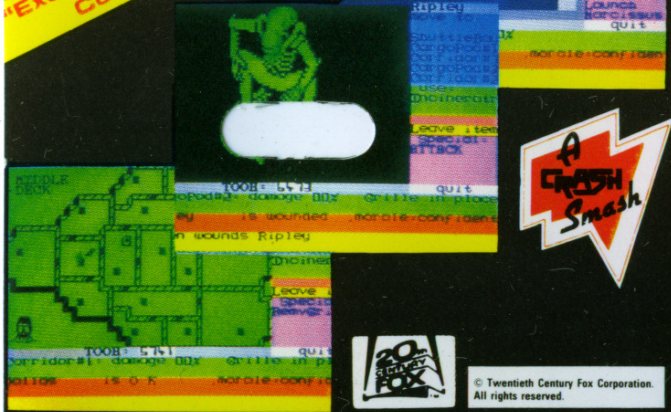


Unique personality
control system.
"Exciting, Nail Biting stuff!"
Commodore User.



© Twentieth Century Fox Corporation.
All rights reserved.

The Nostromo is coming home. As
commander you grapple with a
terrifying life force. An epic real-time
battle of survival that is
different every time you play.

WARNING: Do not play this game in
the dark ...

BUG-BYTE

Victory House, Leicester Place
London WC2H 7NB
Telephone 01-439 0666

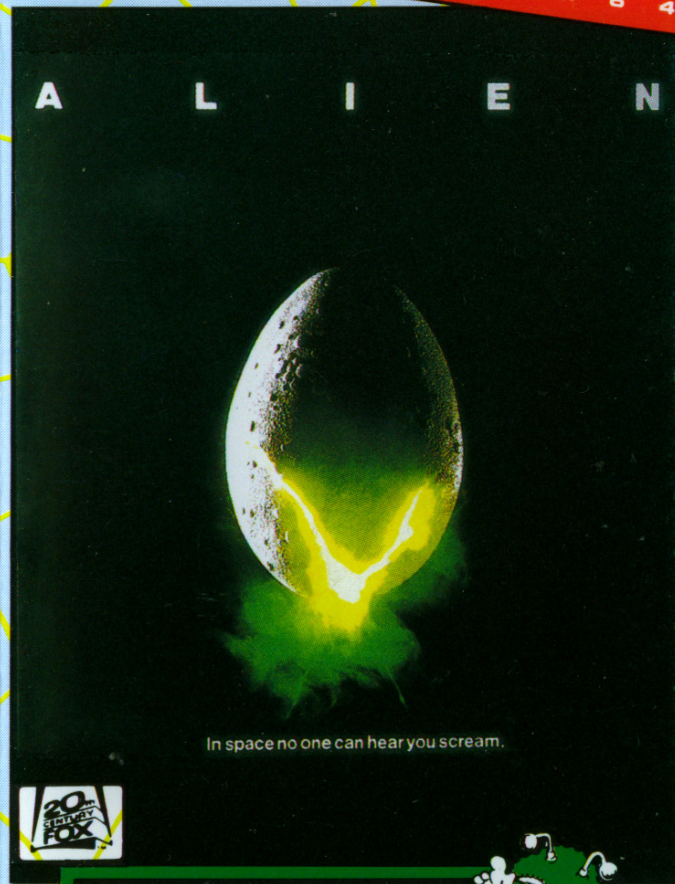
013248 520051

BUG-BYTE



ALIEN CBMS 4

BBS 075



In space no one can hear you scream.

BUG-BYTE



CBMS 4

ALIEN
by
Paul Clansay
and Concept Software

THE GAME

The aim of the game is to destroy the Alien or
drive it away from the Nostromo. You can
evacuate with three crew members in the life-
boat, Narcissus. If you don't leave any living
crew behind and set the ship onto auto-
destruct. The action begins randomly as the
first crew member has been killed by the hatch-
ing Alien. You do not know which member of
the crew is an android.

Your performance is rated from the final state of
the Alien, the crew and the ship. The three
decks have tools and weapons which you can
tell a crew member to use. They won't
necessarily obey you; and on being hit, the
Alien secretes an acid which eats through the
hull of the ship.

LOADING

Press Shift and Run/Stop
Press Play on the tape.

