



I FOUND SHELTER  
AMONG THE BEGGARS  
OF THIS SQUARE.

MY ACCENT IS TOO  
STRONG. MY NEW  
FRIENDS CAN'T  
UNDERSTAND ME.

I REALLY LIKE THEM, THESE SIMPLE  
PEOPLE - NO OTHER WORRIES BESIDES  
THE VERY BASIC ONES.

NOT THAT LUCKY MYSELF.  
A FEW WEEKS AGO, I RAN  
FROM STONEDROME.







SOON AFTER BEING  
IMPLANTED I  
VOLUNTEERED TO COME  
TO BRAZIL...



WE RARELY SAW THE DISCS.  
THEIR IMPOSSIBLE COLORS AND  
TRAJECTORIES USED TO  
INSPIRE MY WONDERMENT AND  
REVERENCE.

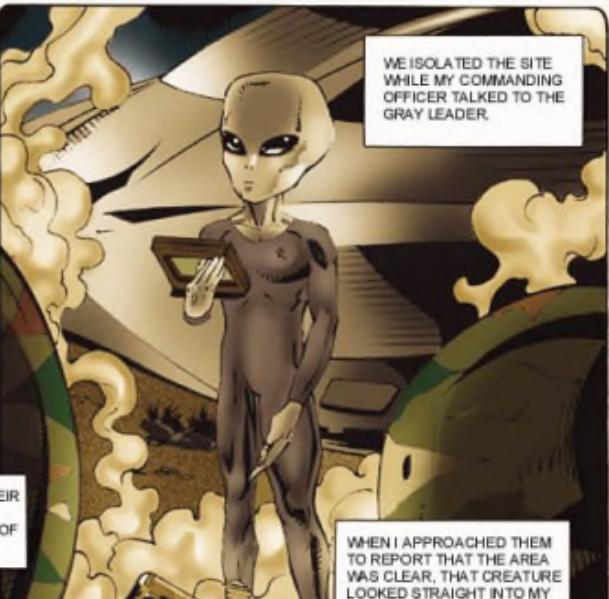
DURING THE MAJORITY OF THE MISSIONS,  
WE SIMPLY COLLECTED AND DESTROYED  
EVIDENCES, BLOCKED ROADS, AND  
SEIZED PROBABLE WITNESSES.

BUT NOW THOSE FEELINGS  
HAVE CHANGED TO THE MOST  
COMPLETE TERROR...



I SAW MY FIRST GRAY ON A CLEAR DECEMBER NIGHT.

THE "LITTLE ONES" HAD LOST THEIR FINAL APPROACH VECTOR AND LANDED SEVERAL MILES NORTH OF STONEDROME.



WE ISOLATED THE SITE WHILE MY COMMANDING OFFICER TALKED TO THE GRAY LEADER.



I FROZE.  
ITS STARE MADE ME DIZZY.  
IT WAS LIKE LOOKING  
DOWN A DARK ABYSS.



THE WORD TRANSLATES MORE SHARPLY THEIR SITUATION: RESTS OF A CIVILIZATION THAT HAVE CONSUMED ITSELF.



GRAYS.. THE PORTUGUESE TERM MEANS ALSO 'ASHES'.



THE CREATURE TURNED BACK AND WALKED TO THE SHIP.  
I MUST ADMIT I WAS NOT THAT SURE ABOUT THE ALIEN ORIGIN OF THE DISCS.



THAT FIRST CONTACT WITH THE GRAYS DISSIPATED ANY DOUBT.



IT'S HARD TO BELIEVE THAT.

I WAS TOLD WE SUPPORT THE GRAYS IN EXCHANGE FOR SOME OF THEIR TECHNOLOGY.

THE GRAYS ARE NOT THE ONLY ONES.

CAN'T SEE WHY THEY WOULD NEED OUR SUPPORT, NOR WHAT'S THEIR OBJECTIVE IN THIS PLANET WE USE TO CALL OURS.

BUT A TROOPER DOESN'T GUESS, DOESN'T THINK. A TROOPER SIMPLY OBEYS ORDERS.

OCCASIONALLY, AN UNIDENTIFIED ALIEN SHIP CROSS THE SKY.

OUR ORDERS WERE CLEAR: ATTACK AND CAPTURE ANY UNIDENTIFIED LANDING PARTY.

SINCE EVERY GRAY SPACESHIP REPORTS IN SEVERAL HOURS BEFORE LANDING, IT WAS CLEAR THAT WE WERE TO TARGET ANY OTHER RACE BUT THE GRAYS.





I BELIEVE AN ALIEN IS AN ALIEN.  
WHY SHOULD WE PROVIDE COVER FOR  
THE GRAYS WHILE SLAYING SIMILAR  
BEINGS WAS A MYSTERY TO ME.



I KILLED ONE OF THEM  
- A REPT, I THINK -  
FOUR WEEKS AGO.

AND SINCE THEN...



