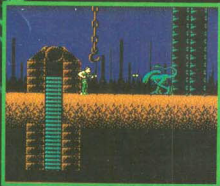


ALIEN 3™

After crashing onto the extremely desolate planet, Fiorina 161, Ripley is awakened from a deep cryotube slumber and finds herself in the midst of the dreaded Aliens once again. Fiorina 161 isn't exactly a tropical paradise. It's a prison for hardened criminals. What an excellent place for a crash landing! Unlike the movie of the



same name, Alien³, the game has weapons for Ripley to use in her fight against the slime-spitting creatures. The mission that LJN has cast upon her is to rescue the inmates from the Aliens, get rid of the Aliens and, finally, save herself. Using a multitude of weapons and radar, you can help Ripley tackle the job.

RIPLEY'S ARSENAL

Oddly, Ripley had no weapons to use in the movie, Alien³. However, the Alien-bashing action in the game calls for some serious firepower. It's best to conserve the weapons you have available to you. As Ripley negotiates the terrain of the penal colony, she'll come across rounds of ammo. This allows her to replenish her firepower.



MACHINE GUN

Primitive, yet very effective, the Machine Gun allows Ripley to fire shots in rapid succession while on the run.



GRENADE

Ripley can drop this down holes and off of ladders. Don't forget to wait and stand clear of its blast, though.



GRENADE LAUNCHER

Ripley's most powerful weapon. It's not very efficient, but you'll soon find that its blast will be your best ally.



RADAR

Radar can be activated by picking up Batteries. This item can be very helpful in the darkened areas of the colony.



FLAME THROWER

This is a great weapon for fighting off the Aliens in close quarters. Anyone up for a fried Alien? I'll have one.



FIRST AID

As is the case with most First Aid kit items in video games, they provide you with a health boost. Get 'em!

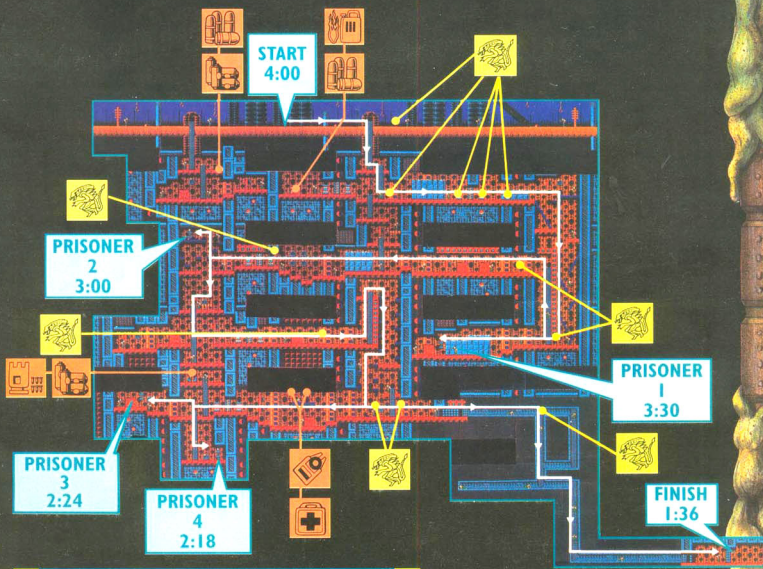
LEVEL

1

ALIEN³

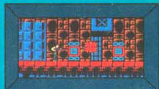
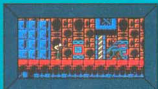
The first level in the game isn't really very difficult to complete. Check the map and follow our recommended route. There is a time limit for each level. We have provided the approximate time that Ripley should have remaining on

the timer when she finds each of the prisoners. Also, for your benefit, we have also indicated where the Aliens and Items will appear on the routes.



EMERGENCY!

Normally, Ripley will open a door if you position her in front of one of the red squares on either side of it. However, if she is pressed for time, she can blast open a door with a shot from the Grenade Launcher. Watch for Aliens on the other side.

