

Getting the lift down into the second section of the level allows you to gain access to the two other switches.



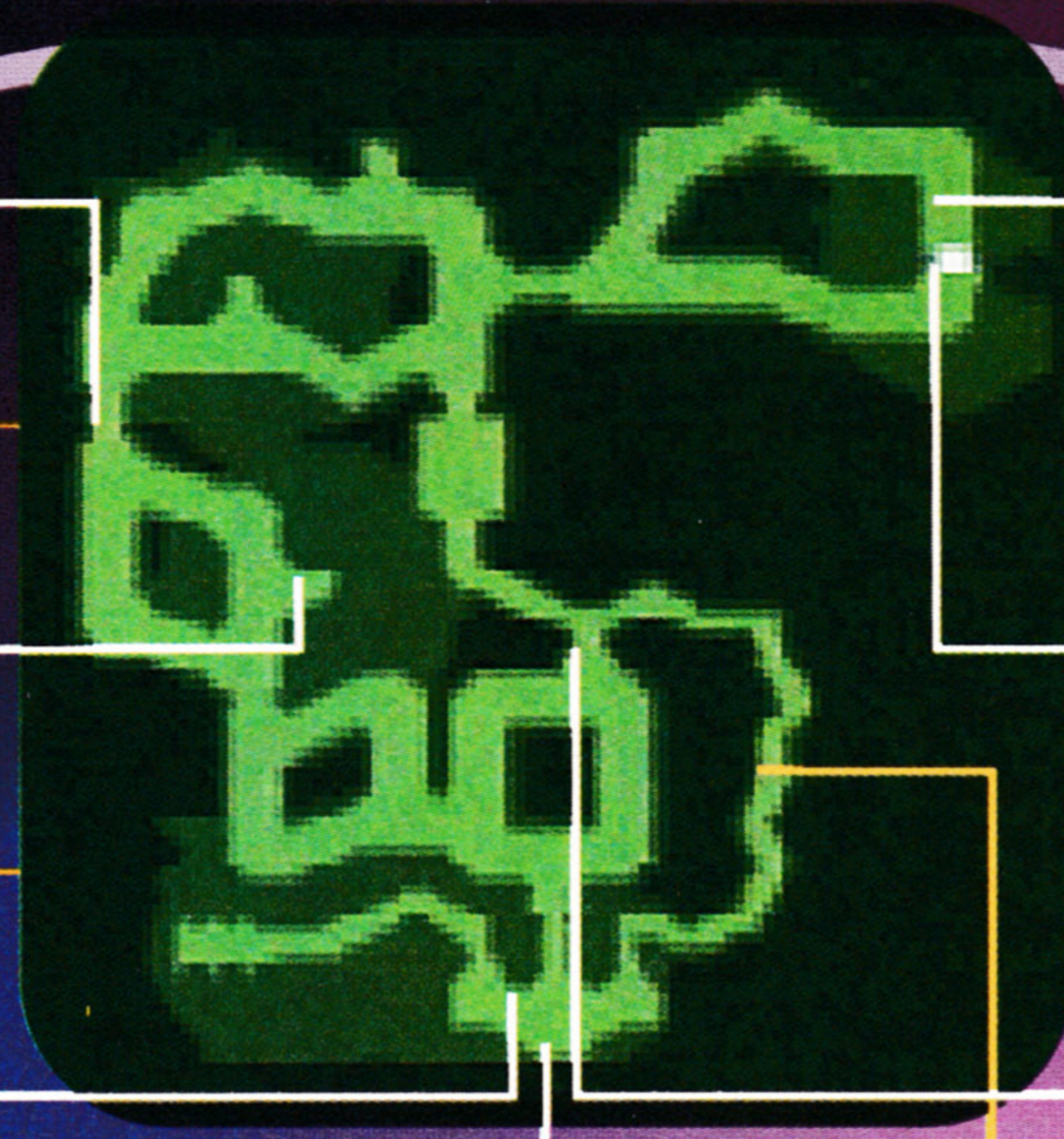
The idea on this level is to throw the three switches. This one is hidden behind a false door and there's some body armour nearby.



There is choice of three corridors on arrival. The far left option can be ignored if you want – it's all pain and no gain.



The first section on the final level is a taste for things to come: Loads of Aliens, confusing level design and very little spare ammo. Fun.



Down another lift in the third section, there's a flame thrower up for grabs. Not that it's much use, mind.



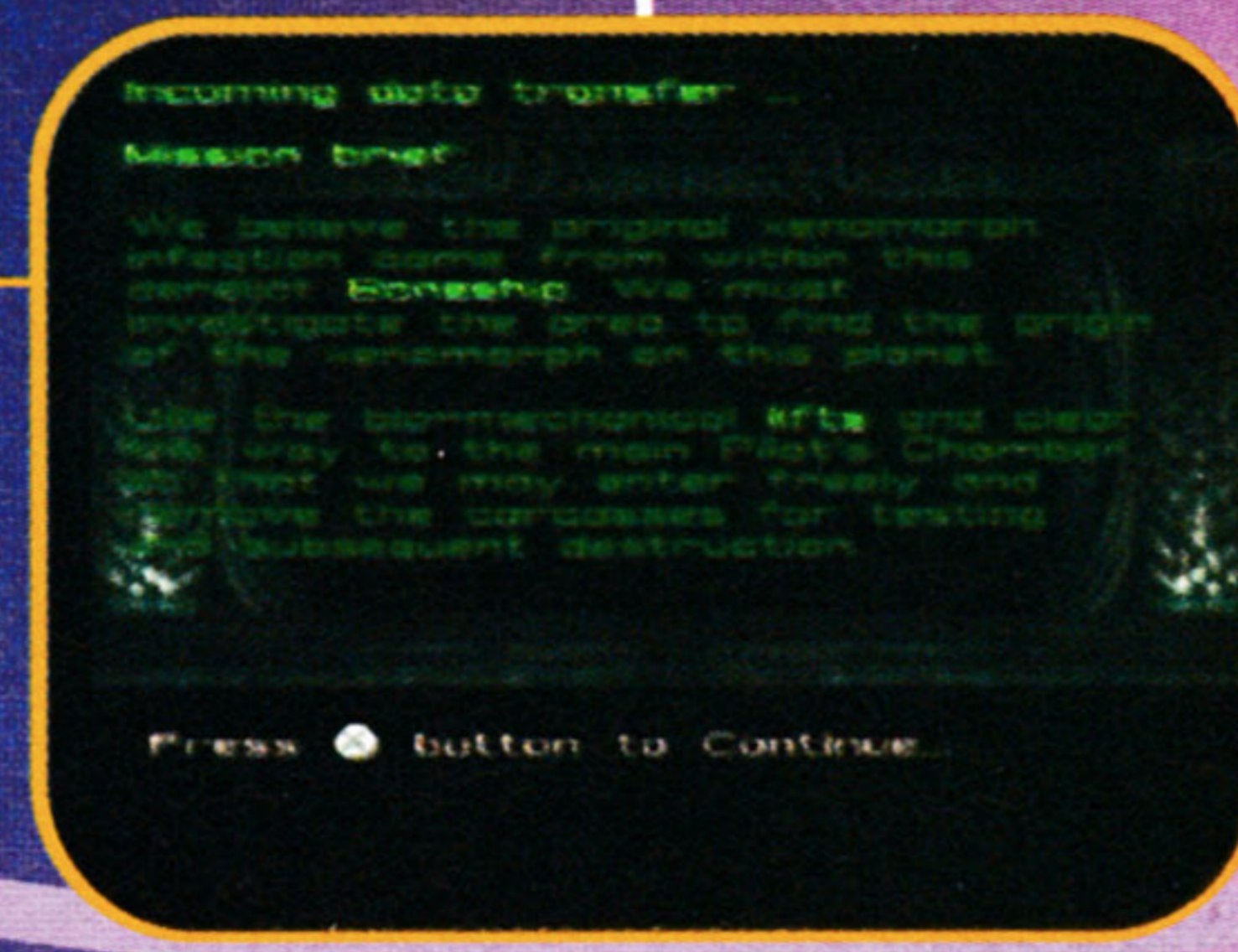
Stand still at the level above and, provided all three switches are thrown, a lift will take you down to the end of the level.



False walls also connect the corridor to the main rooms. In here you'll find armoured colonists and more Red Aliens.



The corridor to the right has a sequence of false walls, each hiding one or two Red Warrior Aliens.



Three long hard months of Alien killing comes to an end. Frankly we loved every minute...

ALIEN

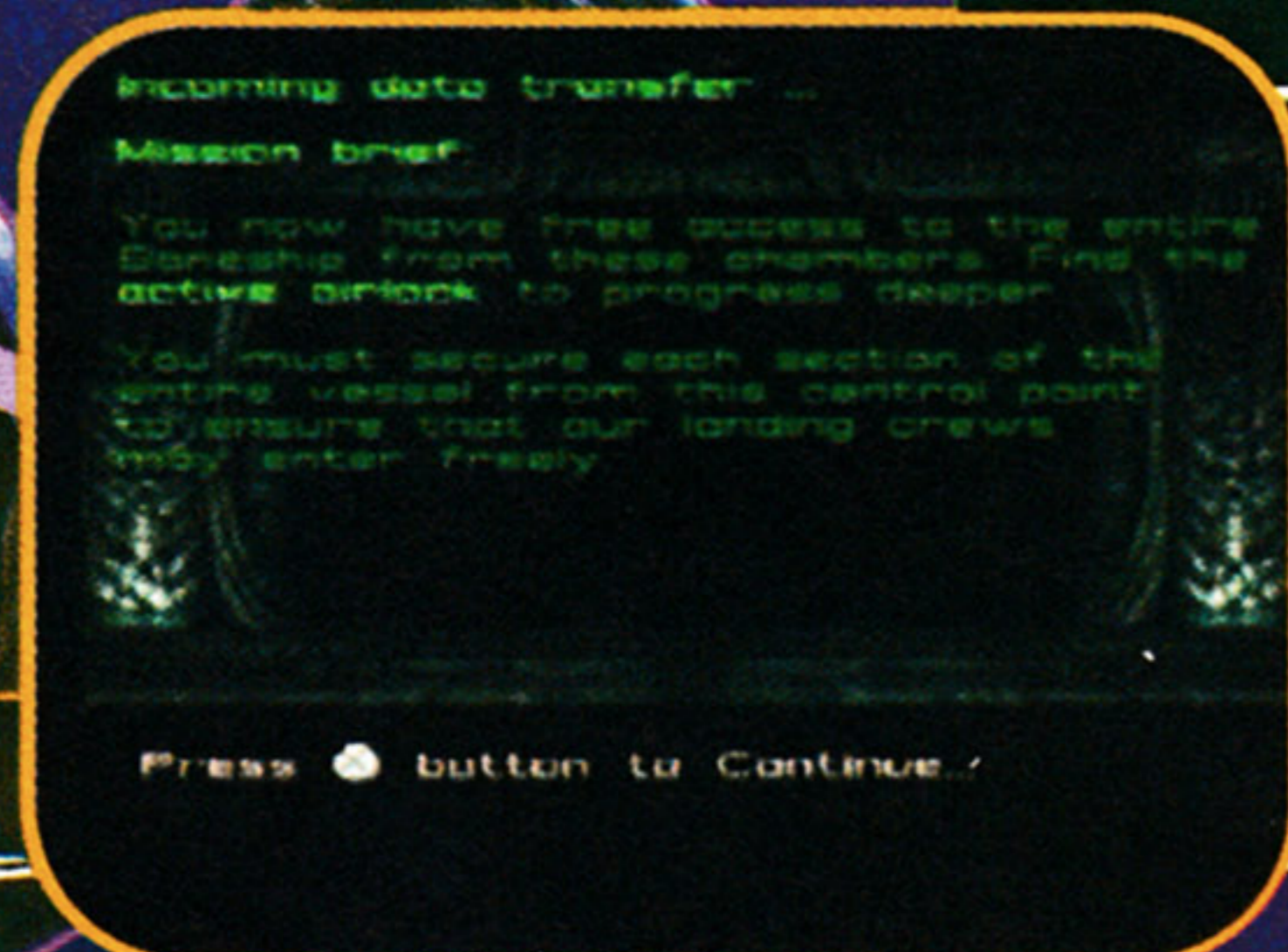
Despite there not being enough copies in the shops on the day of release, *Alien Trilogy* has still been one of the fastest-selling PlayStation games of all time. In this final part of our guide, we show you how to navigate through the final 14 levels of the game and come out with your sanity intact.

