

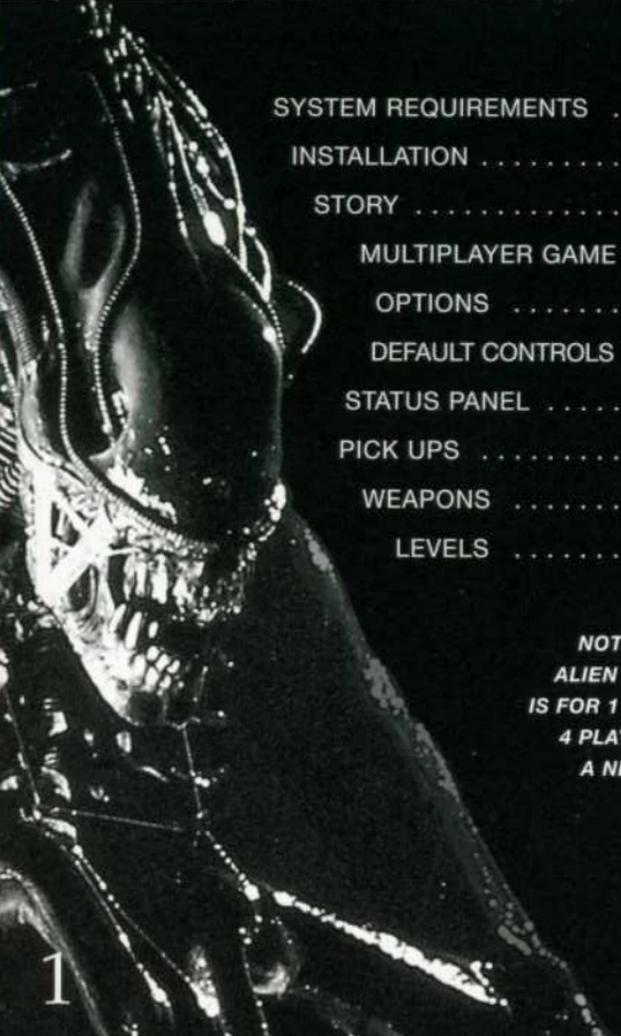
ALIENTM TRILOGY

Fully loaded
for realtime
multi-player
action over
a network

INSTRUCTION
MANUAL



Acclaim
entertainment, inc.



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**NOTE: A STANDARD
ALIEN TRILOGY GAME
IS FOR 1 PLAYER. UP TO
4 PLAYERS CAN PLAY
A NETWORK GAME.**

CONTENTS

SYSTEMS REQUIREMENTS

- 486DX2/66MHz PC
- 8 MB RAM, double-speed CD-ROM drive
- 2 MB hard disk space
- 1 MB SVGA graphics card
- Gamepad and 100% Soundblaster compatible. Supports Advanced Gravis GriP, VFX1 Headgear and Spaceorb 360°
- IPX network

INSTALLATION

DOS Installation

1. Turn on your computer. Insert the Alien™ Trilogy CD-ROM disc into your CD-ROM drive (using a disc caddy if appropriate).
2. At the DOS prompt (C:\>), type the letter corresponding to the CD-ROM drive on your computer (most are either D or E) followed by a colon (:), then press the  key.
3. At the D:\> or E:\> prompt, type INSTALL .
4. The Alien™ Trilogy Installation Program will run. Follow the on-screen prompts to install Alien™ Trilogy to your hard disk drive.
NOTE: during the install, you will see a Video Modes screen. Select the video mode that best matches your computer and the desired resolution. You can choose 16 bit color or 256 colors for either a 486DX/66MHZ or a Pentium. 16 bit color depth offers the greatest detail, while 256 colors may give you faster gameplay.
5. To run Alien™ Trilogy once it is installed on your hard disk, ensure that you are in the Alien™ Trilogy directory, then type "TRILOGY"  at the "C:\ACCLAIM\trilogy>" prompt.

Windows 95 Installation

1. Turn on your computer. Insert the Alien™ Trilogy CD-ROM disc into your CD-ROM drive (using a disc caddy if appropriate).
 2. An Autorun screen will appear with these choices:
INSTALL ALIEN TRILOGY -- (To install files needed to run the game)
RUN ALIEN TRILOGY -- (To begin game play after installation).
EXIT -- (Exits to your desktop)
 3. To install the game, select Install and click on it. Follow the on-screen prompts to install the needed files.

