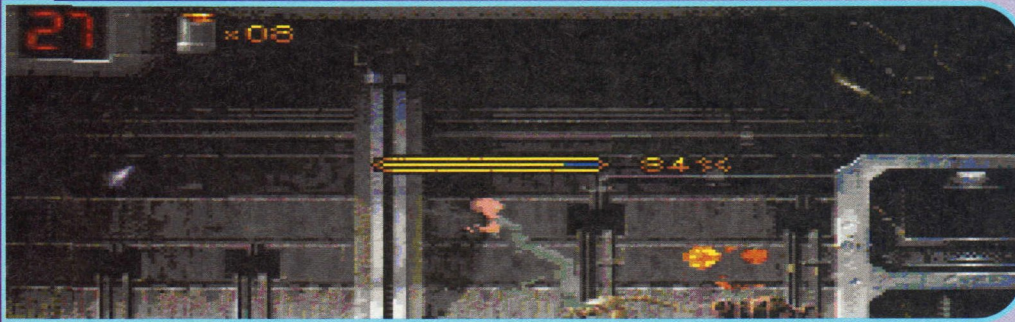


# ALIEN 3

Last month we started to break you in gently. We gave you maps and a guide to finish each mission. Well, this month we are dispensing with the maps, after all, you can tap into a terminal and get them at any time. From now on it's just you, the tips and more than a little luck.

## STAGE TWO



**R**ight, fresh from all your antics on level one, your work is now due to start for real. Run to the nearest terminal (which is to the right) and away you go.

Take a bit of care here because the terminal is surrounded by eggs, so clear them out first.

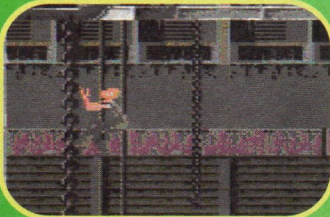
## MISSION 1 - POWER TO THE PEOPLE



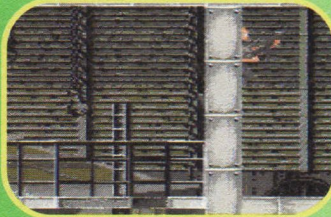
You need to retrieve the power pack from Hangar Bay #4 and hitch it up to the generator in Weapons Room #8, not the easiest thing to do at the best of times, let alone when there are millions of bloody aliens roaming about all over the place. Someone could get hurt, if you aren't careful.



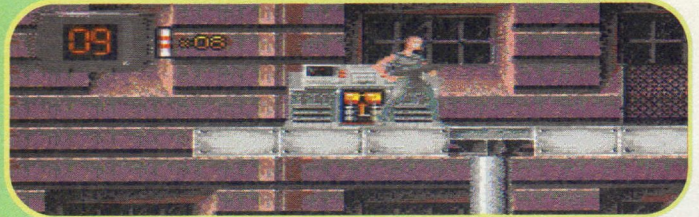
Oops, better turn around and fire off a quick couple of rounds before you get tonked by this alien. From the first terminal, Hangar Bay #4 is straight down the pipe, taking the second junction on the left. The door is situated right next to the second level terminal, which is handy because you can use it when you come out.



Move left without going up or down any ladders. Follow the floor. When you get to the far left of the room, you'll see a big chain hanging down - use it to access the higher level. Climb it to reach the platform. You can now get the power pack.



Before you exit this room, have a wander. Use the ladders to reach lower levels and get the extra ammo and first aid if you need it. It's worth coming back to this room later if you need to. Look out for hidden gaps in the walls which you can jump through.



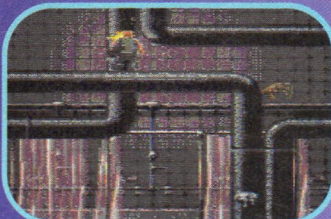
From Hangar Bay #4 go right to get into the air duct, then go down and left, then down again.

