


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.



SOMETIMES, AT NIGHT, I SEE
THE LIGHTS IN THE SKY.
SEARCHING...

COLD BLOODED
PREDATORS,
THAT'S WHAT
THEY ARE.


MY CAPTURE IS JUST
A MATTER OF TIME.



AND THE GRAYS HAVE
ALL THE TIME IN THE
WORLD.



DURING DAYLIGHT
THEY SEND THEIR
AGENTS AFTER ME.



THEY SIMPLY WALK THERE,
PATROLLING.



DAMNED
IMPLANT!

PAIN GETS WORSE
WHEN I START TO
REMEMBER...

I SERVED IN GROOM LAKE FOR FIVE YEARS.

SECRET

EXIT



MANY STORIES AND VERY STRANGE THINGS THERE.




FASCINATING THINGS...

THE TROOPERS ARE PRONE TO TALK TOO MUCH OVER A GLASS OF BEER.



THAT WAY I CAME TO KNOW ABOUT THE RESCUE & COVER UP TEAMS.



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

...TO ONE OF THE
MOST IMPORTANT
BASES ON THE
PLANET...


...TO
STONEDROME...

...AS A MEMBER OF THE LOCAL
RESCUE & COVER UP TEAM.

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


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

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



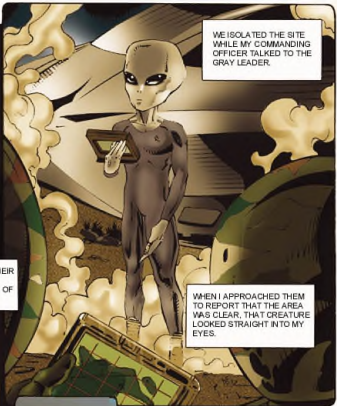
I SAW MY FIRST GRAY
ON A CLEAR DECEMBER
NIGHT.

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



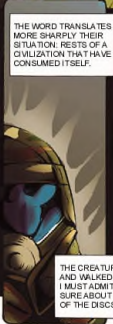
I FROZE.
ITS STARE MADE ME DIZZY.
IT WAS LIKE LOOKING
DOWN A DARK ABYSS.

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




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

WHEN I APPROACHED THEM
TO REPORT THAT THE AREA
WAS CLEAR, THAT CREATURE
LOOKED STRAIGHT INTO MY
EYES.




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



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.



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

IT'S HARD TO
BELIEVE THAT.


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.




THE GRAYS ARE NOT
THE ONLY ONES.

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 BOPROC: "WHY?"




"WHY?"



"WHY?"





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

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-MACHINEGUN 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!

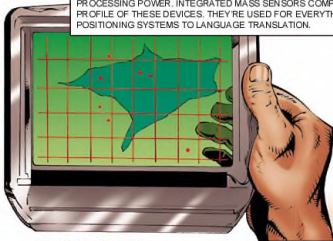
KEY 6 - QUANTUM IMPLOSOR



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:



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.

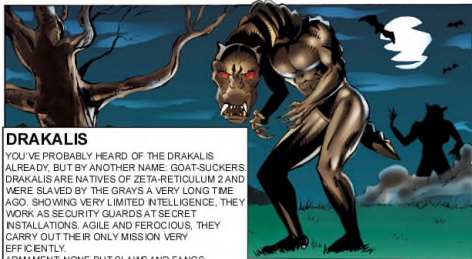
ARMAMENT: AUTOMATIC PISTOL.

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.





DRAAKALIS

YOU'VE PROBABLY HEARD OF THE DRAAKALIS ALREADY, BUT BY ANOTHER NAME: GOAT-SUCKERS. DRAAKALIS ARE NATIVES OF ZETA-RETICULUM 2 AND WERE SLAVED 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 ABDUCTED 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

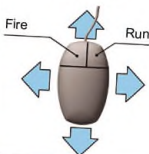
	Hide weapon		MP single shot
	MP burst		Grenade
	Missile-launcher		Quantum implisor
	Fire		Bioproc (Map)

Actions

	Look up		Look down
	Duck		Jump
	Toggle switch		Menu

Mouse

Movement



Aiming