NOTE: during the install, you will see a Video Modes screen. Select the video mode that best matches your computer and the desired resolution. You can choose 16 bit color or 256 colors for either a 486DX/66MHZ or a Pentium. 16 bit color depth offers the greatest detail, while 256 colors may give you faster gameplay.
 4. Once the game has been installed, the Autorun screen will appear again. To play a game, click on RUN ALIEN TRILOGY. Click on Exit to return to your desktop.
- If you experience any difficulty installing Alien™ Trilogy, please consult the Technical Supplement included with your game.

STORY

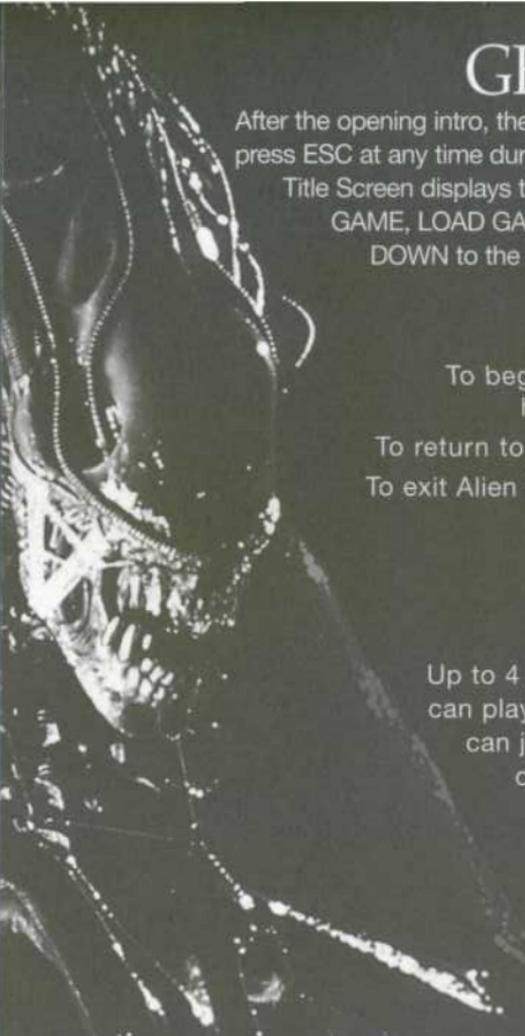
In the not-too-distant future, successful space colonization has become routine. The quaint concept of nations is a remote memory. The one organization to which all humans belong is the Company. All material needs are created and met by the Company. All human activity is subordinated to it. Even the armed forces are privatized, sworn to uphold the interests of the Company. By and large, humanity has survived intact throughout this era of interplanetary conquest.

But now a host of parasitic alien seeds threaten the very existence of the human race. The Company wants to keep the deadly spawn alive for use as a secret weapon. Can the vicious Aliens be destroyed? Or will the Queen of Queens succeed in laying another savage generation in the guts of hapless planetary populations? The task of saving humanity comes down to... you...

You're Lt. Ripley, a staff alien stomper. You're a million miles from home. Your fellow marines have just been wiped out in an alien ambush. Now the whole planet colony on LV426 is threatened by the egg laying aliens—and the Queen of Queens. You could use all the help the Company can muster...too bad they're working against you! As Ripley, you'll soon be cursing the day you ever heard of the Company! But for now, you've got to concentrate... watch every movement... listen for every sound... if you can hear above your pounding heart! Steady, Lt. Ripley...just take it one



...you're ... on your own....



GETTING STARTED

After the opening intro, the Alien™ Trilogy Title Screen appears. You can press ESC at any time during the intro to bring up the Title Screen. The

Title Screen displays these choices: START GAME, MULTIPLAYER GAME, LOAD GAME and OPTIONS. Move the highlight UP or DOWN to the desired choice, then press  to access it.

START GAME

To begin play before or after setting options, highlight START GAME and press .

To return to a previous screen, press the  key.

To exit Alien Trilogy from the title screen, press .

MULTIPLAYER GAME

Up to 4 players (each with an Alien Trilogy disc) can play a multiplayer game over a network. All can join the same game, or any combination of 4 players can play in up to 5 separate simultaneous games*.