LEVEL 24 – R3BQVBBNPVBB94BDQVBTL-BLMCGP494BM

There's very little ammo available on level 24 but luckily nothing more threatening than huggers will attack you.



The first of the bone ship levels. There's no point in hanging around here. Find the exit and get out immediately.



The door that reveals this lit room is the exit. Out of the frying pan and into level 25.



This door opens to reveal some anti-acid boots. Useful and surprisingly fashionable.



Huggers will jump out at you from the door recesses to the left and right of the corridor. Watch out.

At the end of this level is this corridor. Once you've gone into it you can't get back, so make sure you've already done as much as you possibly can.

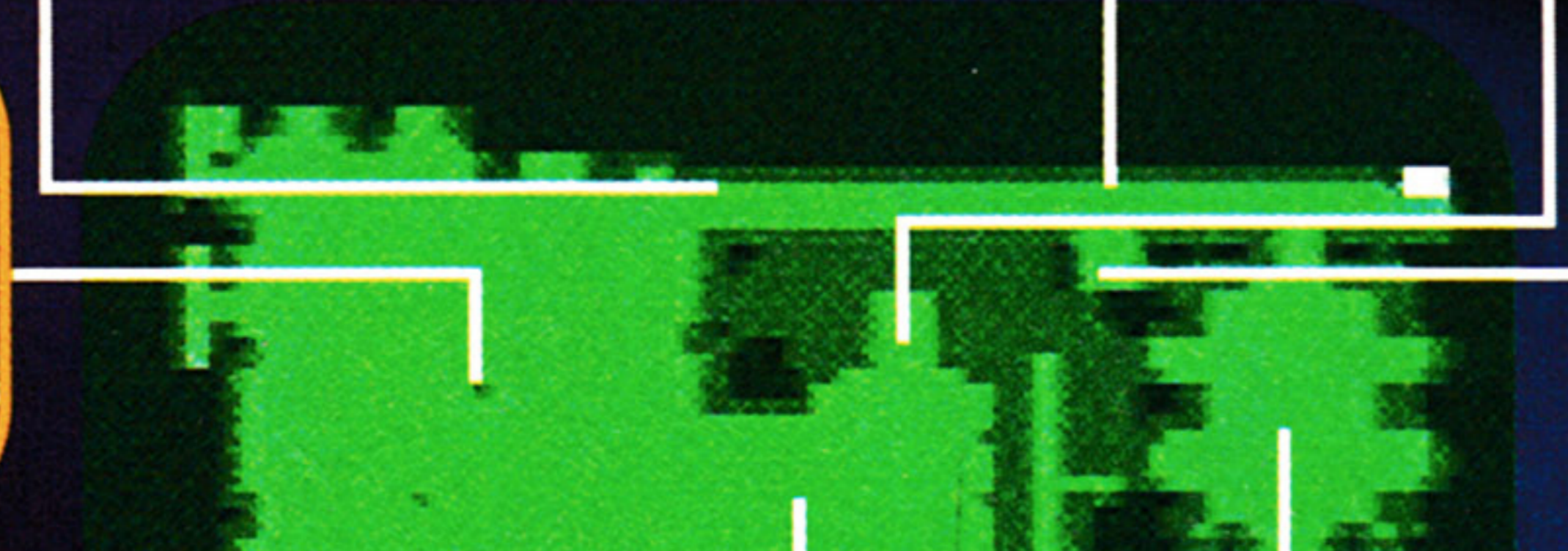


These are more of a pain than a threat. A well-timed grenade will sort them out.



The armoured colonists need taking out first. Watch out as some of them like to throw grenades.

You'll need to throw both switches to progress. There are secret rooms hidden below some of the colonists' vantage points near here.



If you've done enough this room will let you on to the much calmer waters of level 26.

The room off the main corridor contains five Aliens with another one joining. Back out and keep the guns blazing.

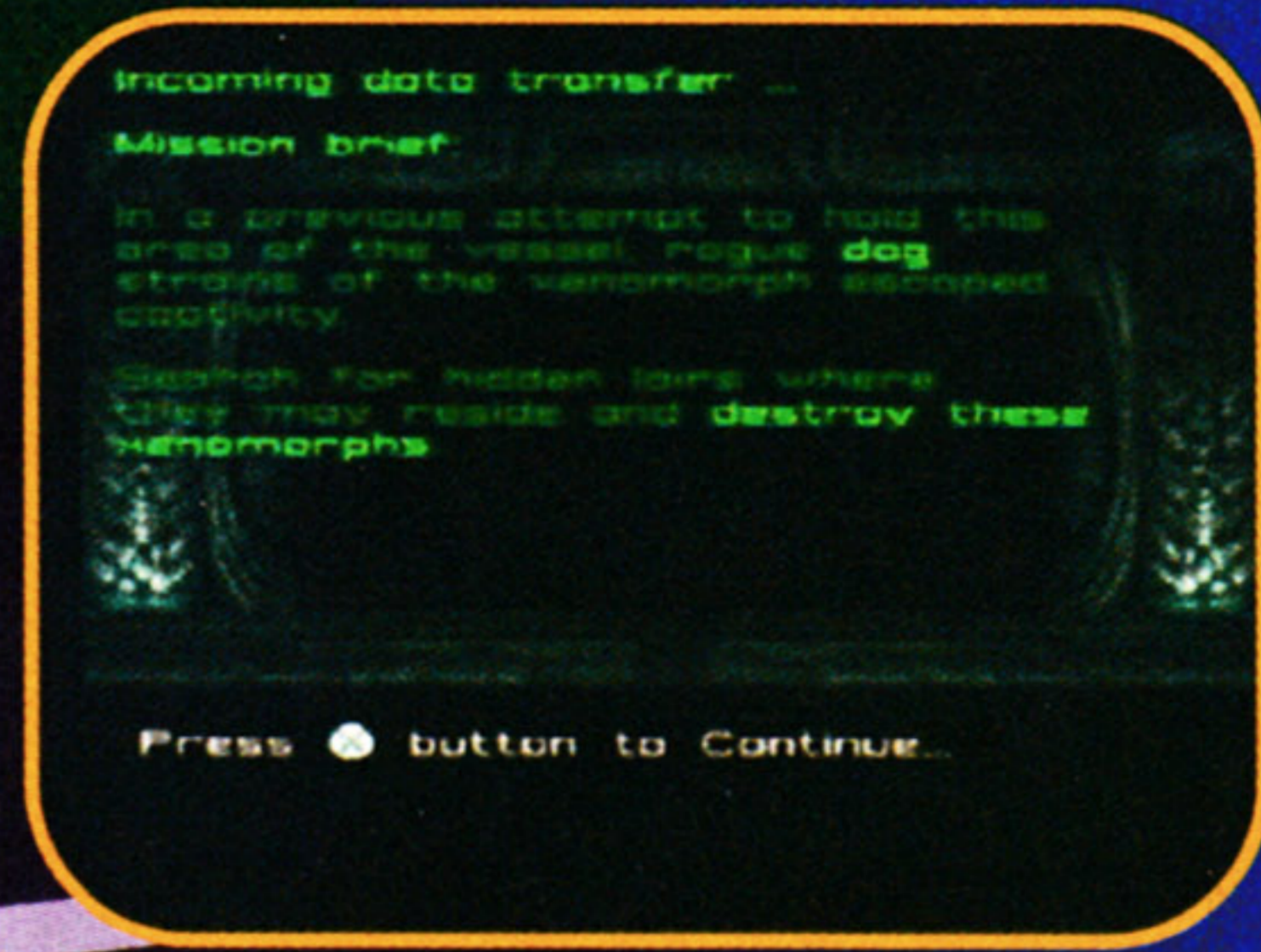


There's a secret corridor near the start of the level. In it, you'll find plenty of Red Aliens (behind a false wall) and a switch behind the grenadable wall at the end.

Some acid wells contain body armour. If you're sure you can get out quickly these are worth going for.



The blue pools are acid and the slipways leading to them are exceptionally slippery. Fall in and it's game over.



Level 25 is one of the hardest in the game purely because you have to find the well-hidden secret areas. Expect to do this more than once to achieve the required 51% of your mission objective.

LEVEL 25 - RLBBBBBN9BBBZNBDOVBTLBLMCGQF94BM

Trailoggy

Introducing...

If, despite all our effort, you're finding the final levels too difficult try entering **IGOTPINKSCIDBOOTSON** at the title screen. This will give you a cheats menu at the title screen allowing invulnerable play, unlimited ammo, all the weapons and the all-important level skip.