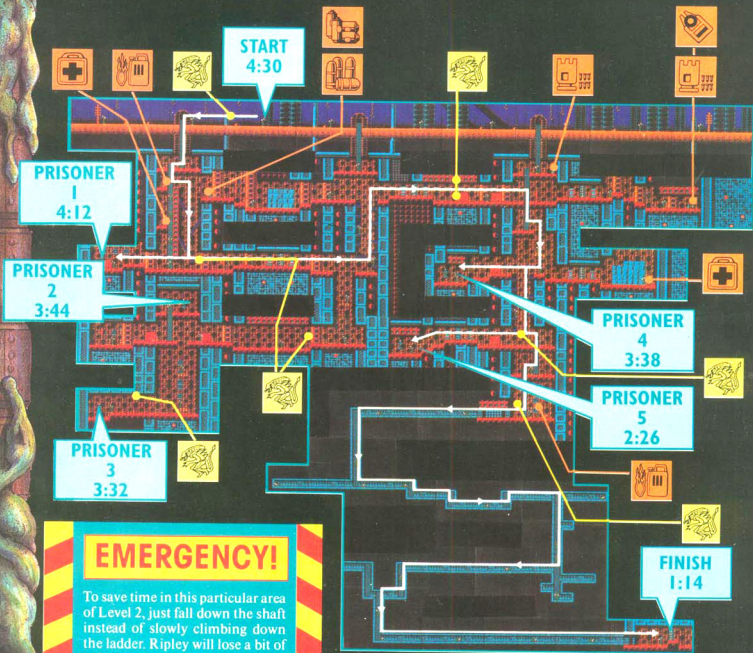


LEVEL

2

Level 2 is about the same size as Level 1, but the Aliens are on to Ripley's tactics and move a bit faster here. There are a total of five prisoners to be rescued in this level. In this level, as well as in other areas, there

are numerous Items that can be picked up, but the most important thing to remember is to keep an eye on the timer so you can finish before time runs out.



EMERGENCY!

To save time in this particular area of Level 2, just fall down the shaft instead of slowly climbing down the ladder. Ripley will lose a bit of Life, but more importantly she'll gain ground.



GUARDIAN 1

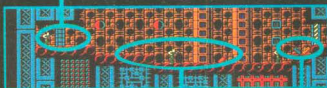
1

After rescuing all five prisoners in Level 2 and making it to the exit with time remaining on the clock, Ripley will enter the lair of an extremely irritated, slime-hurling Alien. This Alien just moves from right to left. Switch to a

powerful weapon and stalk the Alien until you know how it moves. When the Alien draws near, blast it! Luckily, it won't come up to the upper level in this area.

STAY ON TOP

If you position Ripley near the edge of the upper ledge, she'll be safe. As the Alien draws near, let loose with all the firepower you've got and then wait until it comes back again. Nail it a few times before chasing after it.



OK, NOW CHASE IT

If you think you're just about ready to say "adios" and put the fiend away, and Ripley has plenty of Life energy, you can chase after the Alien. None of Ripley's guns are long-range weapons, so after blasting the Alien a few times, close in for the final all-out Alien assault for this area.



SNAG IT



After defeating the Alien in this area, there will be a much-welcomed payload of ammunition just waiting for Ripley to pick up. The Alien must have been hoarding it.

GUARDIAN 2

2

Ripley will enter the second Guardian's lair after completing Level 4. Because of space limitations on the following pages, we have included this smaller map here. Like the first Guardian, this one moves from left to right, jumping

and flinging around its slime at anything that threatens it. The Alien won't like the fact that Ripley has a Grenade Launcher with its name on it! Ripley shouldn't care what the Alien thinks. Just blast it!

SAFE AREA



If you position Ripley in this area, she will be relatively safe from the attacking Alien. When the Alien draws near, crouch down and fire off several rounds with the Grenade Launcher. Ripley will soon emerge victorious.