Now you should run to the far left to reach Weapons Room #8. The generator is dead easy to get to and there is plenty of extra ammo around as long as you're man enough to brave the alien hordes to get at it. Then make your way back to the terminal for your next mission.

## MISSION TWO



Some of the pipes in Bugwash #8 have fractured leading. You must seal them. So go to the top level to the left of the terminal. Clear the eight eggs there.



Now jump on the pipes and stay crouched down. This room only has face huggers in it, so stay low. When you reach the red fractured pipes...



... use your flame thrower button to seal them. Watch out for acid on the left of the level. By now you will probably be in need of some first aid. Luckily when you come out of the Bugwash there is a first aid bay to the left. Go in there, waste a few aliens and get all the first aid you need. Then back to a terminal for your next mission.





### MISSION 3

Alien Corridor #2 has become infested with seven eggs. From the top terminal go right and down the air duct, then all the way down and head right. The door at the end leads to the corridor. Go in there, fry them and, before you come out, seal the door on the right (which you came through) to stop any more aliens getting in. An easy mission compared to some.



Furnace #7 and four prisoners need to be rescued. It is not easy to find – go to the top level on the far right. This is Cell Block #5. Go through, picking up ammo. On the right is the furnace entrance.



### MISSION 4

Go up the first ladder to find three prisoners. The other guy is on the other side over the molten metal. Now head back through the Cell Block to the terminal.



Time to mend the fuse boxes in Medic Bay #3. The Medic Bay is split into two parts. The first door is on the far left of the top level. Here you can access two of the boxes and loads of first aid.



Then come out again and go down the air duct. Pick up the ammo that you'll find at the bottom of the duct and go through the junction above and to the right.



Now go down further and, when you come out of the duct, the door you want is the first on the left. Go in here and do the business.

### MISSION 5

Down in Furnace Area #6 there are eight prisoners in dire need of some help from you. From the top terminal two doors to the left you'll find the main entrance; there is another way in just to the right, but forget that for now. Just keep a cool head and remember where those green dots were on the blueprints.

### MISSION 6

A nice easy way to finish the stage. There is another power outage, this time in Assembly Hall #2. Go in and fix all the fuse and junction boxes. The entrance is on the lower level past hangar bay #4, the other entrance is through the hangar bay. Ensure that there are no aliens near you when you are repairing the boxes, because if you stop to shoot them you'll have to restart your repairs from 00%.

### MISSION 7



Talk about starting off with the big jobs, a mother alien is on the rampage in Surface Area #6. The area is at the top of the stage on the left. Deal with the eggs first. Let the mother wait for a bit.