In a multiplayer game, you battle not against the evil aliens you encounter in the standard game, but against Company Synthetics.

* Depending on your network's capabilities.

The levels are the same, but you must search for lurking Synthetics and destroy them on sight. Be careful: they have the same idea! The Pause Menu and features like AutoMap are disabled during a multiplayer game. You'll have to rely on cunning and daring alone. Well, cunning, daring and a ton of great weapons!

Each level is timed; the winner is the one with the most kills when the counter reaches 0 or the level is completed--whichever comes first. When time is out or a level is completed, a results screen will display who did what to whom.

When you select this game mode and press , you will see a screen with three options:

START MULTIPLAYER GAME

Choose this once you've set your Multiplayer Options and are ready to start a game. The player who starts a game determines the following:

NAME OF THE GAME GET IT HERE is the default name. Press  and type in your choice of name if you wish (press  when done).

START LEVEL (1-10) Begin play at any level. 1 is the default level.

GAME DURATION Decide how long the game will run, from 1 up to 60 minutes (the default is 3 minutes). A counter will begin counting down during the last 30 seconds remaining.

Once you've made your selections, press  to return to the START Multiplayer prompt and begin play.

JOIN MULTIPLAYER GAME

After setting your options, choose this to jump into a game in progress or to join one that's starting up. Once this is selected, you will see a message: "Searching for Network Game". If any network game is detected, you will see its name, level being played (1-10),

and status (open or closed). Open means you can join in. Closed means there are already 4 players in the game session. Select a game and press **Enter** to join in.

MULTIPLAYER OPTIONS

This option set allows you to enter a name which will appear on each player's screen, and to enter and send a message to your fellow players. Message slots are numbered F2 to F9, and correspond to the key which sends that message (during the game).

LOAD GAME

In a regular 1 player game, you will be given a chance to save your progress at the end of a level (see Saving Games for details). To resume play at the next level, highlight Load Game and press **Enter**. You will see a list of saved games. Select the one you want to play and press **Enter**.

OPTIONS

To set game options, press UP or DOWN on the DIRECTIONAL PAD/direction arrows to highlight an option and LEFT or RIGHT to see sub-options. These can be selected by moving

the highlight UP or DOWN. To begin play, press **Enter**.

VOLUME

Set Music or SFX (sound effects) volume by pressing **Enter** until the desired value is displayed.

CONTROLS

This option allows you to select your control device. If Key or Mouse are selected, you will be given a chance to redefine the keys/controls. To redefine a key control, scroll to an action and press the key you wish to perform that action. You can also calibrate your joystick, VFX1 Headgear or Spaceorb 360°. To do so, highlight the device and follow on-screen prompts. Certain actions are not possible on a 4 button controller, and must be mapped to the keyboard.

DIFFICULTY

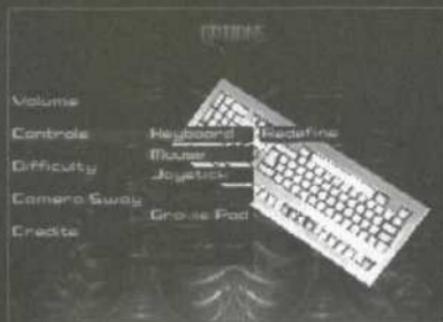
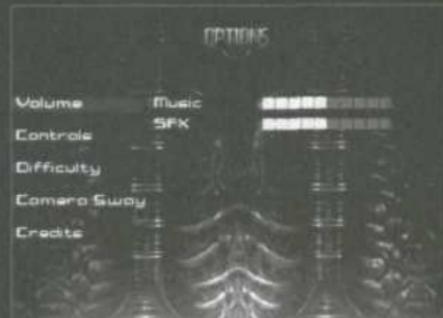
Set the skill level of the game to Acid Reign (easy), Raging terror (medium), or Xenomania (hard).

CAMERA SWAY

Choose to play with realistic camera sway Off or On.