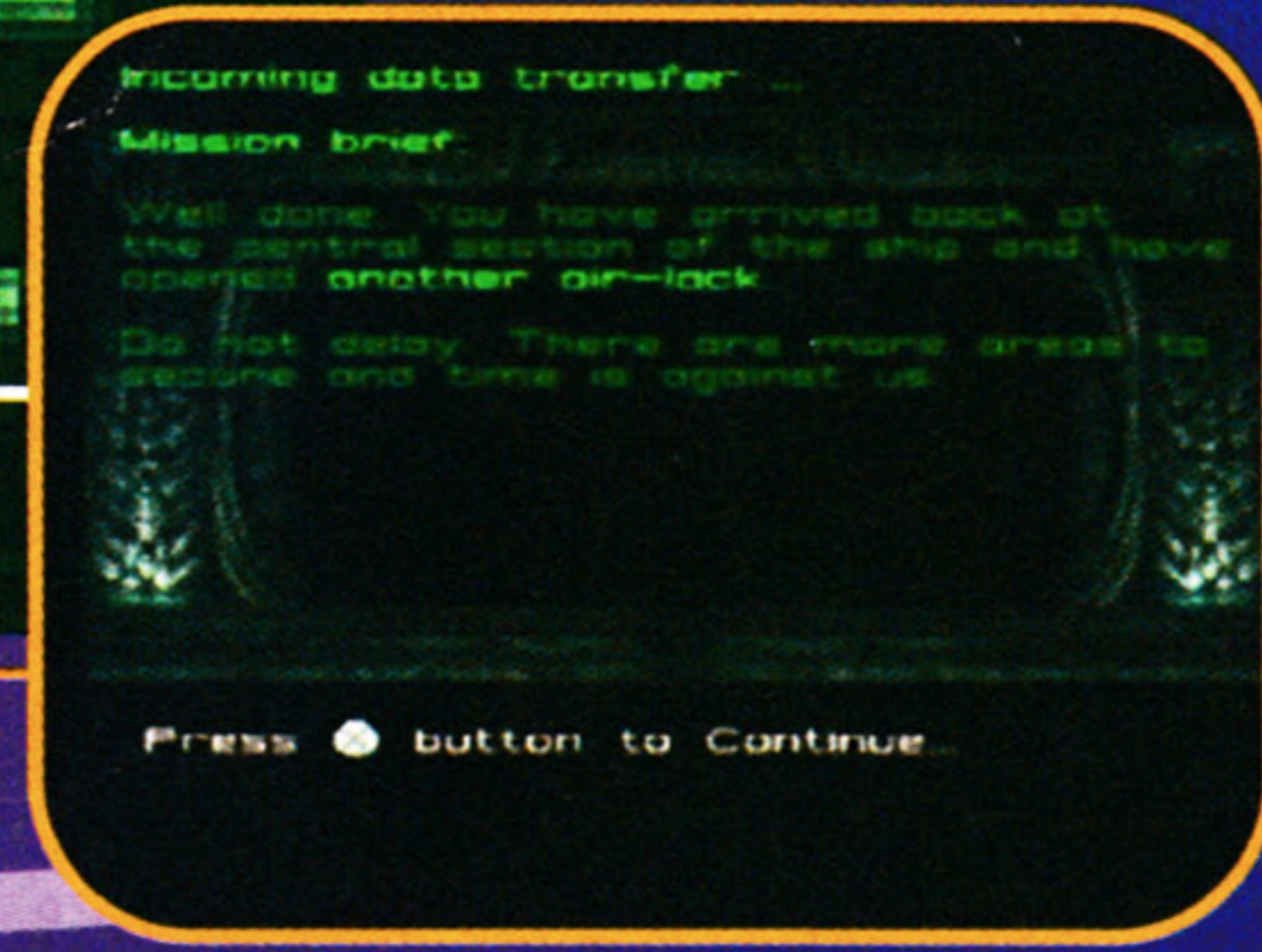
Only one new type of Alien makes it in to the final levels. Basically the same as the standard Green Warrior, the Black Warrior is a whole lot harder. As well as being able to adsorb a substantial burst of pulse rifle fire, these guys can also withstand a fairly large helping from the smart gun. On top of all this, the Black Aliens tend to cluster in groups and attack in numbers. Bear this in mind before engaging them and try to ensure that you keep you back covered at all times. The only quick way to deal with Black Aliens is to grenade them but in a confined space you risk taking yourself out as well.

The room ahead is the exit. Get to it to avoid losing too much ammo and health to the pack.



This room contains some ammo and another pair of fetching acid boots.

The faster you move, the more of these things you'll attract. Most hide, like the huggers before them, in the door niches.



Another mission on the bone ship except this time the attackers are those nasty Dog Bursters.

LEVEL 26 - QVBQVBFGWGBBZ4BDQVBTLBLMCGQ294BM

Activating the switch in this main room lowers nine pillars, each releasing an Alien. Probably not a good move.

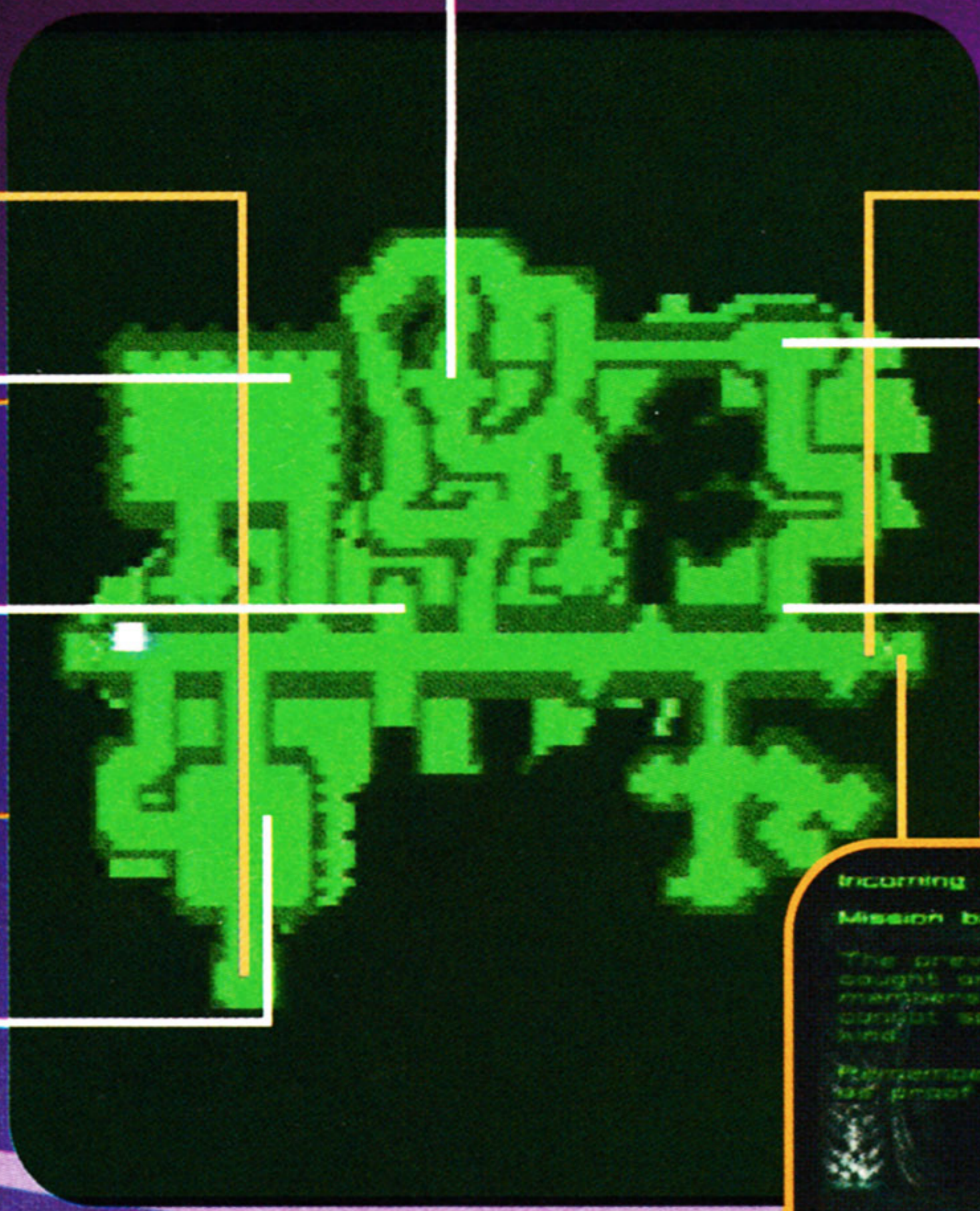


There is some much needed armour along the way, but you'll have to kill everything to find it.



This section is mainly false doors allowing Aliens to leap on you from nowhere. Move slowly to avoid attracting attention.

The room to the far South contains armour and a very unhappy looking Alien welcoming committee. Be ready.



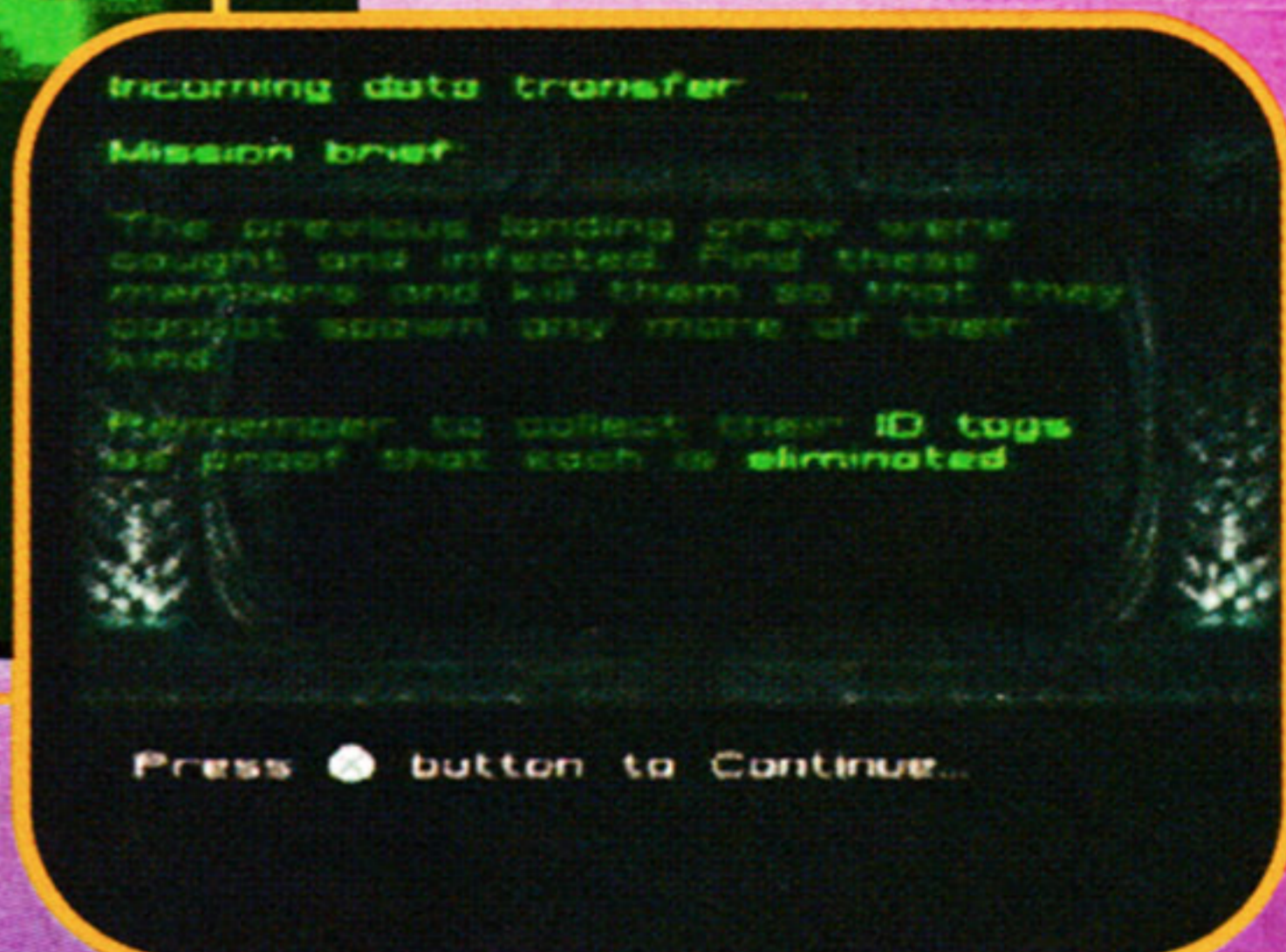
And the stress starts as soon as you arrive. The Black Aliens present the greatest problem.