...AND SINCE THEN  
I REVIVE THE  
SCENE EVERY  
TIME I CLOSE MY  
EYES.



JUST BEFORE IT DIED, THE CREATURE LOOKED ME BACK AND BUZZED SOMETHING PROMPTLY TRANSLATED BY ITS BIOPROC: 'WHY?'



"WHY?"



"WHY?"



I KEPT REPEATING TO MYSELF THAT  
I WAS ONLY FOLLOWING ORDERS.  
...NO AVAIL.

I RAN AND DID WHAT MY  
TRAINING CONVERTED IN A  
REFLEX ACT. I SURVIVED.

I FOUND SHELTER AMONG  
THE BEGGARS OF THIS  
SQUARE.



BUT  
SOMETIMES...



...AT NIGHT...

...I SEE THE  
LIGHTS IN THE SKY.



LISTEN TO ME, KEEP AWAY FROM STONEDROME. THERE'S NO CHANCE TO SURVIVE AT ALL IF YOU DECIDE TO FACE THE TROOPERS AND THE GRAY'S TECHNOLOGY.

HOWEVER, AFTER HEARING MY STORY, YOU ALREADY KNOW TOO MUCH: EXPECT TO BE TREATED AS A POTENTIAL TARGET.

I'M SORRY, BUT ALLOW ME TO COUNTERBALANCE MY INDISCRETION. PAY ATTENTION, THE FOLLOWING DATA CAN SAVE YOUR LIFE.

## WEAPONS AND EQUIPMENT

### MP-SPECIAL

THE SUB-MACHINE GUN  
MP-SPECIAL IS OUR STANDARD WEAPON.



KEY 2 - SINGLE SHOT  
KEY 3 - BURST

AMMO FOR THE MP-SPECIAL COMES IN CLIPS WITH 30 10 MM CAPSULES.



TWO FIRING MODES CAN BE SELECTED. SINGLE SHOT IS SUITED FOR LONG DISTANCE AND PRECISION, WHILE BURST MODE GIVES MORE FIRE POWER AT SHORT DISTANCES.

## GRENADE



KEY 4 - GRENADE

NOTHING TOO SUBTLE HERE.  
JUST PULL THE PIN AND THROW.  
BE SURE TO DUCK FOR COVER, THOUGH.

## MISSILE-LAUNCHER



KEY 5 - MISSILE-LAUNCHER

OUR MISSILE-LAUNCHER IS A SPECIAL VERSION AS WELL. DEDICATED PRIMARILY TO THE DESTRUCTION OF VEHICLES, THE MISSILES TRACK INFRA-RED SIGNALS FROM THEIR TARGETS.

BESIDES INFRA-RED, GRAVITATIONAL WAVES ARE ALSO TRACKED, WHICH MAKES THIS WEAPON VERY EFFECTIVE AGAINST SMALL ALIEN SPACESHIPS.

## QUANTUM IMPLOSOR

DON'T LET THE SIZE OF THIS WEAPON FOOL YOU!

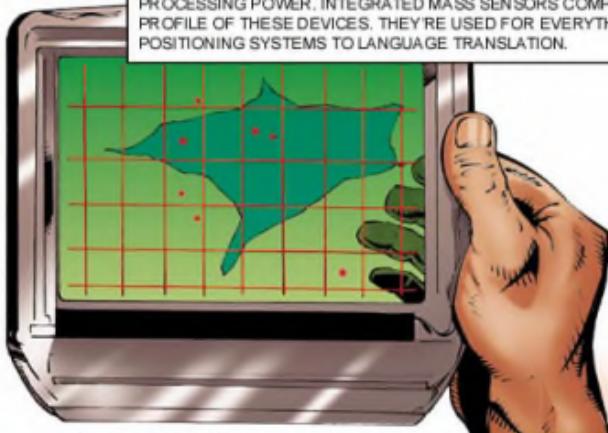
KEY 6 - QUANTUM IMPLOSOR



THE USE OF THE QUANTUM IMPLOSOR IS RESTRICTED TO THE GRAYS, SINCE IT EMPLOYS TECHNOLOGY THAT WILL NOT BE MADE AVAILABLE TO THE HUMANS FOR QUITE A TIME. IT'S SAID THAT THE WEAPON DRAINS ITS ENERGY FROM THE SO CALLED QUANTUM FLUCTUATIONS OF THE VACUUM. ANYWAY, GIVEN ITS EXCLUSIVE GRAY DESIGN, IT'S NOT KNOWN IF A QUANTUM IMPLOSOR CAN BE USED SUCCESSFULLY BY A HUMAN. BUT THE EFFECTS ARE DEVASTATING: MORE FIREPOWER THAN A COMPLETE F-14 SQUADRON, IN THE PALM OF YOUR HAND.

