just ahead.



### JUMPING

Ripley can jump to attack aliens, although it's usually preferable to blast them, and in places she must make platform jumps.



### BAR SWING

When the floors and walkways of the compound give out, it's time to look up. Ripley can swing from bars and hand holds overhead.



### CROUCHING

The defensive move is one of the best. In her crouch, Ripley can shoot straight ahead to hit both small and large aliens.

## THE FIRE POWER



Ripley's Pulse Rifle spits out a steady stream of lead. Each clip contains 100 shots. Fire is short, directed bursts.



The Grenade Launcher packs more punch, but each clip holds only 10 grenades. Use them against the toughest aliens.



The Flame Thrower has less range than the rifle, but it is unbeatable against certain aliens, the eggs in particular.

# SURVIVAL INSTINCTS

Survival on Fury 161 isn't just a matter of toughness and fire power. You have to play it smart. Each stage of the game takes place in the areas surrounding a major corridor. There you'll have limited resources. Your first move should always be to find a Terminal. Examine the missions and take on the least challenging one first so you get a chance to scope out the area. Before leaving the Terminal, spend some time exploring the area using blueprints. You'll be able to spot caches of ammo and medical supplies. You'll also be able to spy trouble areas like nesting corridors. If you know where you are and where you have to go to get resupplied, you'll stay alive.

When moving into an area for the first time, Crouch forward and use your Pulse Rifle for everything except the egg nests. Whatever you do, don't get sandwiched between attacking aliens! Only fire a single round at small and medium sized aliens to conserve your ammo. When you're down to 30% energy, go quickly to a Medie Bay.



Destroy eggs! If part of an egg remains, shots continue to pour out of it.



Always take care of those eggs you can see up to last of them, unlike creatures of Flame Thrower get.



Medie Bays aren't safe havens, but they can use the First Aid kits for powering up Ripley when she's wounded.



Examine the blueprints for your mission (like how and when to resupply). Knowledge equals survival!

# STAGE

# 1

# CORRIDOR #12



Ripley's first missions on Fury include rescuing prisoners, repairing malfunctioning systems and mopping up an alien nesting ground. Aliens threaten her at every step, but they aren't quite as thick as later in the game. Begin with the relatively easy Hunt or be Hunted Mission in which you have to rescue some prisoners. The most brutal mission (Heat It Up) is cleaning up Waste Area #3 and Alien Corridor #1, both of which are alien nurseries. The number of eggs requires almost continuous fire power from Ripley, so you'll have to search out caches of ammo. Tackle this mission early on while ammo is still easy to find.

START

TERMINAL

TO: Assembly Hall #1 (E)  
Cell Block #2 (F)

TO: Bug Wash #12 (G)  
Medic Bay #9 (H)

TO: Alien  
Corridor #1 (A)  
Weapon  
Room #11 (B)

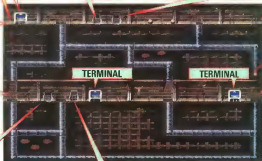
TO: Waste  
Area #2 (I)

× 1  
× 1  
× 1

TO: Mine  
Area #22 (C)  
Waste  
Area #9 (D)

TO: Medic  
Bay #8 (J)  
Cell  
Block #4 (K)

Ammo  
Flame  
Gas  
Grenade  
First  
Aid

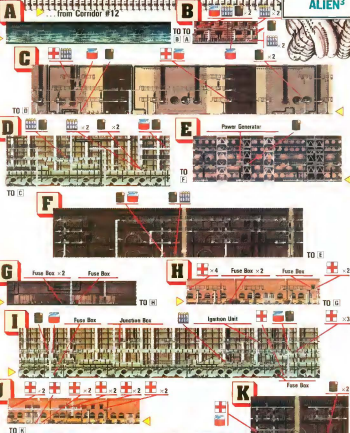


TO: Medic Bay #9 (H)/Bug Wash #12 (G)

TO: Cell Block #4 (K)/Medic Bay #8 (J)

## MISSIONS

HUNT OR BE HUNTED	▶	F K
PRESSURE POINT	▶	C
HEAT IT UP	▶	A D
POWER LINK-UP	▶	E I
CROSSED WIRES!	▶	I
CLOSED DOORS	▶	A
POWER PLUS	▶	H G
TOTAL CONTROL	▶	Main Map (K)



## DON'T HANG AROUND

Ripley must keep on the move to avoid being set upon by aliens. If you're not sure where to go, or if you just need a breather, stop at a computer terminal where you are safe.