Go to this lift last. The section has a few Aliens as well as various goodies.



Take the lift to the right. The section here contains the most tags.

Don't fall into the acid pits in this area, they're extremely difficult to get out of.



One of the toughest missions in the last section of *Alien Trilogy*. Once again, you need to collect the ID tags from the dying colonists.

LEVEL 27 - RZBQVBFSGOBBZ4BDQVBTLBLMCGRH94BM



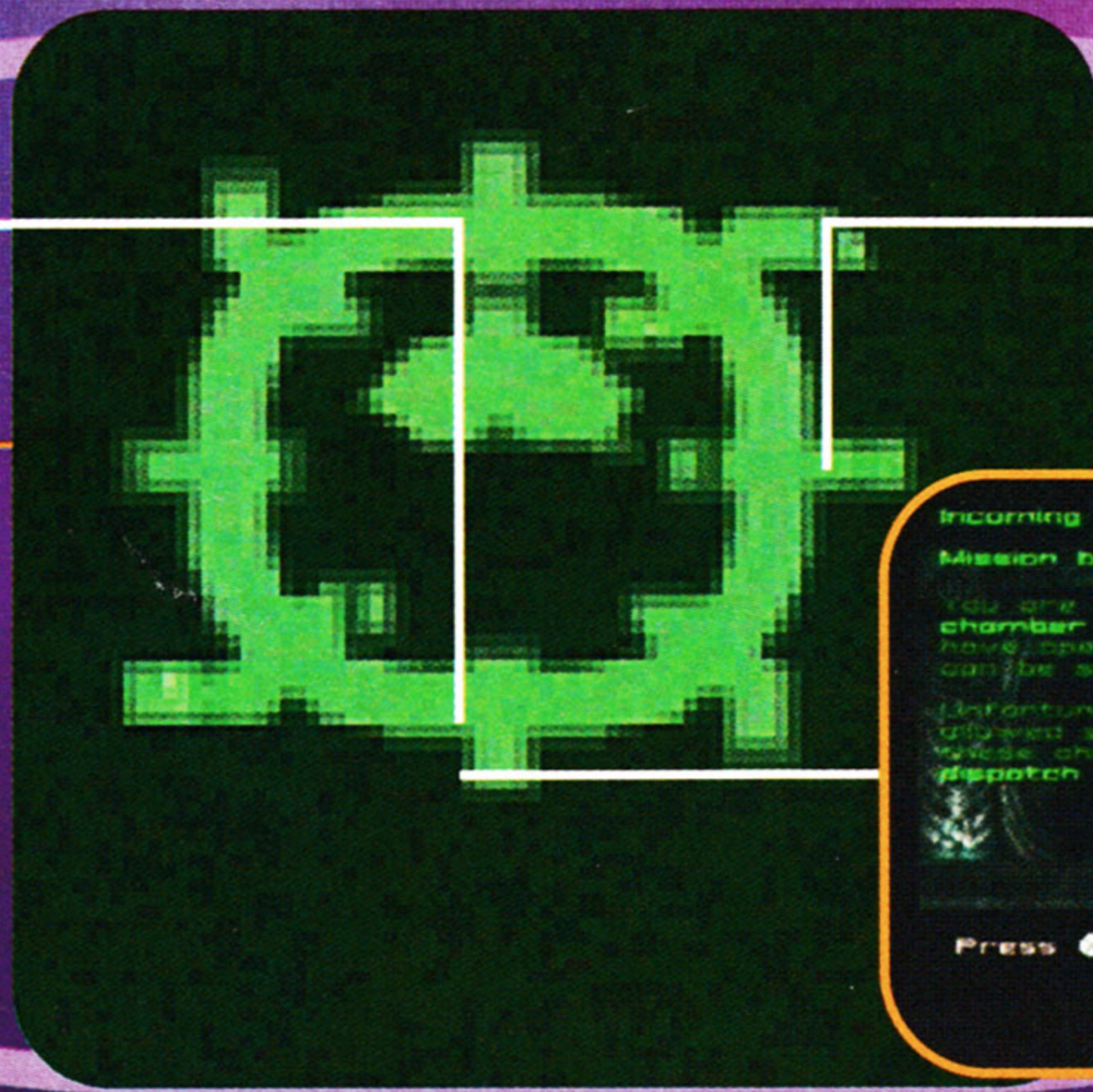
You have 45 seconds to collect as many goodies as possible. Bear in mind that most of the walls along the main corridor are false.



This is probably the best room to head for; there's plenty of ammo and armour and you'll certainly need it later on.

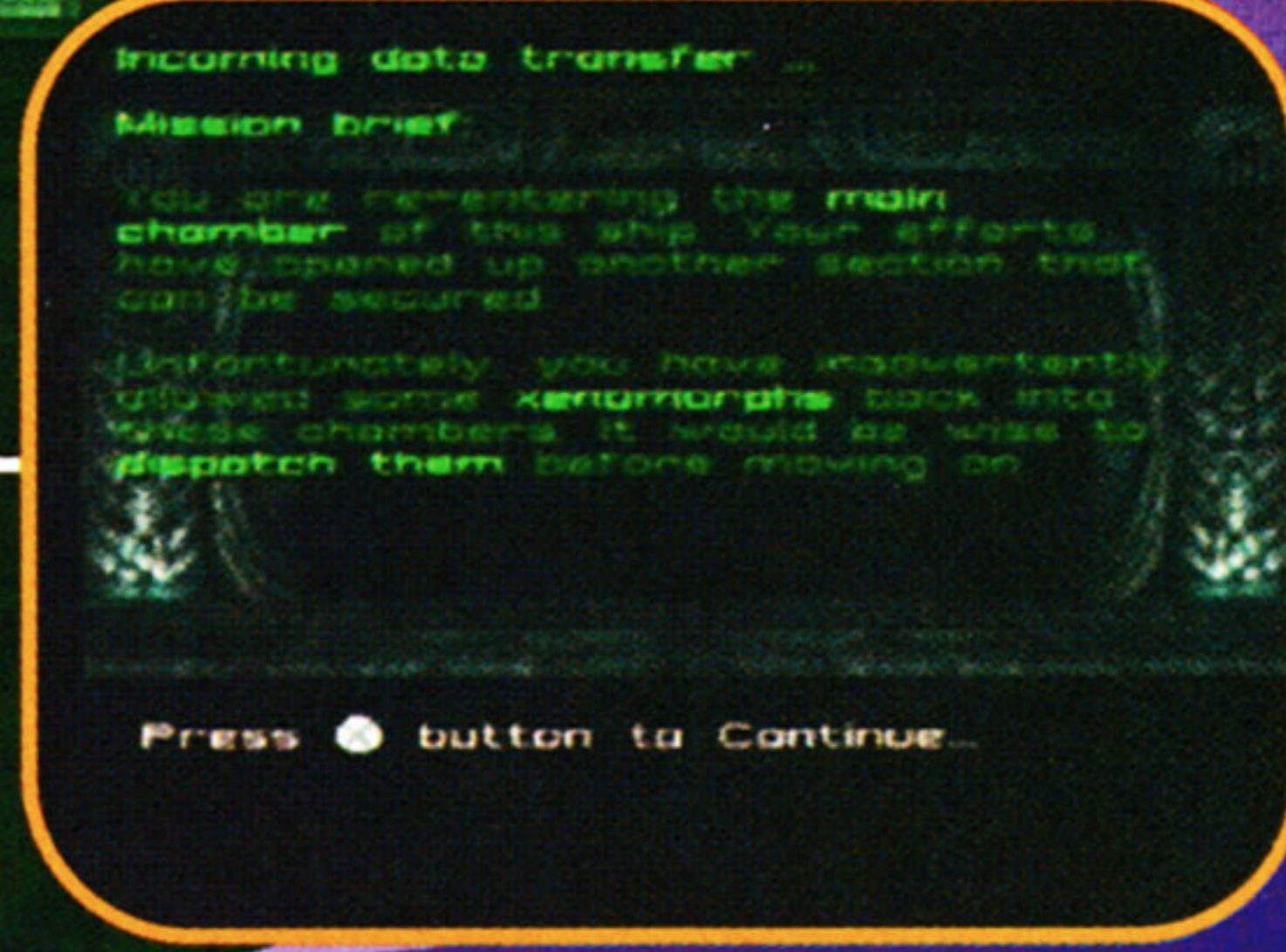
LEVEL 28 - 4LBQVBFGBBB94BGQVBTLBLMCGR494BM

If you don't know how to deal with these fellas by now, you've been cheating. The trouble is they do keep coming at you.