FIRST AID

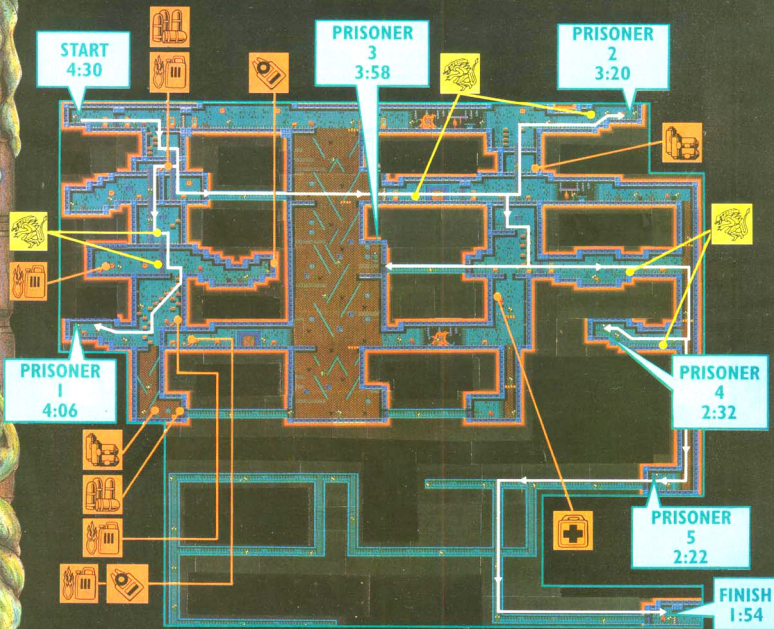


If, upon entering this area, Ripley's Life gauge is full or nearly full, leave the First Aid kit for later.

LEVEL 3

Level 3 is where the action starts to get a little more hairy. There are some very long shafts in this area of the colony that Ripley can fall into. The central shaft with the diagonal ventilation ducts should be

avoided. A fall down this shaft will leave Ripley severely bruised and in an undesirable position. Precious time can be lost if Ripley doesn't watch where she is going.



EMERGENCY!

If you aren't confident that you can guide Ripley to the exit on time, don't bother going for the various Power-Up Items in the area. They aren't worth the effort.



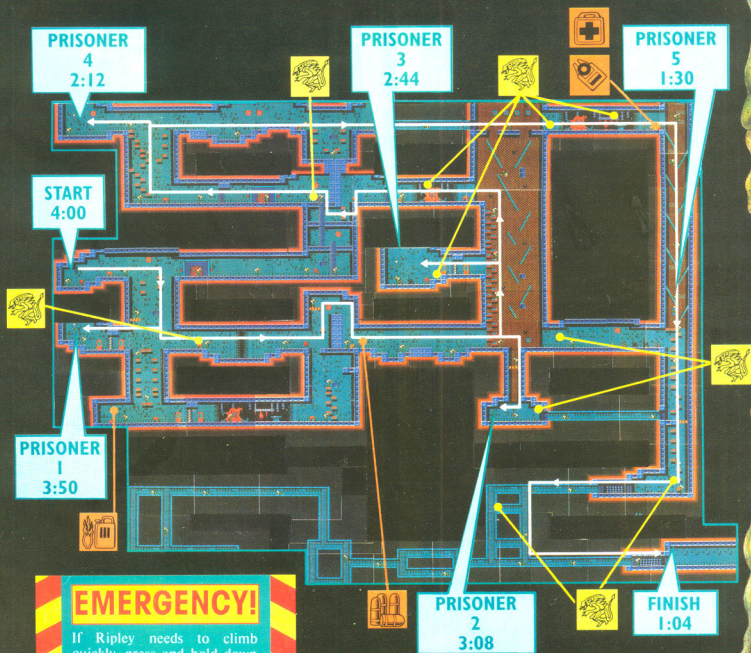
LEVEL

4

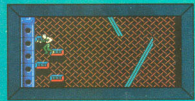
ALIEN³

Another five prisoners have been captured by the Aliens and are calling to be rescued in Level 4. When Ripley gets to the upper right corner in the area, make her jump out into the shaft. She'll get bumped around on the way down

the shaft, but it's the fastest way to get where she needs to go. The fifth prisoner in this area will be freed as Ripley passes him on her way down.



If Ripley needs to climb quickly, press and hold down the B Button while she is scaling the steps. She automatically hops up to a higher level.



MANY MORE SLIMY ALIENS

It isn't over for Ripley when she completes Level 4. She will have to press on or the outcome will be obvious: Aliens will ultimately make their way to Earth. Don't let it happen!