CREDITS

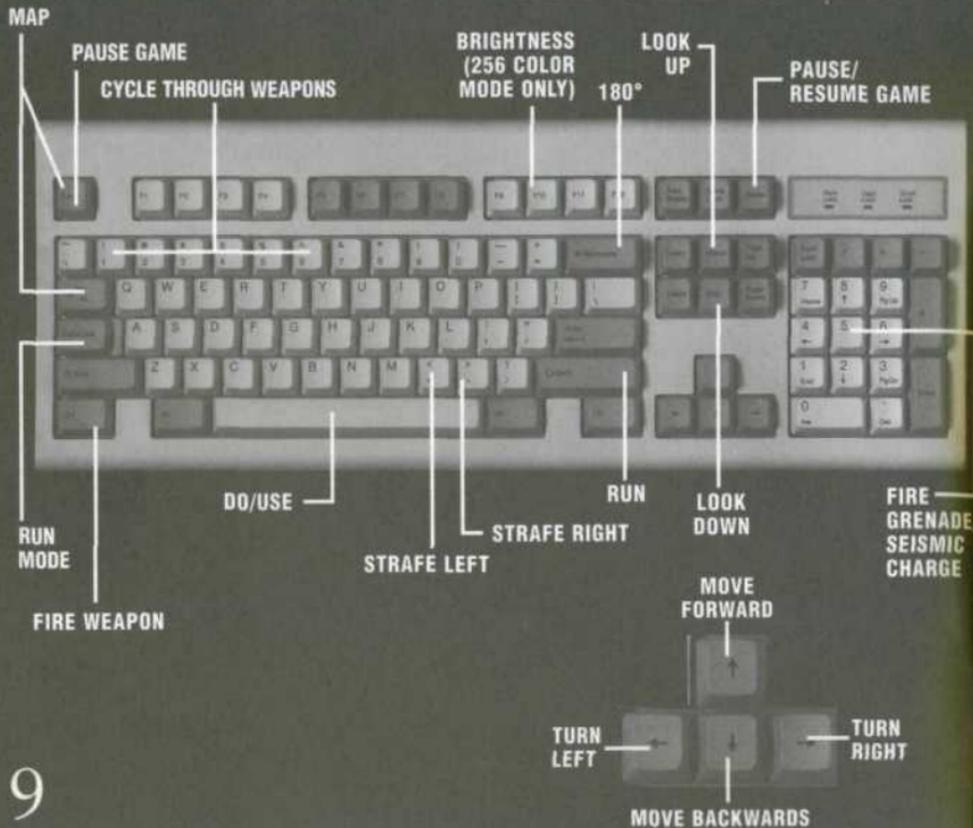
Take a look at the hordes of talent it takes to create a great game like Alien Trilogy.



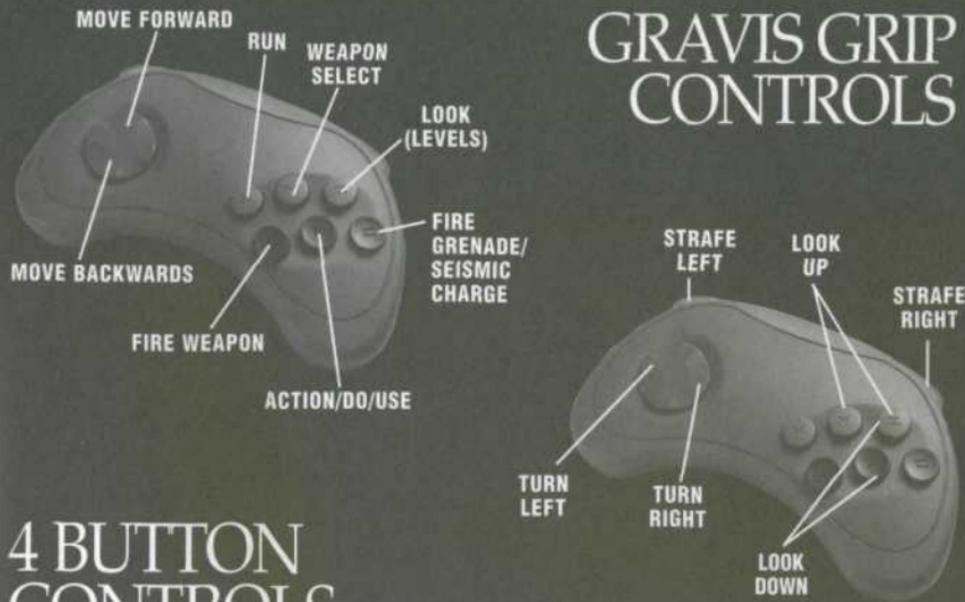
DEFAULT CONTROLS

PLEASE SEE THE README.TXT FILE ON YOUR CD-ROM FOR VFX1 HEADGEAR AND SPACEORB 360° CONTROLS

KEYBOARD CONTROLS



GRAVIS GRIP CONTROLS



4 BUTTON CONTROLS



All other functions must be performed on the keyboard.