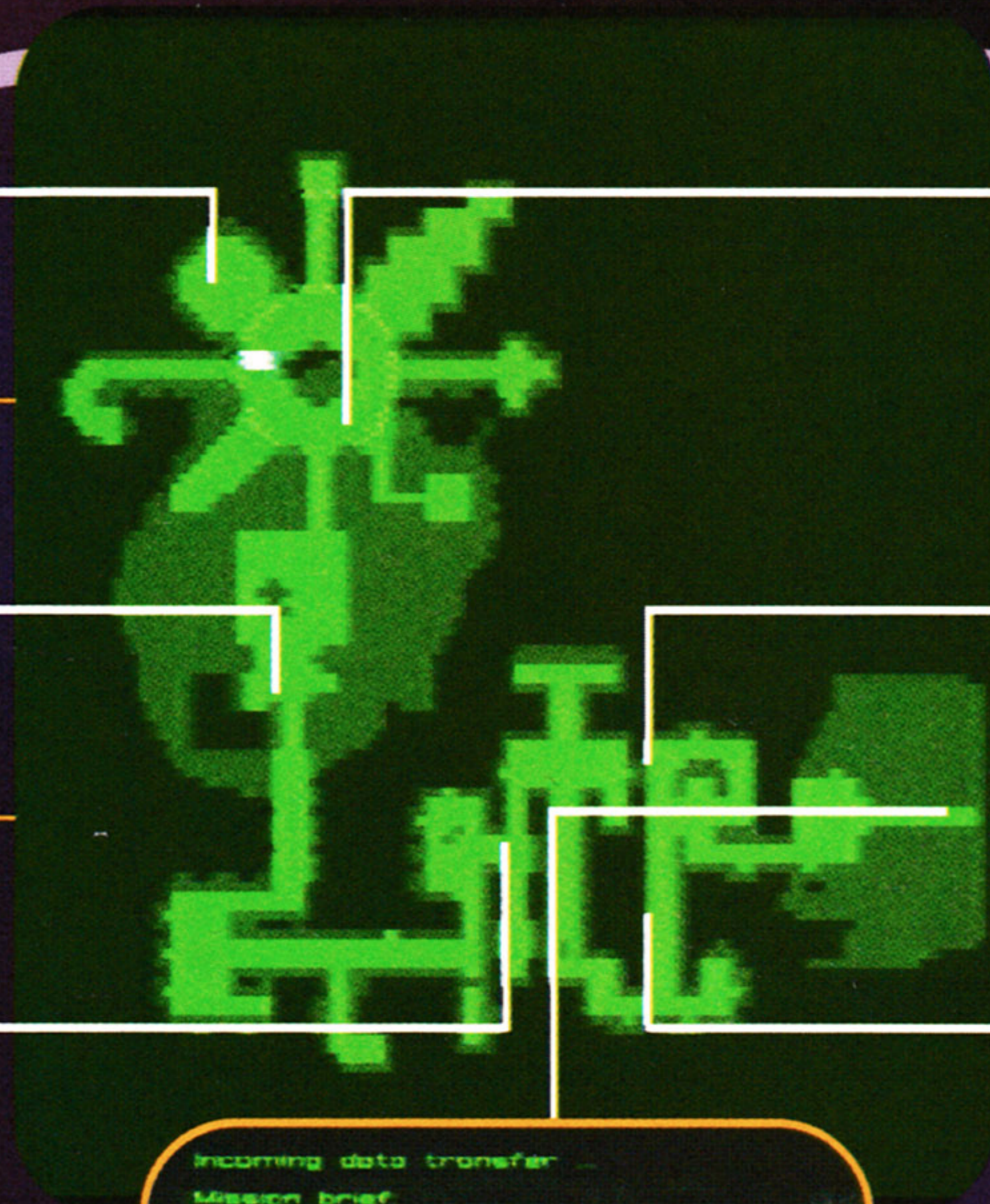
The open room that isn't the exit hides a 200% adrenaline burst. You'll need it!

LEVEL 29 - 6GBQVBFGLBB94BSQVBTLBLMCGSM94BM



Once more into the bone ship. Your enemy this time are Red Aliens, so you won't want to hang around longer than is strictly necessary.

Once you've thrown all the switches, the exit becomes available for a quick escape. You'll only progress from the level if you've killed enough of the Aliens.



All these switches release several Aliens from the corridors fanning off this room. Only the best will survive this.

Unfortunately, this lift doesn't allow you to get back. This is a problem later on when the Alien action gets particularly intense.



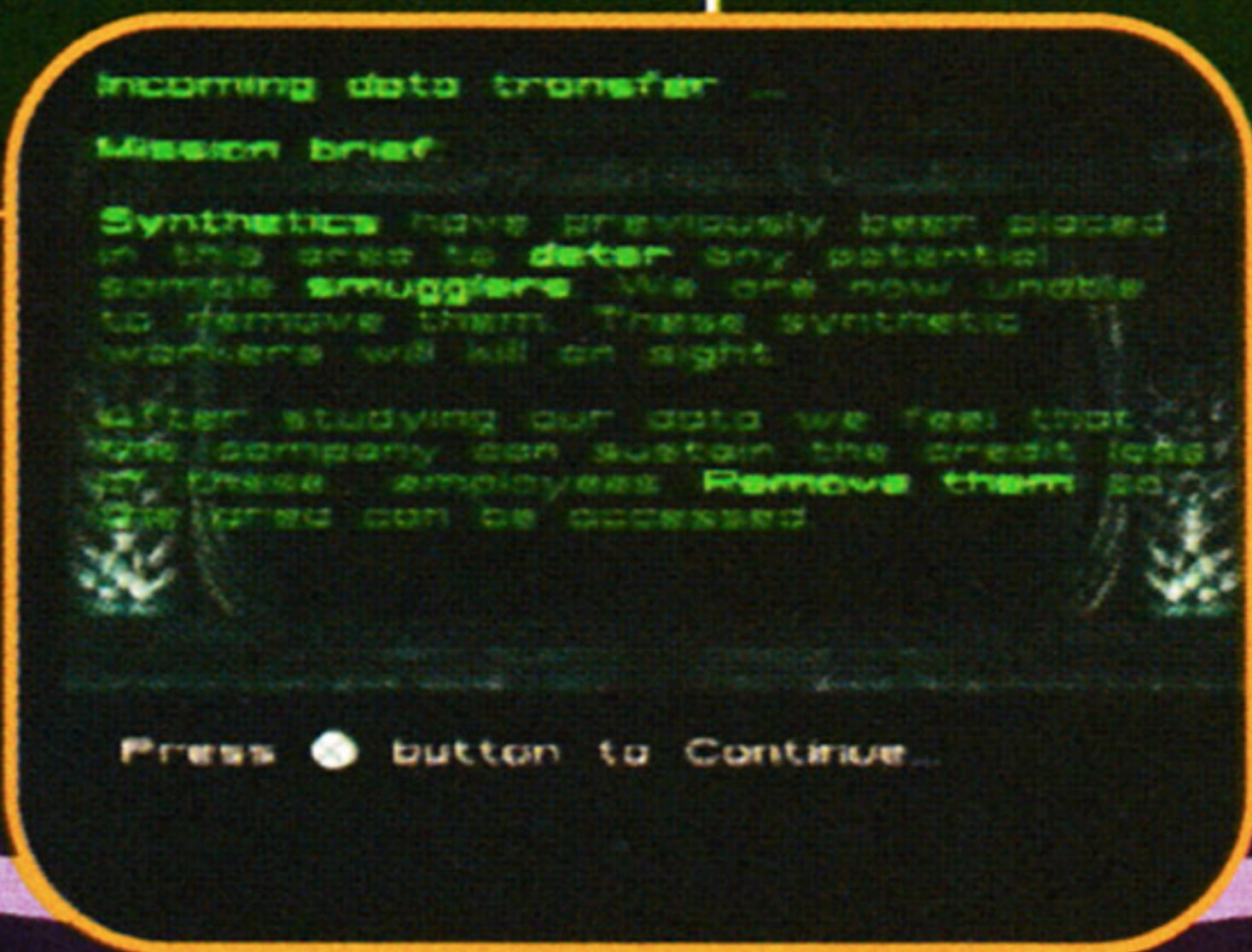
These blokes form the first part of the reception committee. A nice easy start, then.

This lift will take you into the final part of the level. Use it.



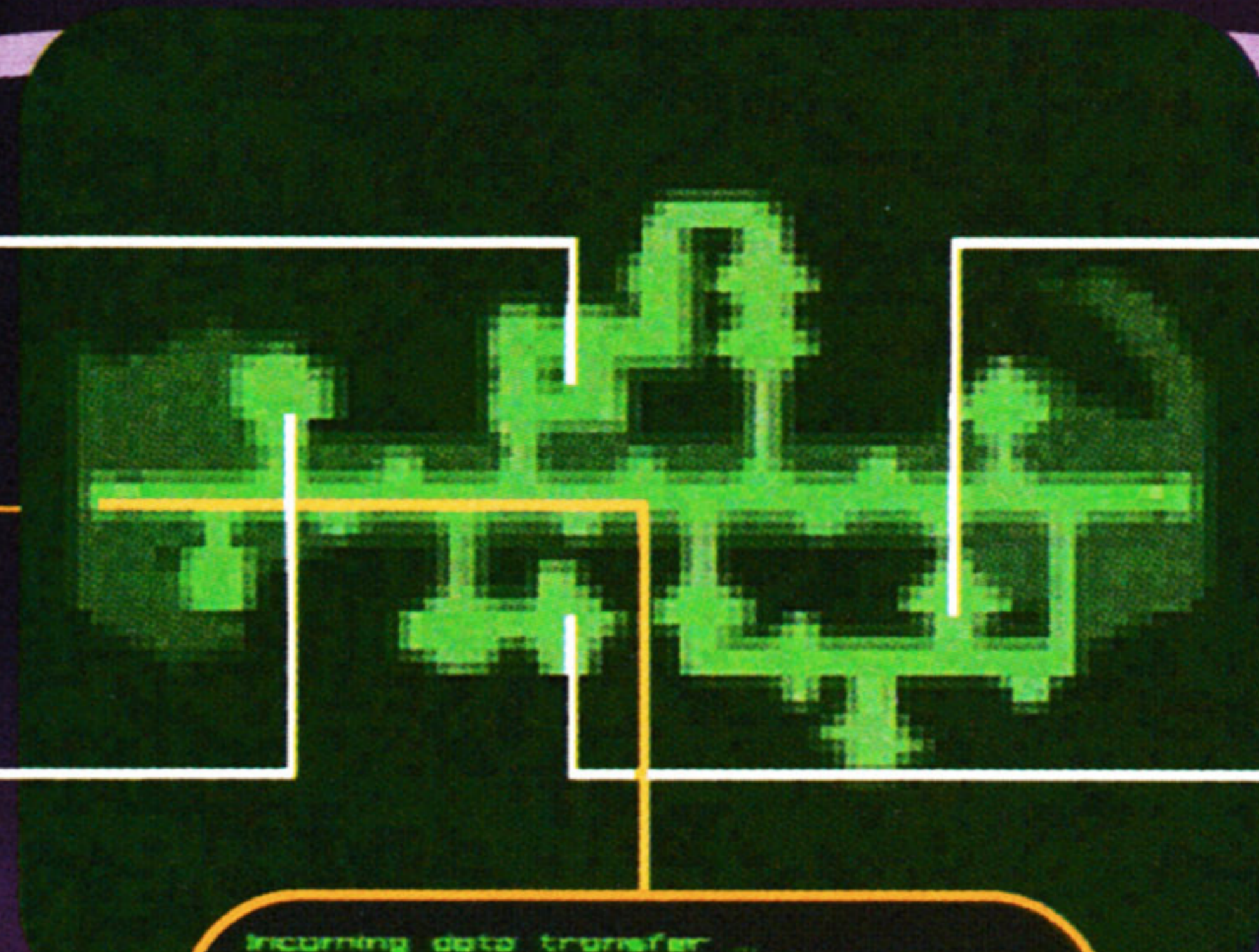
Most of the level is connected via slippery ramps. Once you've gone down one of these, there's no way back.

LEVEL 30 - RVBBBBBNKGBBZDVDQVBTL-BLMCGS494BM



Another maze level but you don't have to collect the tags this time.

The false walls make life difficult but if you use the map, the process of navigation should become much simpler.



