



# GENESIS INSTRUCTION MANUAL

# ALIEN 3





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# THE FUTURE IS NOW

The space ship SULACO, which is carrying the cryotubes that Ripley, Newt and Hicks have been in a state of hypersleep within, is being propelled through space when a malfunction occurs. In response to this malfunction, SULACO's "brain" ejects the EEV containing the cryotubes. We later find out that not only has the synthetic human, Bishop been aboard as well, but an alien has also managed to infest itself within the body of Ripley.

As the SULACO plummets helplessly through space, the EEV is hurled out of its hold and crashes on an isolated section of the mining planet and "penal colony", FIORINA 161. This is a place so dark, so dreary, so deep in space that it has all but been forgotten by civilization and salvation for its inhabitants seems hopeless.

Upon impact, the EEV is seriously damaged and the cryotubes holding Newt and Hicks are shattered, leaving them dead. Bishop, the android, is shattered and reduced to negative capability, while Ripley is left unconscious, but alive.



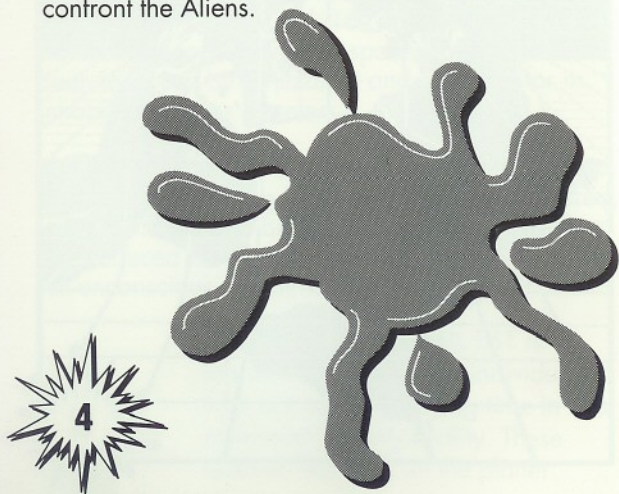
The planet FIORINA 161 is inhabited by hard-core individuals who are convicts serving time in this maximum security facility. These outcasts were left on the planet

corporation that financed her many space explorations, considers the Aliens to be an important species and has ordered them not to be harmed. The "Company" has millions of dollars invested in the "Alien Retrieval Project" which would bring this strain of hideous killing machines back to earth to be used for world domination. Ripley is aware of their devious plan and knows that they must be stopped.

Ripley's worst fears have now become true. She has indeed brought the aliens to FLORINA 161 and they are now growing in number and will eventually find a way to leave this barren planet and make their way to a more populated...more civilized world. Earth.

Ripley now takes on her most important assignment. She must rescue the alien's captives, and then find and destroy the aliens themselves.

That thump...is your heartbeat...as you get set to confront the Aliens.





## YOU CAN NEVER HAVE ENOUGH FIRE POWER

Your arsenal of weapons is recorded in the lower left corner of the screen.

Check your ammo issue at the beginning of the game:



Machine Gun .....	99
Flame Thrower .....	88
Grenade Launcher ...	58
Hand Grenades .....	48

As you use the ammunition to kill the Aliens, there is an automatic countdown. You always know how much ammo you have. Conserve your fire power; make every shot count. To increase and replace your ammunition, make 'pick ups' as you negotiate the complex tunnels, shafts and caverns of this penal colony.

# THE ARSENAL

**THE MACHINE GUN** is a primitive, yet effective, rapid fire weapon. It takes multiple shots to eliminate an alien, but who's counting. Once they're destroyed they stay destroyed. The machine gun has a high capacity and is also good for firing while on the run. It is not terribly powerful, but it is efficient.



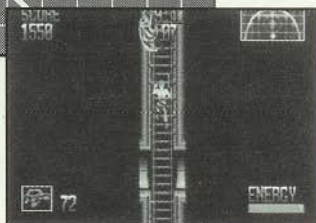
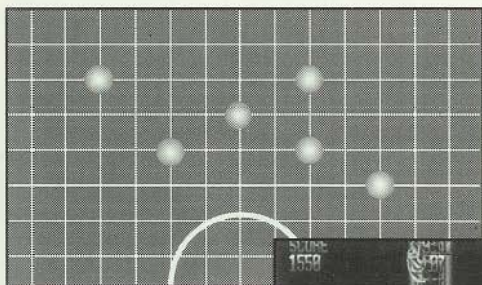
**THE FLAME THROWER** is a really nasty weapon. It fries your enemy to a crisp.

It is a good weapon to use when you are forced to fight in tight quarters. Just spin around and burn everything in sight. This weapon is especially effective against certain aliens, but it is up to you to find out which ones.



# RECONNAISSANCE

Activate the Radar Screen in the lower center of screen by picking up batteries.