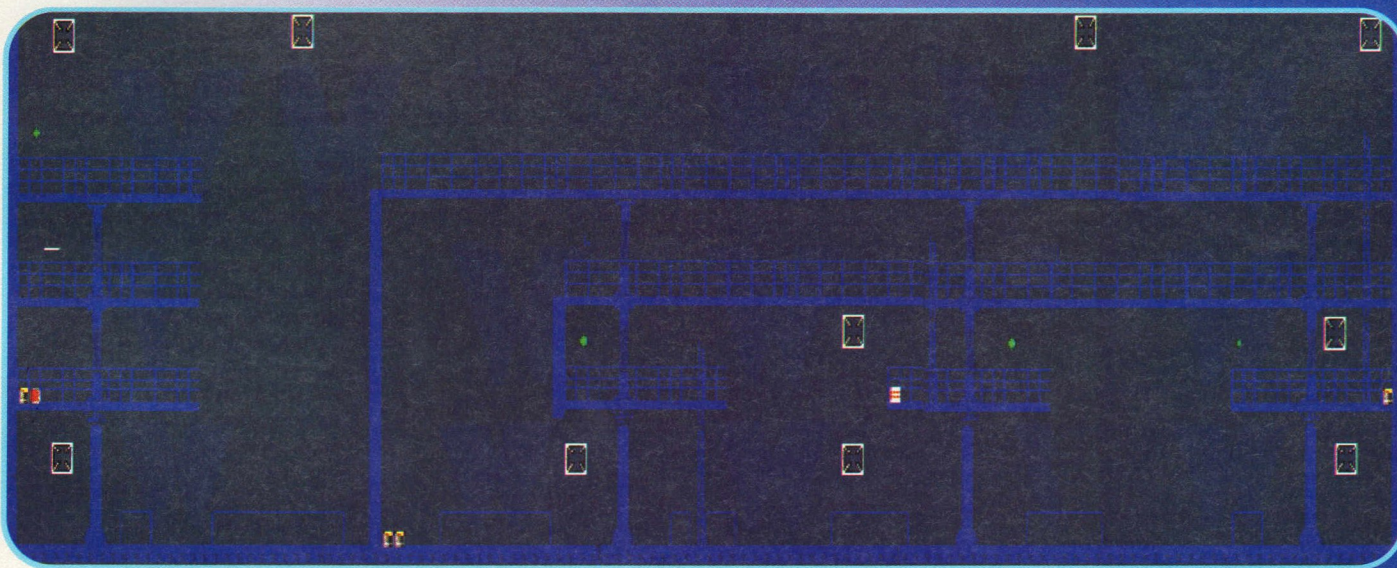


There are also some vital supplies on the platforms at the top, so get these before doing battle with the alien. The mother is on the bottom of the level on the far left. She sprays out acid steam as she jumps around, but apart from this she is pretty easy to deal with. Use grenades when she is low enough, otherwise use normal rounds.

### STAGE 3 MISSION 1

Now, before attempting this mission, study this layout of the Cell Block #6. Why? Well, the door next to the top terminal has been sealed, so the only way to access the lower levels is through the Cell Block. There are lifts to take you to the top and the route isn't too hard. In fact, if it wasn't for those damn aliens all over the

place this would be easy. You have to use this room for practically every mission so just deal with it because we need you and I'm sick of your bull... er, sorry, got a bit carried away there. It's a handy place to remember as there are some essential supplies in here which are replenished every time you go in.