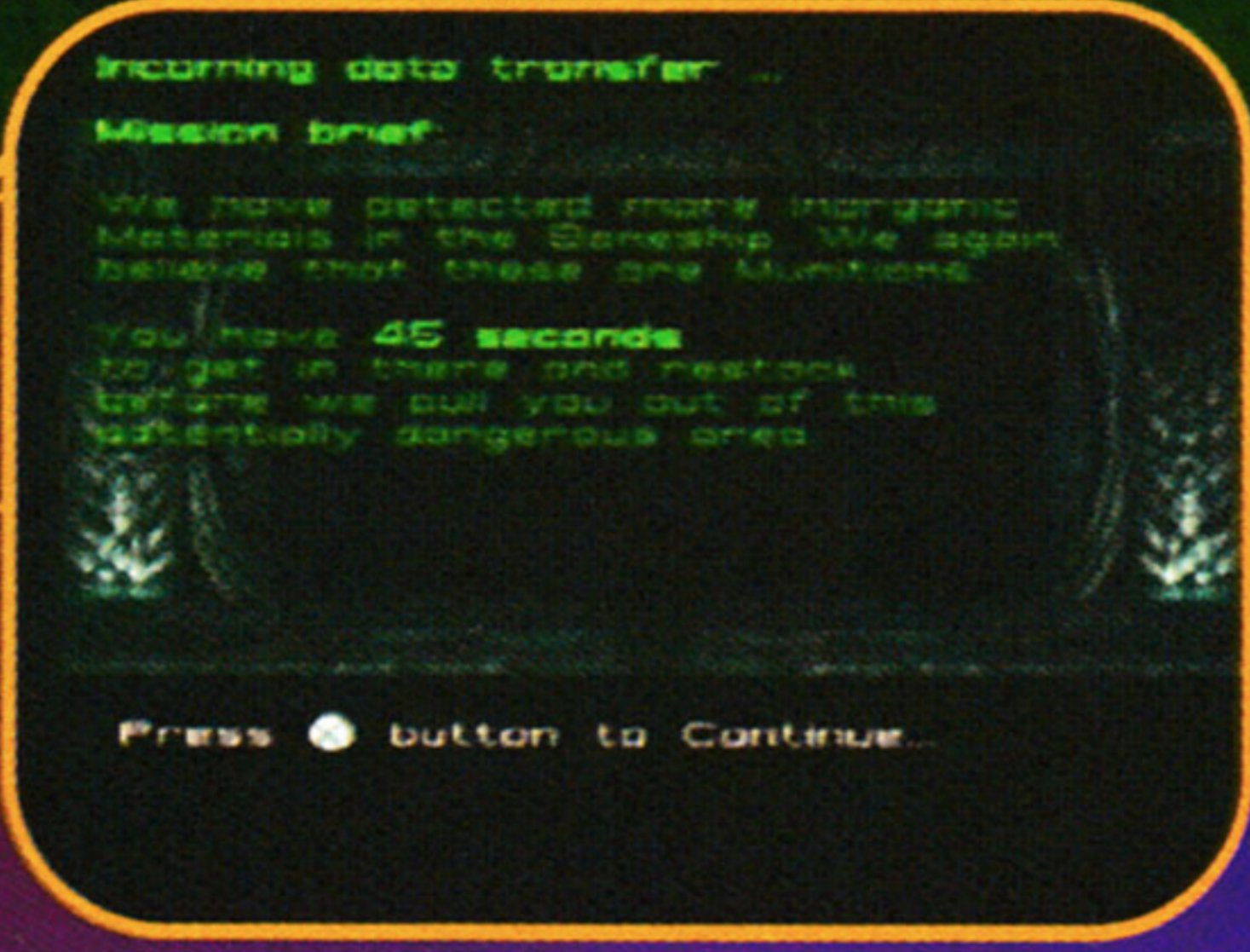
Unfortunately your armour level can't rise past a massive 200. Pity that.

One of the best rooms is actually very close. Pick up armour and ammo here.



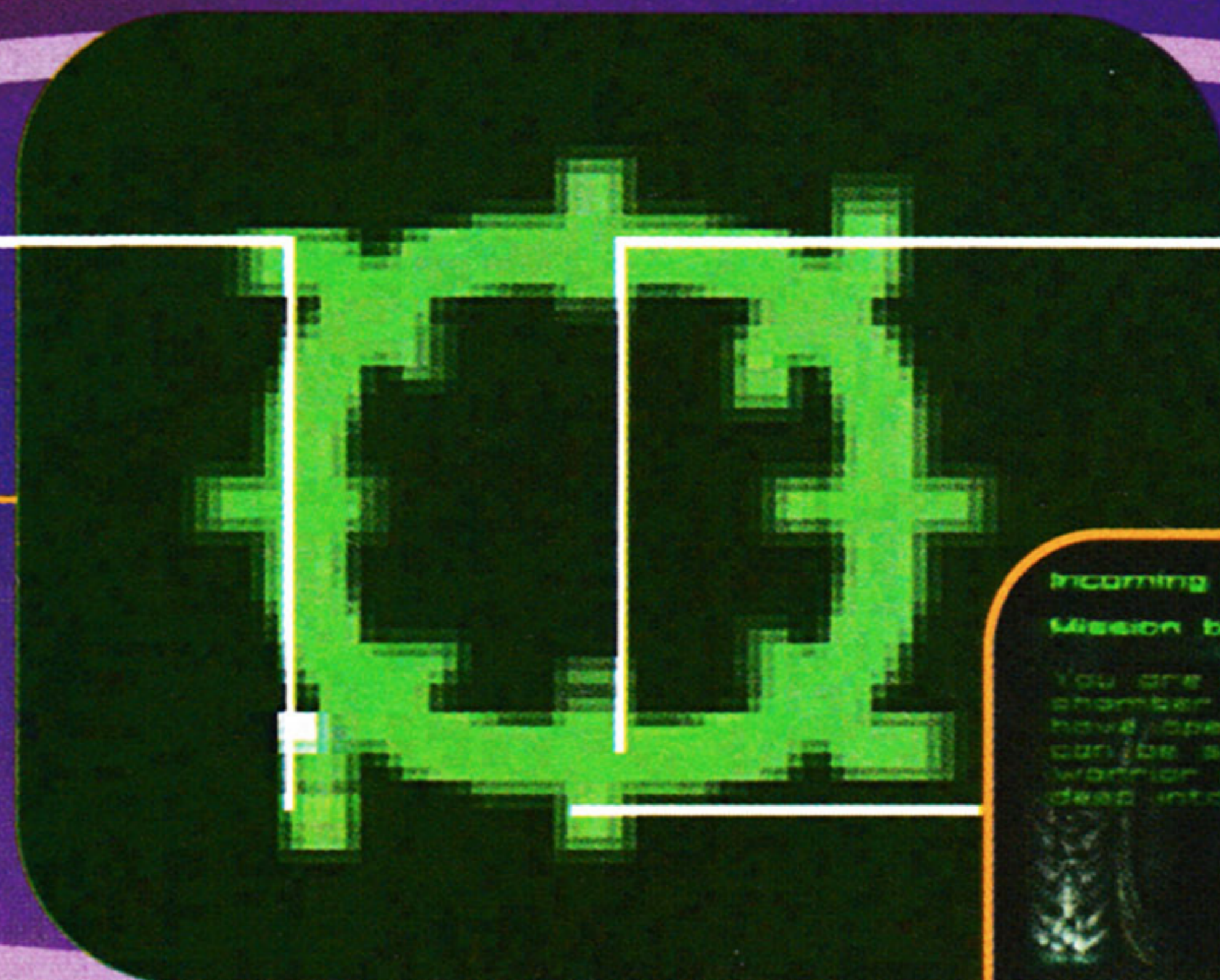
Having plenty of smart gun ammunition is vital, especially if you are to survive level 32.

Another forty-five seconds in the bonus level - this time its reversed just to keep you on your toes.



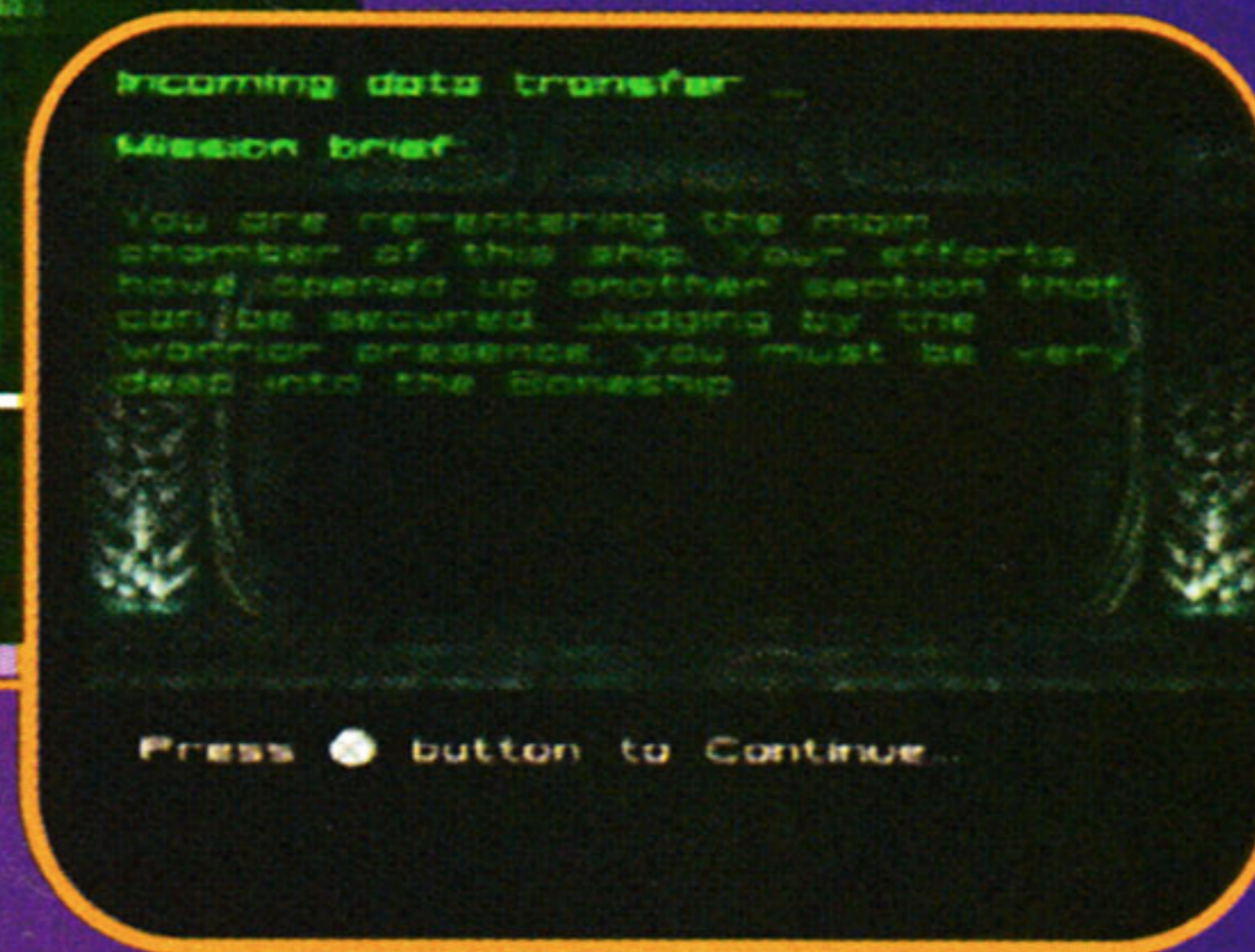
LEVEL 31 - TZBBBBFG33BB9ZB3QVBTLBLM-CGTH94BM

At last! A way out. Dive in.