The program code, graphics and artwork are the
copyright of Bug-Byte and may not be reproduced, stored,
hired or broadcast in any form whatsoever without the
written permission of Bug-Byte. All rights reserved.

For your 'BYTE ME' Bug-Byte bright yellow Teeshirts (S/
M/L) send £3 and size, hurry, they are really gr-gr-eat

Personality Control System

(PCS) is multi-character control. Your role as Commander is a complicated and complex one. Each member of the crew has their own unique personality which you must understand to predict their behaviour under stress. Commanders make life and death decisions. Help and advise one person at a time. The type of instruction you can give may be ...

GET ITEM

LEAVE ITEM

REMOVE GRILL

ATTACK

MOVE TO ...

A generalised instruction will be interpreted by the person in the light of their personality and their experience during the game. Immediately begin to examine another crew member's behaviour. Crew confidence will increase with a useful piece of equipment, or knowing that others are on their way to help. The reverse can happen: you can cause a nervous, breakdown. Allow shocked crew to recover. Some are nervous, some are terrified; if you put more than three crew members in a room, or more than one in an air conditioning duct at a time, you will give them claustrophobia. You have at your control:

Lambert: Navigator

Shy, skilful and intelligent – panics easily.

Kane: Executive Officer

Direct, imaginative, cautious, loyal.

Ash: Science Officer

Secretive, unlikeable, brilliant – occasionally illogical.

Dallas: Captain

Solid, dependable, courageous – excellent leader.

Parker: Engineering Officer

Physically strong, low I.Q. potentially rebellious.

Ripley: Warrant Officer

Wilful, ambitious, authoritative, resourceful..

Brett: Engineering Officer

Cynical, rebellious, untrustworthy, unflappable.

Screen Display:

1) A map of the ship. Each deck of the ship can be selected from the menu. Find your way around the ducting in the vicinity of one of the crew by removing grilles and climbing in. You can call up any named area on the ship. Encounters with the Alien, the android, and with Jones the cat are shown on the main map.

2) The Command Monitor gives you the options. Explore the ship with your crew and attempt to destroy the Alien. The menu uses joystick control – sideways will give you the "quit" option on each page of information. The "fire" button selects the option each time.

F5, F7 and F3 move the cursor and the spacebar selects the option. CONTROL and Q = pause the game. Control and 'the back arrow' = resume. If you would rather restart the game from the beginning, just press the CBM key.

3) The Report Monitor shows the status of the crew and an area of the ship.

The Command Monitor:

There are some 35 rooms and 40 ducting areas in the Nostromo. "Quit" will get you back to the control menu. Select a crew member, and display his/her position on the mapping system. Now command the crew member and get more details about available sites to move to.

1) Damage Reports:

Examine the area for damage and weapons or tools. The available grilles are displayed.

2) Weapons and Tools:

Find out whether your crew have any possessions. You can carry two; the first is ready to use, the second is selected by the cursor. If an item is found in a room the option to pick it up will appear automatically. You can always drop an item, the second one in the list is always the one left behind. You have:

three lasers

three incinerators
three electric prods
one net
two large spanners
one harpoon gun
four fire extinguishers
two trackers
a cat box.

3) Special Options will be displayed if the circumstances allow their use:

open airlock
launch Narcissus
remove grille
enter hypersleep
seal airlock
initiate auto-destruct
catch Jones

4) Time out of Hypersleep (TOOH):

You only have 7,500 units of oxygen available. Any crew not in Hypersleep when oxygen runs out will, of course, die!

Hints For Survival:

Play the practise game first. Begin to move the crew through the top deck of the ship. Use the corridors to move to the other decks. If a grille has been removed the Alien has probably been there. The swooshing noise is a door opening and closing somewhere. The crew move independently so don't wait, get on to the next task quickly. Pick up any tools and weapons you find on the way.

Gather the three crew and the cat and get them into the shuttle, Narcissus. If you have set the auto-destruct you can escape.

Mother tells you the likelihood of their obeying orders. The Alien senses your presence, so be careful. Jones is a great sensor. You can track the Alien through the ducting, herding it towards an airlock might help if you can blow it into space. The pulsing sound you can hear is the heart beat of the crew member you have selected, it gets faster as action nears.

You may find Mother might not respond on occasions, because of damage to your sensors, the cat might not like a particular crew member, and the android will do its worst when you least expect.

The best of luck!