ACTION

This button does different things depending on your situation. If you're in front of a door, press this to open it. If you are in front of a control panel or battery panel, press this button to activate it.

FIRE WEAPON

Press this button to fire the currently selected weapon. Weapons fire in the direction you are facing.

OPENING DOORS

As you make your way through the world of Alien™ Trilogy, you will come across several different types of doors which you must open. Some of these require control panels to be activated in order to supply power to them. They may then be opened by pressing the DO/USE button/key.

TOGGLE THROUGH WEAPONS

During game play, toggle through weapons by pressing the 1 - 6 keys

ELEVATORS

Many areas you will come across feature elevators, some of which can only be activated by triggers or control panels. Some you can see and others are less obvious.

THE ALIEN WORLD... YOUR STATUS DISPLAY PANEL

This is your link to reality, and your only hope of coming out of your ordeal alive. Watch it closely for vital information about the current status of your health, weapons, aliens detected, and items in inventory.



1. Current Weapon

Your current weapon appears in your hand.

2. Ammunition Remaining

The number of shots remaining are displayed on the bottom left of your screen.

3. Energy

Your energy is measured by a numbered meter and graph located at the top right of the screen. When the number reaches 0, you lose!

4. Armor

The state of your armor is displayed below your energy level. The panel turns red when you are under attack. The more hits you take, the more the armor deteriorates, until it is rendered useless, at which time it will disappear from the panel.

5. Seismic Survey Charges

The number of Seismic Survey Charges remaining is displayed below your energy level meter.

PICK UPS

WEAPONS & WEAPON PICK UPS

As Lt. Ripley, you begin the game with a standard-issue 9mm automatic pistol. Throughout the game, you'll come across different weapons or items that can be used as weapons. To pick up a weapon or ammunition, walk over it. A sound will indicate that it has been collected. Ammunition for the various weapons can be picked up as you play. There are varying limits to the amount of ammo you can carry for each weapon. You can carry all your weapons at once.

Your current weapon is displayed on screen in your hands. There are two ways to view your available weapons:

- Press TAB or  to pause the game and bring up the Pause Selection Screen. To arm yourself with a different weapon from your available supply, press UP or DOWN to toggle through them, then press  when the desired weapon is highlighted.
- You can switch weapons during game play by pressing the 1-6 key until the desired weapon appears in your hands.



Seismic Survey Charges

Not what market researchers charge for finding out if you like canned haddock. These explosive devices can clear an entire area! They are launched with any weapon (by pressing 5 on the numeric keypad, C on a Gravis GrIP) EXCEPT the Pulse Rifle, which fires grenades with this control. The closer an enemy is to an exploding Survey Charge, the more damage is done. Be warned! The Survey Charge may also be useful for finding hidden areas, but if it explodes close to you, you take a big damage hit!



9 mm Clip

Default ammunition. This is the most plentiful but least powerful ammunition. Pick up extra ammo whenever you can. You can carry a maximum of 150 rounds, with varying numbers of shots per clip.



Shotgun

This is more powerful than the 9mm and will allow you to give more damage to enemies and to remove certain items blocking your path which the 9mm is not powerful enough to destroy.



Shotgun Shells

Shells are found in groups of 10 shells. You can carry a maximum of 100 shells.



Pulse Rifle

Using the power of pulsed rifle fire, this deadly weapon does double duty as a rifle and a grenade launcher, packing real stopping power. You can collect magazines for the rifle and grenades for the built-in grenade launcher.

Pulse Rifle Clips

Clips hold varying amounts. You can hold a maximum of 999 rounds at a time.



Pulse Grenades

These advanced grenades will blast apart walls, doors, and living things, but must be used with caution: get too close and you'll be throwing yourself a fatal bouquet! Players can hold up to 20 grenades at a time.