There's only one word for this - trouble. If you run away, you'll just attract more attackers.

LEVEL 32 - 5LBOVBFG?VBB94B7QVBTL-BLMCGT094BM



Yet another trip into the bone ship and you know the drill by now. Find the exit before you get annihilated by the Black Warrior Aliens.

Downstairs you'll find a smart gun (stocked with ammo) and a switch to get back upstairs.



In this room you'll find some more armour as well as a few bits and pieces of ammunition.



Another room full of eggs, this time guarded by an angry Warrior. Don't leave this room until you've been to the little room to the North.



There are a couple of eggs down here and a Black Alien may also attack so be very careful.



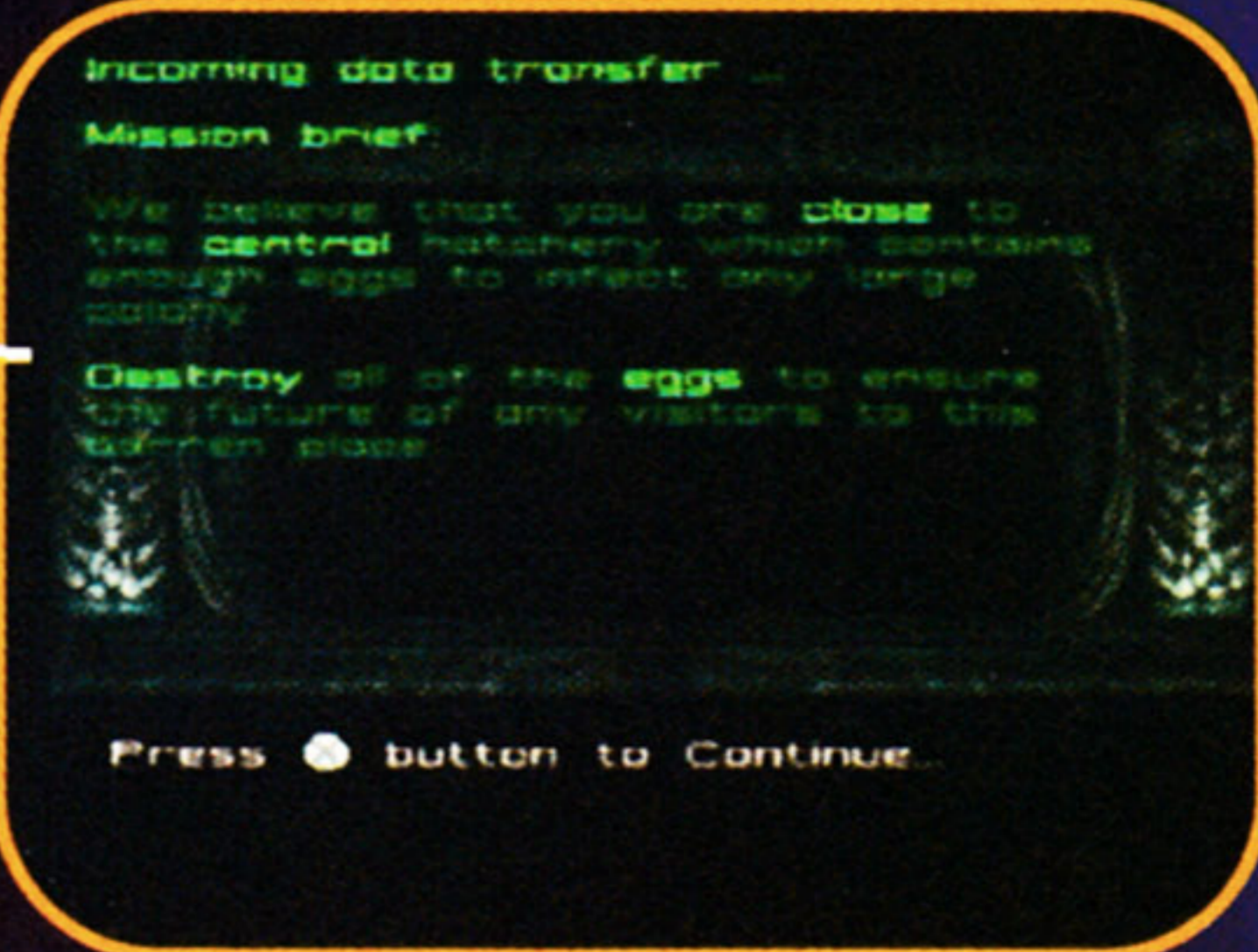
A nice stress-free opening to the level. Blast them all in relative safety.



After killing the guarding Aliens and the nearby eggs, throw the two switches in the room. This release the exit door and two more Aliens.



If you stand in this sector of the acid pit, you'll take a lift down to a secret room.



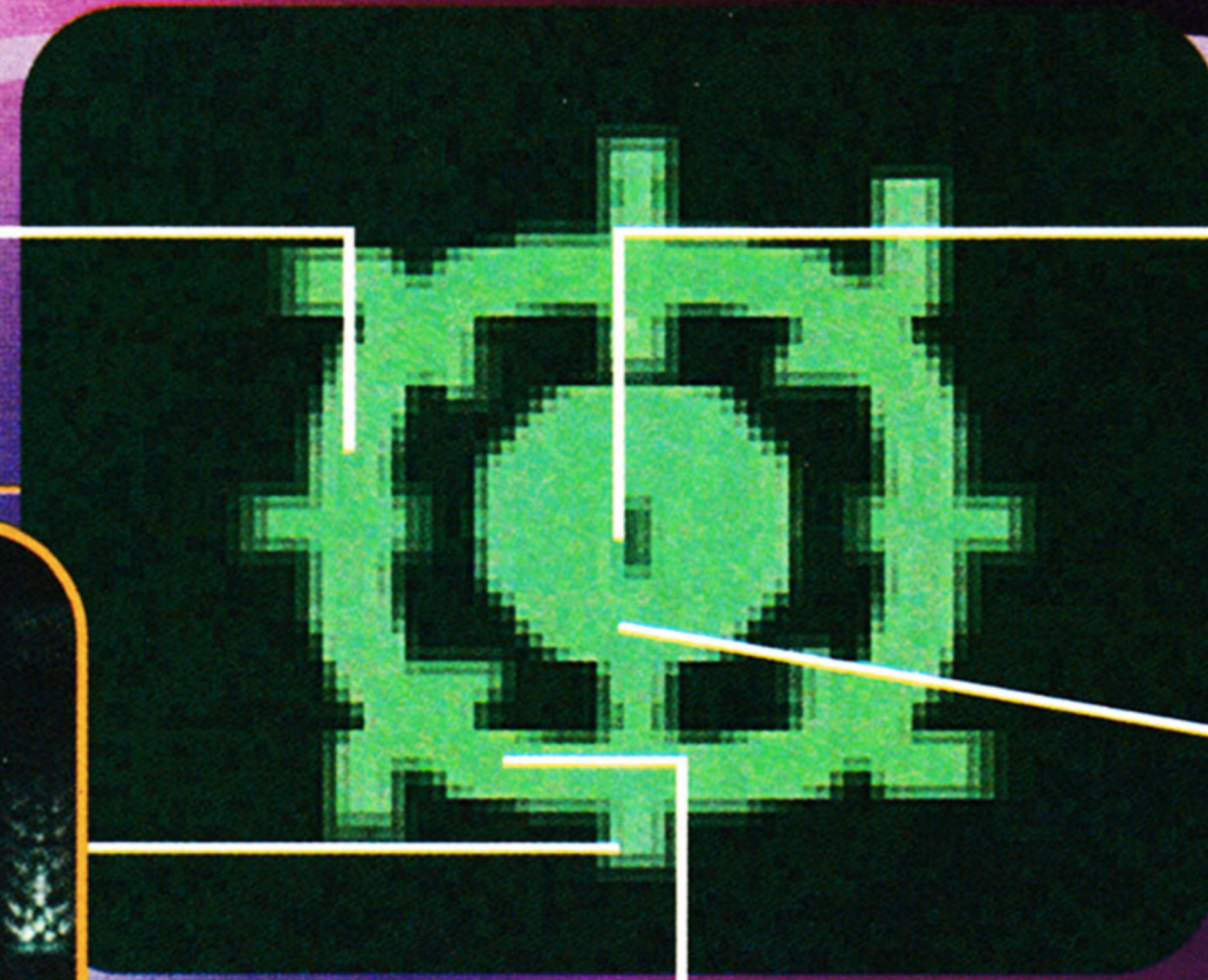
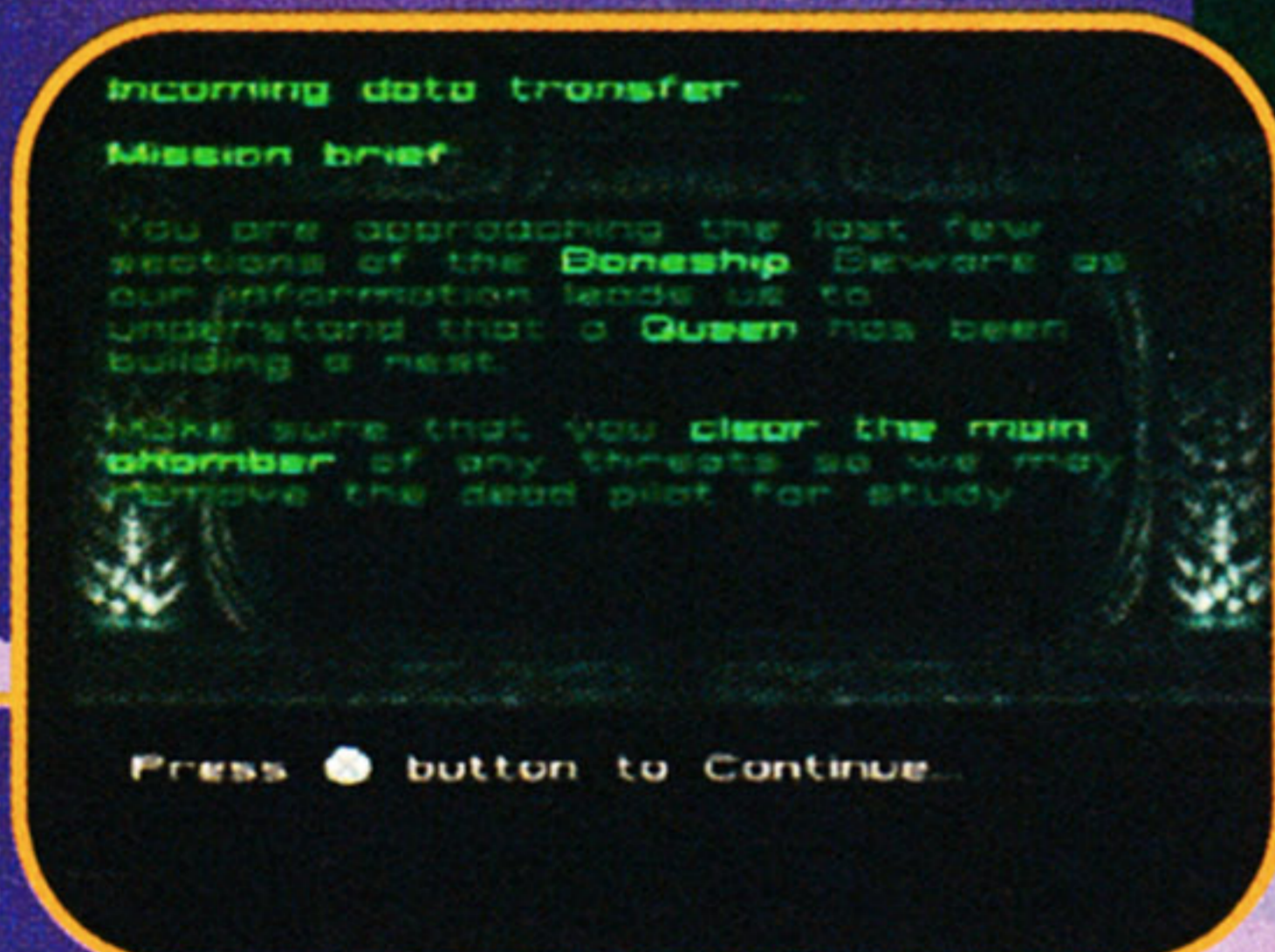
You're nearing the queen now. Blast all the eggs on this level to progress.