## BIOPROC

THE ORIGINS OF THESE DEVICES ARE LOST IN THE PAST, THOUSANDS OF YEARS AGO. BIOPROCS ARE USED BY SEVERAL ALIEN RACES, IN SLIGHTLY DIFFERENT VERSIONS. BIOLOGIC COMPUTERS ARE THE FOUNDATION OF ANY ALIEN INFORMATION SYSTEM. MOLECULAR MEMORY AND PROCESSORS GIVE THEM AN UNIMAGINABLE PARALLEL PROCESSING POWER. INTEGRATED MASS SENSORS COMPLETE THE PROFILE OF THESE DEVICES. THEY'RE USED FOR EVERYTHING, FROM POSITIONING SYSTEMS TO LANGUAGE TRANSLATION.



TAB KEY - BIOPROC

## PEOPLE THAT CAN PUT YOU IN TROUBLE:

### AGENTS



SPECIAL AGENTS APPARENTLY CONTROLLED BY THE GRAYS AS A COVER UP FORCE. THEY ARE USED TO INTIMIDATE WITNESSES, FORCING THEM TO DENY EVERYTHING THEY SAW, SOMETIMES AT GUN POINT.

ARMAMENT: AUTOMATIC PISTOL.

### TROOPERS

THE TROOPERS ARE IN CHARGE OF THE RESCUE & COVER UP MISSIONS. EXTREMELY AGGRESSIVE, THEY DO WHATEVER IS NEEDED TO KEEP THE SITUATION UNDER CONTROL. BEWARE OF THESE FELLOWS, THEY FIRE FIRST BEFORE ASKING ANY QUESTIONS.

ARMAMENT: MP-SPECIAL OR MISSILE-LAUNCHER.





## DRAKALIS

YOU'VE PROBABLY HEARD OF THE DRAKALIS ALREADY, BUT BY ANOTHER NAME: GOAT-SUCKERS. DRAKALIS ARE NATIVES OF ZETA-RETICULUM 2 AND WERE SLAVERY BY THE GRAYS A VERY LONG TIME AGO. SHOWING VERY LIMITED INTELLIGENCE, THEY WORK AS SECURITY GUARDS AT SECRET INSTALLATIONS. AGILE AND FEROCIOUS, THEY CARRY OUT THEIR ONLY MISSION VERY EFFICIENTLY. ARMAMENT: NONE BUT CLAWS AND FANGS.



## GRAYS

THOSE ARE THE WORST. THEY ARE MUCH MORE INTELLIGENT THAN A NORMAL HUMAN BEING, AND HAVE UNIMAGINABLE TECHNOLOGIES AT THEIR DISPOSAL. THE ONLY KNOWN WEAPON IS THE QUANTUM IMPLOSOR, BUT THERE ARE CLUES OF EVEN MORE DESTRUCTIVE ONES. I'VE HEARD STORIES ABOUT HOW THEY TREAT ABOUCTED PEOPLE, STORIES THAT STILL GIVE ME NIGHTMARES.

HOWEVER, THERE ARE OTHER RACES PHYSICALLY SIMILAR TO THE GRAYS, LIKE THE REPTS. FOR INSTANCE, THOSE RACES ARE NOT NECESSARILY AGGRESSIVE, AND YOU'D BETTER HAVE THEM ON YOUR SIDE.

ALWAYS BE CAREFUL WHEN CHOOSING YOUR TARGETS.

## Running the Game

The game runs directly from your CD-ROM, there's no installation at all.

**System Requirements:** Pentium® 100MHz (166 MHz recommended) - VGA monitor - CD-ROM 4X 5Mb of hard disc free space - Memory: 16 Mb minimum Sound: SoundBlaster® or 100% compatible Operating System: DOS 6.2 or Windows® 95

Windows 95: from the Windows Explorer, double click the ALIEN shortcut on your CD-ROM.

DOS: run ALIEN.BAT from your CD-ROM



## Menus

During the game, hit Esc to show or hide the main menu.

### Options

SFX: Sets sound effect volume  
Music: Sets CD music volume  
Diffic.: Changes the difficulty level

### Save Game

Select one of the four saved game slots, hit Enter, name the slot and hit Enter again.

### Load Game

Select one of the saved game slots and hit enter.

### Exit

Quits the game.



## Alien Anarchy

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### Movement

	Forward		Turn right
	Backward		Turn left
	Strafe left		Strafe right
	Faster		Aiming

### Weapons

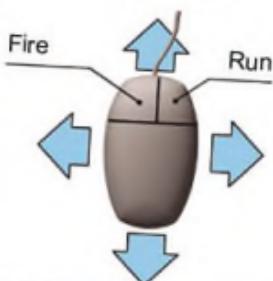
	Hide weapon		MP single shot
	MP burst		Grenade
	Missile-launcher		Quantum implosor
	Fire		Bioproc (Map)

### Actions

	Look up		Look down
	Duck		Jump
	Toggle switch		Menu

### Mouse

#### Movement



#### Aiming