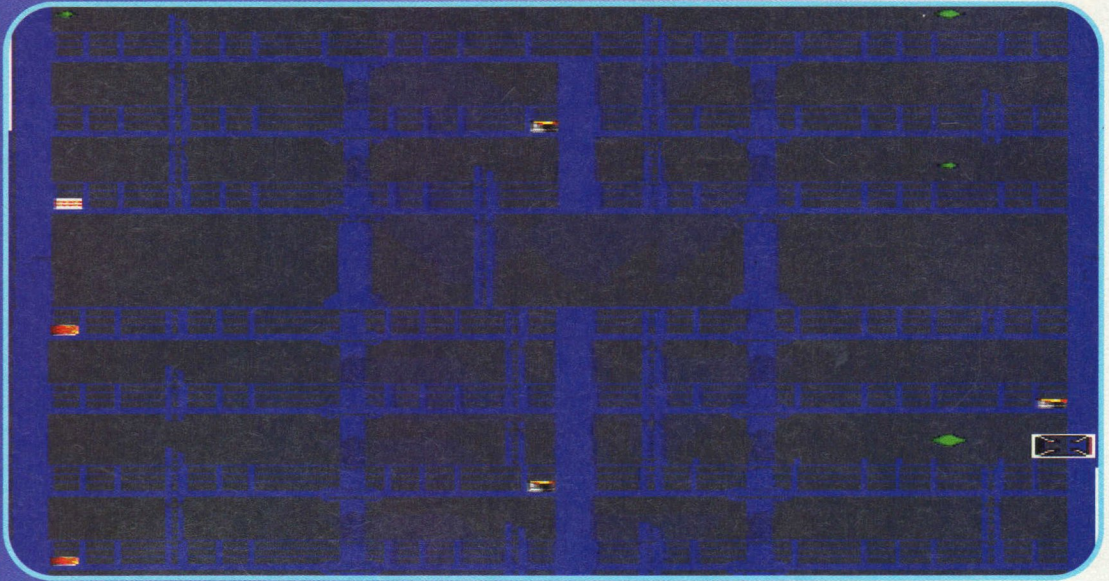


### MISSION 2



## MISSION 2

**F**irst go to the Cell Block on the left next to the top terminal. There are four prisoners here who would dearly love to see you. When you exit the Cell Block on the other side, go down the duct, take the first junction to the left and go straight down past the next floor. Keep going down and right at the bottom. This is Assembly Hall #2 where you need to rescue three more prisoners. The prisoners are represented by green dots on these maps.



## MISSION 3



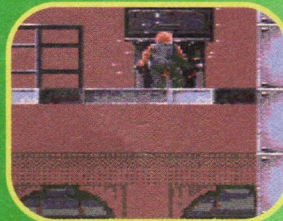
Back out on Surface Area #7, another mother alien has laid a load of eggs... go out and fry them, then get the mother. She is marked by a couple of pillars. Move in and out of these to blast her and move out to safety. Watch out for the steam.

## MISSION 4

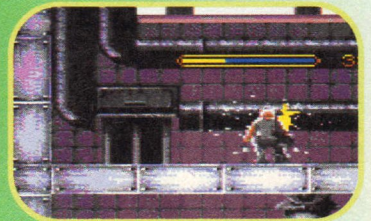


You should now go to Mine Area #3 where there are some lovely pipes to repair. Go through the cell block and left to the duct. Go down and take the second right, go down and when you hit the floor take the first door on the left.

## MISSION 5



Uh-oh a dodgy electrician's been at work. There's another system failure, this time in Medic Bay #5 and Bugwash #14. Go back through the Cell Block and take the door on the left. This room is easy to clear.

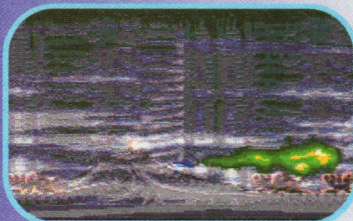


Go back out through the same door you came in and head left to the duct. Next go down and take the first left, then go down again and through the door on the far left-hand side.

## MISSION 6



Seal the doors on the right-hand sides of Alien Corridors #4 and #5 to hinder the aliens. Now go back through the cell block to the duct, down past the next floor and down again. The door you want is left of where you came out...



... Blast your way through to the door on the right and then seal it. Now leave the way you came (seeing as you have just sealed the only other exit) and go up into the duct. Take the next turn on the right and go down. When you exit the duct, take the door on the right and that's it.

## STAGE 4 MISSION 1

The first problem here is finding the damn terminal to log on to. The closest one to you is down the first duct. Follow it right, take the second up turn, follow that round and then go left at the top.



Prepare for a tough level. First repair all the fuse boxes in Waste Area #11. Go back through the duct to where you started and the door is there. It's easy to do this bit. Go up the ramp for the first two boxes and across the bars for the second set. Then back to the right for the other two.

## MISSION 2



Cell Block #10 - three prisoners to rescue and 15 eggs to fry. To get there from the terminal go back to where you started and go up the duct instead of down. Follow it along and take the third turning down. When you reach the floor, go past the terminal on the right and in the door. The eggs are lined on the floor just ripe for blasting, while all the prisoners are on the top platform.