The prisoners have been separated and isolated. You can locate them on the Radar Screen, but locating them is not the same as actually reaching them. This high security facility has been designed in such a way that it includes the most confusing and frustrating "maze like" series of passage ways, ladders and tunnels that you will ever see. You might find that the easiest way to reach a prisoner is not necessarily the shortest way. Consider all of your options before you run off into the darkness.



## TIMING

Each "Stage" must be completed within a certain time period. Time varies from Stage to Stage. As you enter a Stage, check the clock...you can continue to check your time (top center of the playing screen) as you race from prisoner to prisoner. At every Stage, as time runs out, there is a thirty second warning sound. The buzzer reminds you to move as quickly as you can at this time.

Look sharp...you have to save all the prisoners and destroy all the aliens throughout the different Stages. The number of prisoners in a Stage is recorded directly under the time. As you free each prisoner, one number is reduced. You always know how many are left and how much time you have. Get in and get out as quickly as you can...do it now.



## STAGE BY STAGE



12

The game offers a couple of different gaming challenges. In some Stages, your mission will be to rescue



# SCORING

Increase your score as you make your way through the prison's dark and dreary interior.

## POINT VALUES:

Liberate a prisoner .....	2000
Destroy an adult Alien .....	1000
Eliminate a Face Hugger ....	500
Blow up a Pod .....	800
Explode Barrels .....	100
Destroy a door .....	500
Collect anything .....	50

There are also some "surprises" that you will encounter along the way that offer high point values. Keep your eyes open and your finger on the trigger.

# THE TIME HAS COME

There is no more time for thought. It is now time for action. It might appear to be hopeless, but you still must search everywhere...crawl through every blackened tunnel, jump through every opening in the walls. You must destroy every hidden alien Pod before the beasts have a chance to hatch. Leave one of these unharmed and you just might be allowing the alien population to start all over again.

Take chances if you have to. Dive into the blackness. Secret rooms might be holding rewards or hiding dangers, but there is no way of finding out unless you "go for it".

Remember it is only you who stands in the way of the aliens' total domination of the planet...and possibly the universe. You who must put your life on the line. To bring to and end, once and for all, a creature who has been haunting you for far too long. The aliens must be stopped here. Stopped now!

You must search everywhere. Jump through the wall, crawl through the black tunnel to reach every secret room. Destroy every hidden Alien Pod. The survival of even one Alien could mean that Earth is in danger.

## HANDLING YOUR CARTRIDGE

- ☐ The Sega Genesis Cartridge is intended for use exclusively for Sega Genesis System.
- ☐ Do not bend it, crush it, or submerge it in liquids.
- ☐ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ☐ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

### **Warning to owners of projection televisions:**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on Large-screen projection televisions.



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**RETURNS AFTER WARRANTY** - To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Arena at the address below via UPS or registered mail. Enclose a statement of the defect, your name, your return address, and a check or money order for \$20.00.

**Arena Entertainment, Consumer Service Dept., 71 Audrey Avenue, Oyster Bay, NY 11771**

## **COMPLIANCE WITH FCC REGULATIONS**

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Genesis with respect to the receiver
- Move the Genesis away from the receiver
- Plug the Genesis into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

## **Arena Hotline (516) 624-9300**

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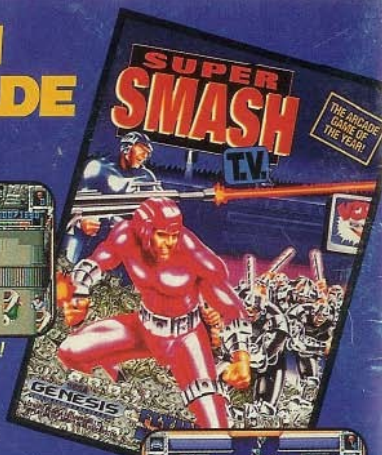


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ultimate prize...your life!**



*Mutoid Madness!*



*Relentless Onslaught!*

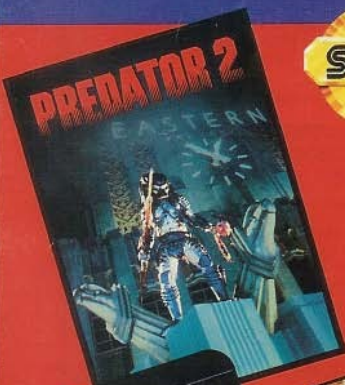
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**GENESIS**

## SILENT INVISIBLE INVINCIBLE

Follow the path of destruction from the gang infested streets to the Predator's secret lair. It's up to you to clean up the ravaged city and confront the savage Predator!



*Guess who's  
in town with a  
few days to kill!*



*Rescue hostages  
before they end up  
Predator trophies.*



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