Flame Thrower

Roast some alien eggs with a burst of nitro-jelly! The flame thrower holds one canister of fuel at a time, but you can carry up to 500 bursts of fire.



Fuel for Flame Thrower

When you're low or out of fuel, collecting a canister will top up the tank.



Smart Gun

This large machine gun is the most powerful weapon available. It can fire at multiple enemies at any time!



Smart Gun Magazines

Each magazine holds 100 rounds. Players can hold up to 10 magazines.



UTILITY PICKUPS



Auto-Mapper

Use this device to track your progress through the ordeals that await you. The Auto-Mapper shows your position relative to your surroundings, and displays the location of doors (bright green lines) and crates (blue squares). When the Auto-Mapper is displayed, pressing the **Enter** key will magnify the display for greater detail. Press **Enter** again to return to the regular scale display. Note that certain areas are not detected by the Auto-Mapper. The Auto-Mapper is not available in Multi-Player network games.

Battery Pack



Pick up precious power cells whenever you can. They can help you open doors and power-up

your EXIT airlock on double width control panels.

Night vision Goggles

They may not provide the light at the end of the tunnel, but having them sure beats floundering in the dark. These goggles make items in darkness visible, allowing you to see all the trouble that surrounds you!



Shoulder Lamp

Not as effective as the Night Vision Goggles but they cut through the dark so you can see everything. The only problem is that the Aliens can see you!



HEALTH PICKUPS

Acid Boots

These allow you to walk through acid without taking damage.



Acid Vest

The vest offers good upper body protection, but does not shield the arms.



Body Armor

This suit will give you full body protection for as long as it lasts.



Adrenaline Burst Pack

Get a maximum shot of pure 200% energy.



Hypo-pack

The Hypo-pack will restore your energy to 100% and give you 30 seconds of invulnerability.



Medical Kit

Collect a Medical Kit for a 20% energy boost.



Derm Patches

These will give you an extra 1% energy.

GAME SECTIONS

There are three main game sections in Alien™ Trilogy. Each has its own unique challenges. You must persevere through all the various levels of a section to go on to the next.

MISSIONS:

The three main game sections are briefly detailed below, along with a few of the dangerous areas you'll need to master!

LV426 COLONY COMPLEX

This is where it all begins. Your terrifying trial in the LV426 Colony Complex will take you from the edgy evil of the exterior to the very heart of danger!

ENTRANCE



- Entrance
- Outer Complex
- Recreation Rooms
- Medical Laboratory

ATMOSPHERE



- Garage
- Atmosphere Processor Sub-level
- Atmosphere Processor Sub-basement
- Queen's Lair

PRISON

This prison planet is where the abandoned criminal wretches of society end up. It's the end of the line for a group of terminal losers who are now your last chance of survival. The prison has been cut off by the Company, left adrift in space on a once-vital planet with a decaying infrastructure. The prisoners subsisted by keeping a closely knit but perilously fragile sense of community alive...Until Ripley crashes there, unaware that she's riding with a host of alien seed stowaways! Now she believes she must battle to destroy the aliens for the Company!

LIVING AREA



- Living Area
- Canteen and Stores
- Meeting Tower
- Leadworks

MEETING TOWER



- Mining and Smelting
- Furnace Control Room
- Lead Mould
- Queen's Lair

LEAD MOULD



DERELICT SPACESHIP

The Alien Ship where it all started. Ripley has to search her way through this vast vessel to find the ultimate Queen!

TUNNELS



PILOT'S CHAMBER



SECRETS



- Tunnels
- Pilot's Chamber
- Canyons and Catacombs

- Secrets
- Droplifts

ENEMIES

ALIENS

These are the alien fiends you will have to contend with. They have varying degrees of power, and it will take differing amounts of firepower to destroy them. Be constantly on your guard!

Chest Burster



Young Dog Alien



Warrior



Face Hugger



Adult Dog Alien



Queen



Company Enemies

The Company hopes to bring the Aliens back alive to use as a secret weapon. To aid this scheme, they have unleashed a variety of human menaces to hinder you. Be careful, Lieutenant!

Company Soldiers



Alien Handler



Company Synthetics



Security Guard



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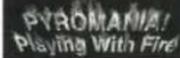
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