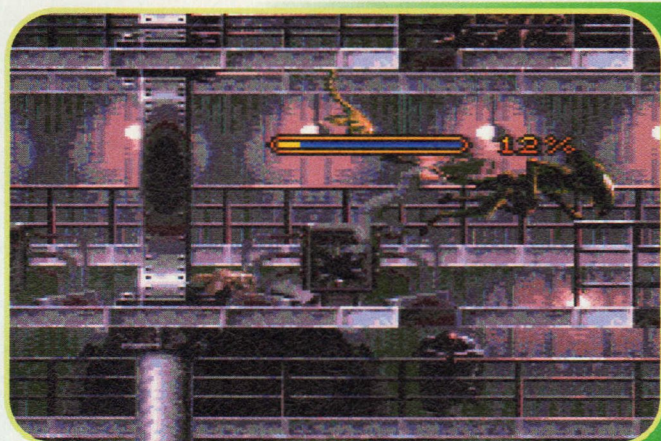


## MISSION 3



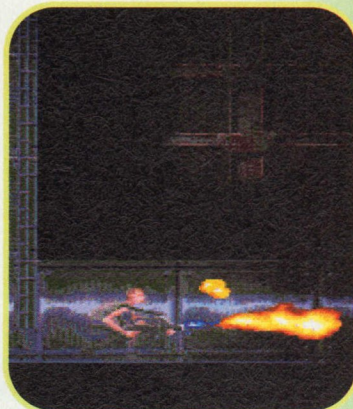
You need to get the ignition unit from Mine Area #18 and stick it in the generator in Weapons Room #14. Go back to where you started and take the door on the left. When you have the unit, retrace your previous route to Cell Block #10, although instead of going in the block, go to the room on the left. The generator is practically next to the door and is easy peasy to get to.





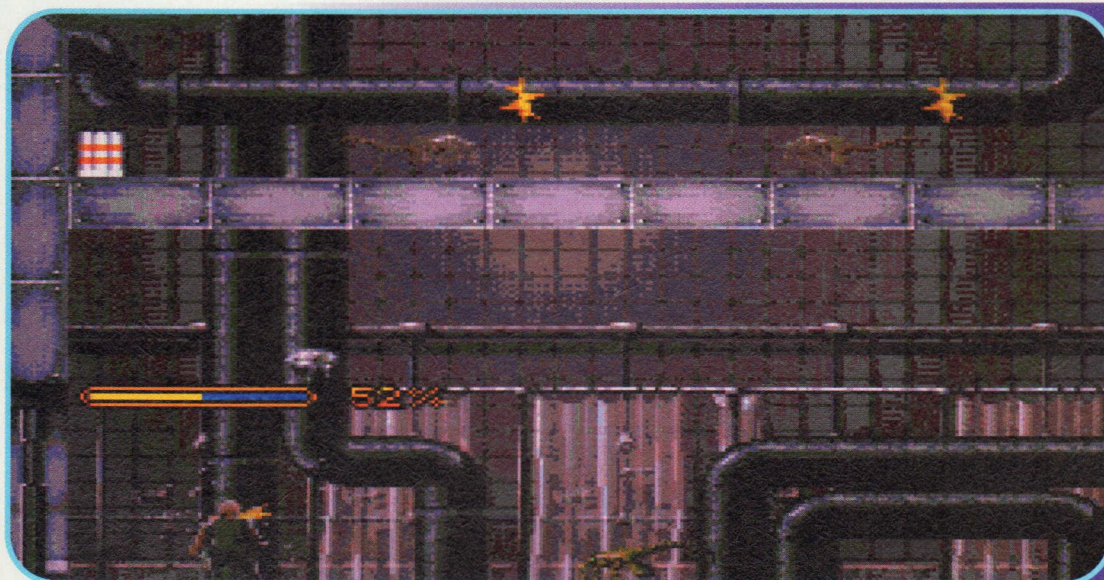
### MISSION 4

God I've been doing this for ages... right, next mission. The power is messed up in Assembly Room #4, maybe the aliens have learnt to take light bulbs out (incidentally we know how to make bombs out of light bulbs, but we'll tell you later). Go back to the start and down the duct. Follow it around and go left when you come out of it. Watch out for the green aliens, they're complete gits.



