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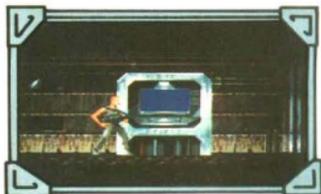
ALIEN³™

Acclaim went to the movies and brought back a block buster of its own. Alien³ 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 Alien³ is so high that you'll find yourself pushing on despite the odds.

You are the hunted one, but you've still got a job to do. Alien³ is as much an adventure as an action game.



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



You can perform missions in any order and explore each stage at will. Once you've finished the missions, you'll get a password and move on.

GETTING AROUND & STAYING ALIVE

ALIEN³

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 prison 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 for 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

This 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 in short, directed bursts.



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

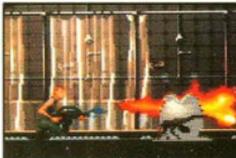


The Flame Thrower has less range than the rifle, but it is unbeatable against certain aliens, the eggs in particular.

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 Medic Bay.



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



Always take clips of ammo since you can store up to ten of them, unlike canisters of Flame Thrower gas.



Medic Bays aren't safe havens, but they contain First Aid kits for powering up Ripley when she's wounded.



Examine the blueprints for your mission objectives and extra supplies. 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**

TO: Mine
Area #22 **C**
Waste
Area #9 **D**

- × 1
- × 1
- × 1



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

A

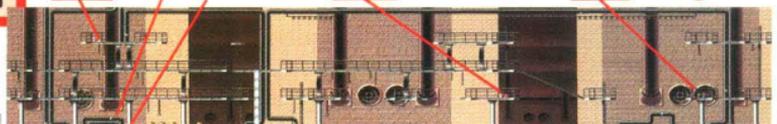
... from Corridor #12



B

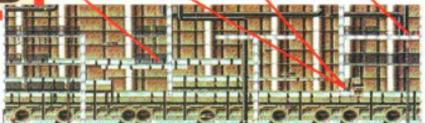


C



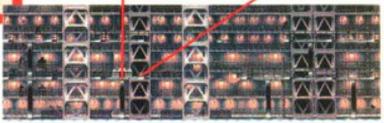
TO D

D



E

Power Generator



TO F

F



TO E

G

Fuse Box $\times 2$ Fuse Box



TO H

H

$\times 4$ Fuse Box $\times 2$ Fuse Box



TO G

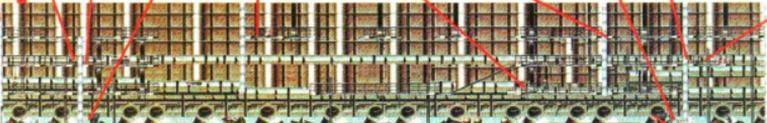
I

Fuse Box Junction Box

J

Ignition Unit

$\times 3$



J

$\times 2$ $\times 2$ $\times 2$ $\times 2$ $\times 2$

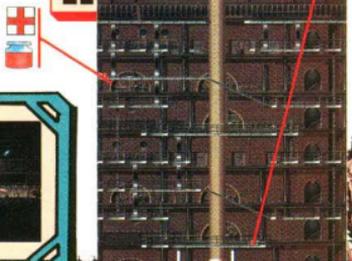


TO K

K

Fuse Box

$\times 2$



TO J

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.