LEVEL 33 - 5LBQVBF GKZBB94B7QVBTL-BLMCGVM94BM

Even though the main room is open, the exit is not there. You'll still need to wander the circle looking for the open exit door.



The last time in the bone ship finally sees the central room open up. It also sees an intense Alien assault.



And here's the source of the entire problem. Stupid bugger.



Apart from the beautiful graphics, there's some useful ammunition in here.

Told you.

LEVEL 34 - 7VBQVBF GDLBB94B9QVBTL-BLMCGV094BM

You'll need an awful lot of ammo to kill the queen - it might be best to save up your grenades for the final level.

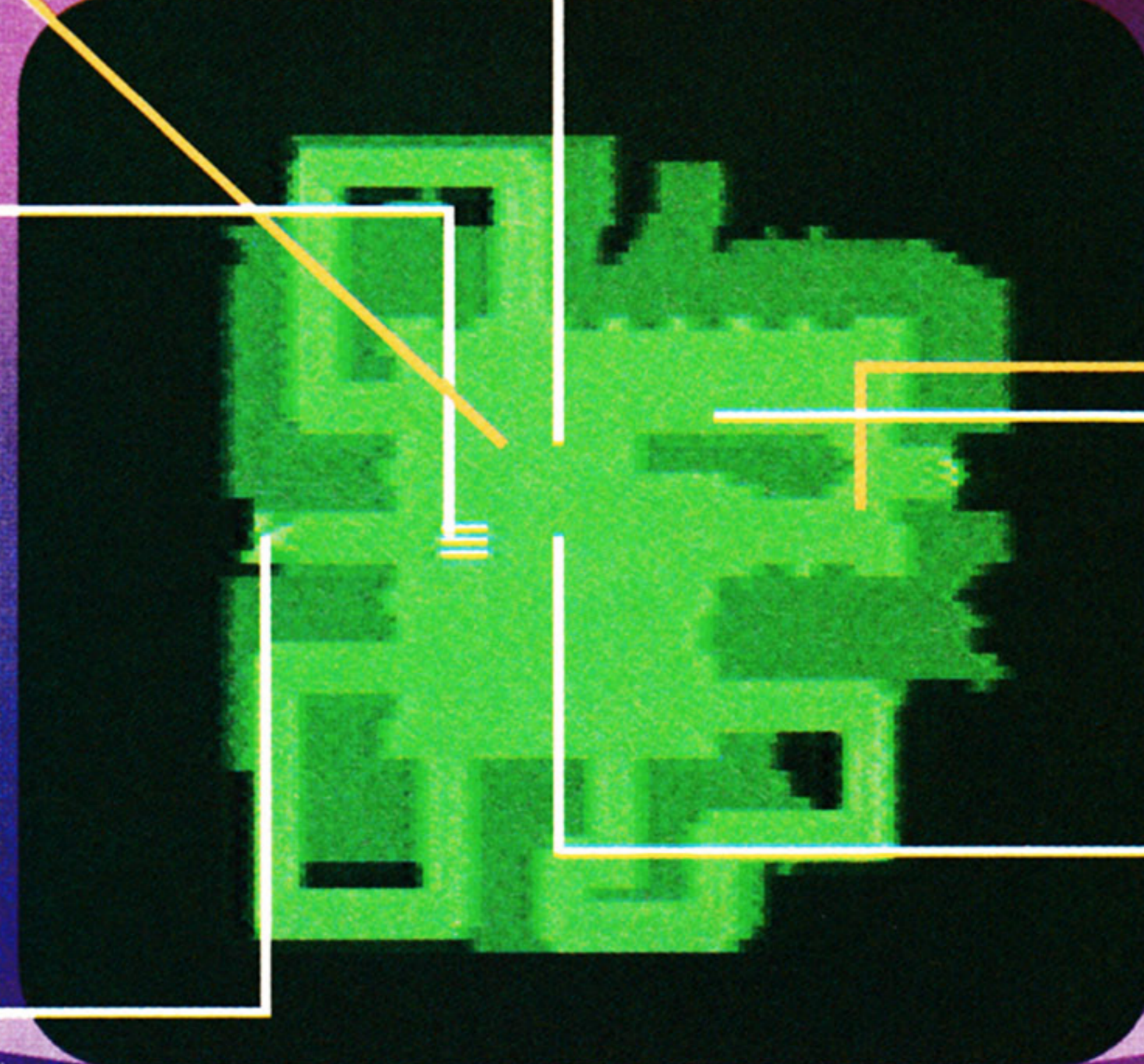


Once you approach the queen, she will start spitting acid and break free from her enormous egg-laying abdomen.

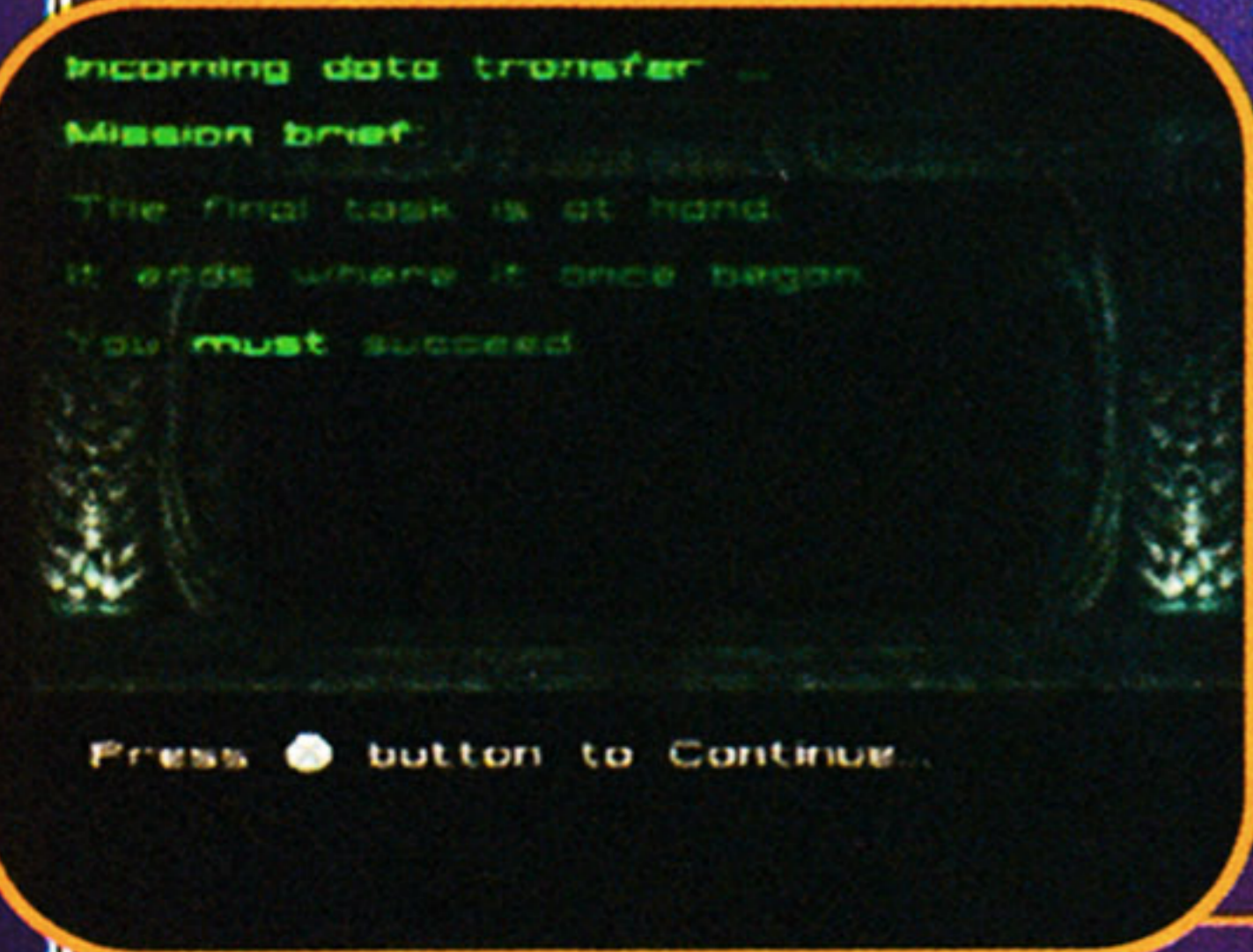


Once the queen is dead, an exit door will open up behind her discarded abdomen. Leave and enjoy the closing sequence.

Take these out as quickly as possible. The last thing you want are face huggers running around while you try to take on the queen.



Behind the queen is a Hypo (invulnerability) pack. Use this for 30 seconds of pain free attack using your most powerful weapons.



Congratulations, you've made it to the final level of the game. The queen's as hard as nails and you won't beat her first time round.



The queen will follow you around as you attack. Try to keep backing away from her, staying out of range of her attacks.

LEVEL 35 - 43BQVBF G?GBB9TBDQVBT LBLMCGWM94BM