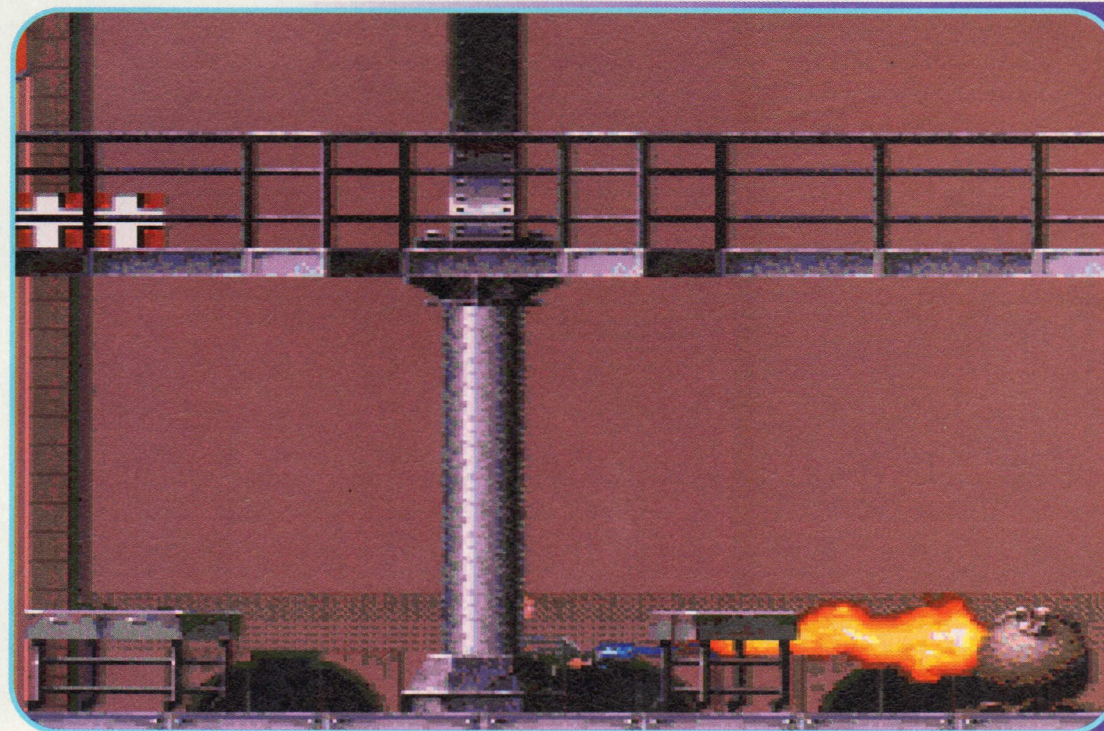
### MISSION 5

Get the power pack from Surface Area #2 and take it to the generator in Assembly Hall #4. Oh hell, I've just come from there... To get to the surface, go to Cell Block 10 again and take the door right of the block to Alien Corridor #5. Go through and the surface is through the door on the right. Retrace your route to the starting point. Go down the duct, around and up. Take the door left of the duct exit. The generator is next to the door again.



### MISSION 6

Go to Assembly Hall #4 (popular place that, all those wild parties that the aliens hold, I suppose) and go through the door which is on the top left platform. This is Bugwash #19, welcome... (and you're welcome to it). Fix all the pipes (whilst avoiding numerous face huggers) and make everyone a lot happier - except for the aliens of course, but then you're not supposed to be making them happy. Nothing could make them happy (except maybe a fourth movie, books, magazines, comics and a lucrative theme park franchise).



### MISSION 7

Okay, the last mission on this stage, thank god. Go through the Assembly Hall #4 (again!) and carry on through Bugwash #19. There is a total of 17 eggs in here which need despatching to that big frying pan in the sky. You can't get them all from this side however. Go back out when you have done as many as you can reach and follow the route to Weapons Room #14 (mission three). Waste these and that's the lot. Onwards and upwards and all that stuff. More next month, hopefully.