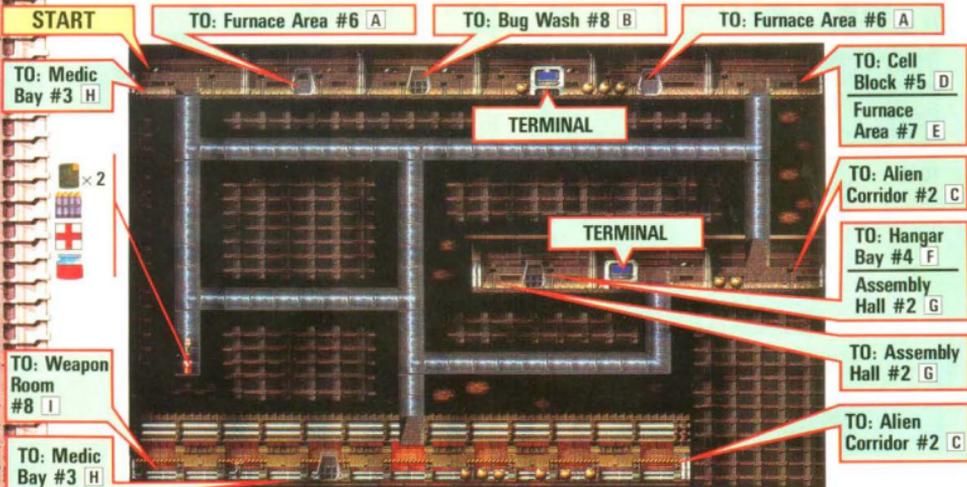


STAGE 2

CORRIDOR #10



The action along Corridor #10 is more demanding than the first stage, with pressure leaks, broken power generators, shorted circuits, and helpless prisoners. Alien Corridor #2 is infested with eggs. Clean it up 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.



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 inaccessible, it's a pretty good bet that this is how you reach it. Also look for areas where you jump down.



Ammo Flame Gas Grenades First Aid

STAGE 3 CORRIDOR #17

A From Corridor #10

B

C

D

E

F Power Pack

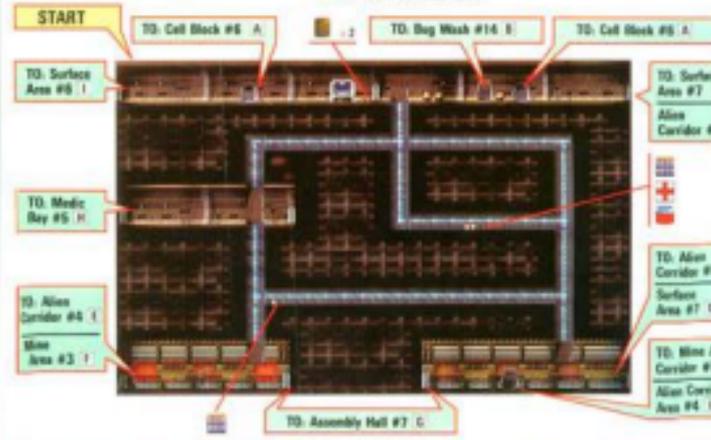
G Junction Box

H Fuse Box

I Power Generator



The horror grows worse with Ripley's first meeting with two Mother Aliens. The Down Town mission sends Ripley into Alien Corridors #3 and #4, both of which are stuffed with eggs and possessed by the acidic ooze left by the aliens. Surface Area #7 is home to an egg-laying Mother Alien. Ripley must go out and burn the nest. The upper route in Surface Area #6 contains a nice cache of ammo, including scorching green flame-thrower gas. Save it for a rainy day since it's useless to reach. Be sure to use the green gas to torch eggs.



C

D

E

F

G

H Fuse Box

I

J

MISSIONS

READY AND WAITING > I

OPERATION RESCUE > A G

SLAUGHTER 'EM' HIGH > C

OPERATION NEPTUNE > F

SYSTEM FAILURE > B H

DOWN TOWN > D

A

B Fuse Box



BEYOND THE CALL...

With six stages in the game, all requiring the completion of multiple missions, Ripley has only come halfway through the horror. As you've seen, the action is raved to a higher pitch with each new stage. Although few of the individual missions seem to be more difficult, the areas are bigger and more dangerous. You'll meet up with the Alien Mother if you survive to the end of this alien onslaught. In the end, the greatest sacrifice may be unavoidable. Ripley can never risk the spread of the aliens beyond the planet.

J