# T CORRIDOR #17

**A**

View Corridor #17

**B** **C**

**D**

**E**

**F** **G**

**H**



View Corridor #17

View Corridor #17



**LEGEND**

View Corridor #17	View Corridor #18
View Corridor #19	View Corridor #20
View Corridor #21	View Corridor #22
View Corridor #23	View Corridor #24
View Corridor #25	View Corridor #26
View Corridor #27	View Corridor #28
View Corridor #29	View Corridor #30
View Corridor #31	View Corridor #32
View Corridor #33	View Corridor #34
View Corridor #35	View Corridor #36
View Corridor #37	View Corridor #38
View Corridor #39	View Corridor #40
View Corridor #41	View Corridor #42
View Corridor #43	View Corridor #44
View Corridor #45	View Corridor #46
View Corridor #47	View Corridor #48
View Corridor #49	View Corridor #50
View Corridor #51	View Corridor #52
View Corridor #53	View Corridor #54
View Corridor #55	View Corridor #56
View Corridor #57	View Corridor #58
View Corridor #59	View Corridor #60
View Corridor #61	View Corridor #62
View Corridor #63	View Corridor #64
View Corridor #65	View Corridor #66
View Corridor #67	View Corridor #68
View Corridor #69	View Corridor #70
View Corridor #71	View Corridor #72
View Corridor #73	View Corridor #74
View Corridor #75	View Corridor #76
View Corridor #77	View Corridor #78
View Corridor #79	View Corridor #80
View Corridor #81	View Corridor #82
View Corridor #83	View Corridor #84
View Corridor #85	View Corridor #86
View Corridor #87	View Corridor #88
View Corridor #89	View Corridor #90
View Corridor #91	View Corridor #92
View Corridor #93	View Corridor #94
View Corridor #95	View Corridor #96
View Corridor #97	View Corridor #98
View Corridor #99	View Corridor #100

**A**

**B**

**C**

**D** **E**

**F** **G**

**H**

**I**

**BEYOND THE CALL**

View Corridor #17

**J**

**K**



# STAGE 2

# CORRIDOR #10



The action along Corridor #10 is more demanding than in the first stage, with pressure leaks, broken power generators, shorted circuits, and helpless prisoners. Alien Corridor #2 is infested with eggs. Clean it out first, but don't take the upper route on the pipes. Then tackle Furnace Area #6, a huge area with many trapped prisoners. The Power To The People mission takes you into the labyrinth of Hangar Bay #4, then all the way across the map to Weapon Room #8. Make sure that you stop in Medic Bay #3 along the way to replenish Ripley's energy.

START

TD: Furnace Area #6 A

TD: Bug Wash #B B

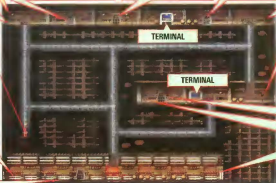
TD: Furnace Area #6 A

TD: Medic Bay #3 H



TD: Weapon Room #8 I

TD: Medic Bay #3 H



TD: Cell Block #5 D

Furnace Area #7 E

TD: Alien Corridor #2 C

TD: Hangar Bay #4 F

Assembly Hall #2 G

TD: Assembly Hall #2 G

TD: Alien Corridor #2 C

## MISSIONS

POWER TO THE PEOPLE ▶ F I

DEPTHS OF DESPAIR ▶ B

360 DEGREE ACTION ▶ C

MERCY MISSION ▶ E

ON A SHORT FUSE ▶ H

MISSION IMPOSSIBLE ▶ A

WATCH YOUR BACK ▶ G

## SECRET PASSAGES

Not all of the walls are as solid as they look. In the area shown here, and throughout the prison base, Ripley can find items by leaping through seemingly solid steel. If an area seems unaccessible, it's a pretty good bet that this is how you reach it. Also look for areas where you jump down.

