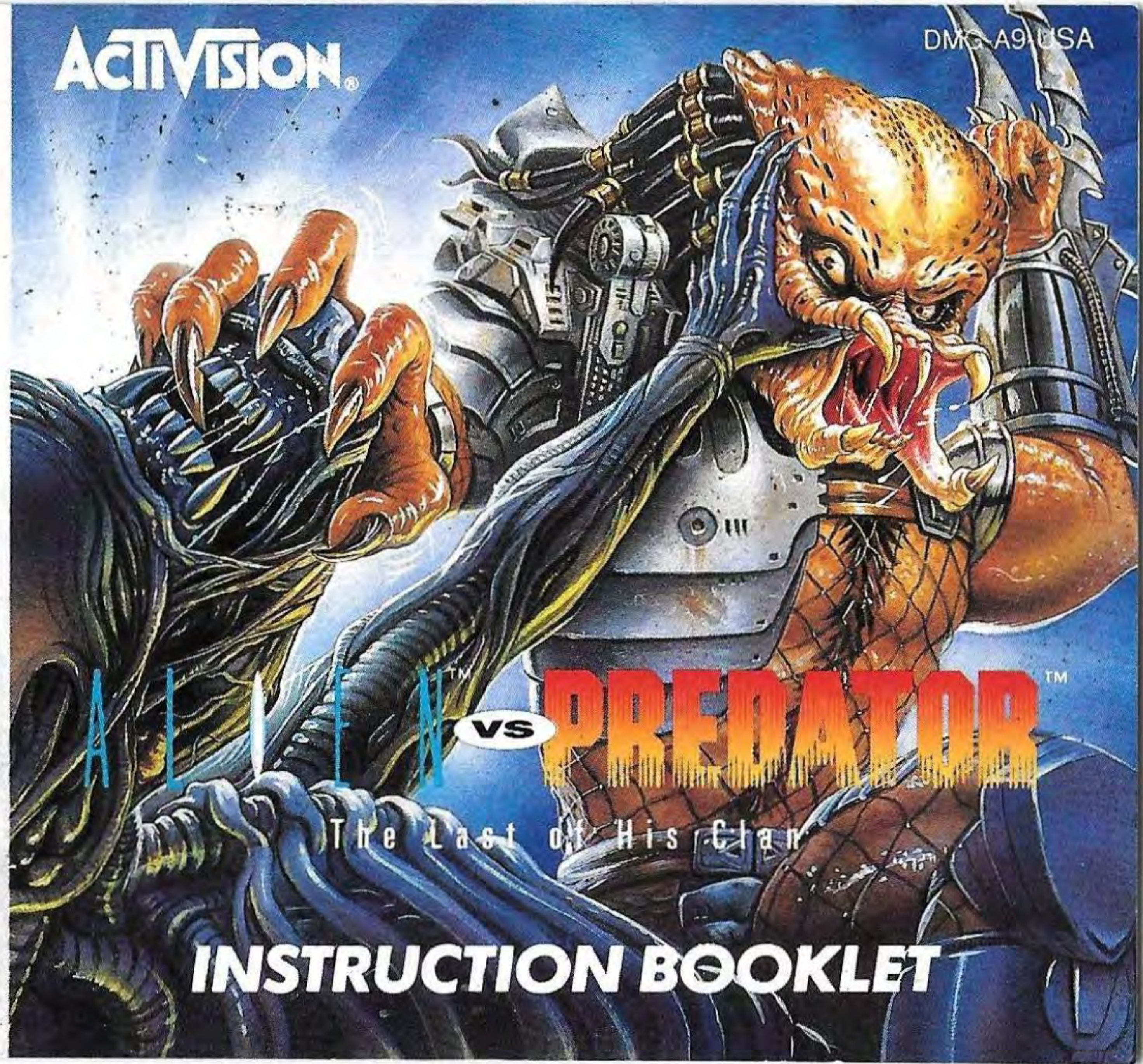


Nintendo

**GAMEBOY**<sup>®</sup>

**ACTIVISION**<sup>®</sup>

DMG-A9 USA



VS

**PREDATOR**<sup>™</sup>

The Last of His Clan

**INSTRUCTION BOOKLET**



Thank you for purchasing Activision's Alien Vs. Predator for your Nintendo Game Boy System. For maximum enjoyment, please read this instruction manual thoroughly before playing.

**WARNING:** PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



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## THE ALIEN VS. PREDATOR STORY

After the Predator race depleted their native planet of all inhabitant prey, a ravenous hunting instinct drove them to explore the Galaxy for the perfect place to continue their voracious sport.

The prey-starved Predators searched and searched, but the galactic prey they discovered did not satisfy their hunger for a rigorous chase. They saw only one alternative—since they could not find suitable prey for their sport, they would have to create their own hunting challenge.

The planet Alpha Centauri 3, only 8.6 light-years from Earth was selected as the new Predator hunting ground. A Predator drone ship was assigned to drop Alien eggs throughout the planet in hopes that they could soon appease their insatiable hunting appetites.

The Alien eggs soon began to hatch and the Predator hunting party indulged in their sport. But the Predators found their prey to be more and more challenging as the hunt went on. The Aliens unexpectedly multiplied to startling numbers. Soon roles were reversed; the Predators became the prey, and an unstoppable force of Aliens overpowered the Predator clan.

This disastrous hunt wiped out all but one Predator, leaving the clan with one final hope of regaining Predator honor.



# GETTING STARTED

## LOADING THE GAME PAK

1. Make sure the power switch is OFF.
2. Insert the ALIEN vs. PREDATOR Game Pak into your GAME BOY®.
3. Turn the power ON and get ready!

## STARTING THE GAME

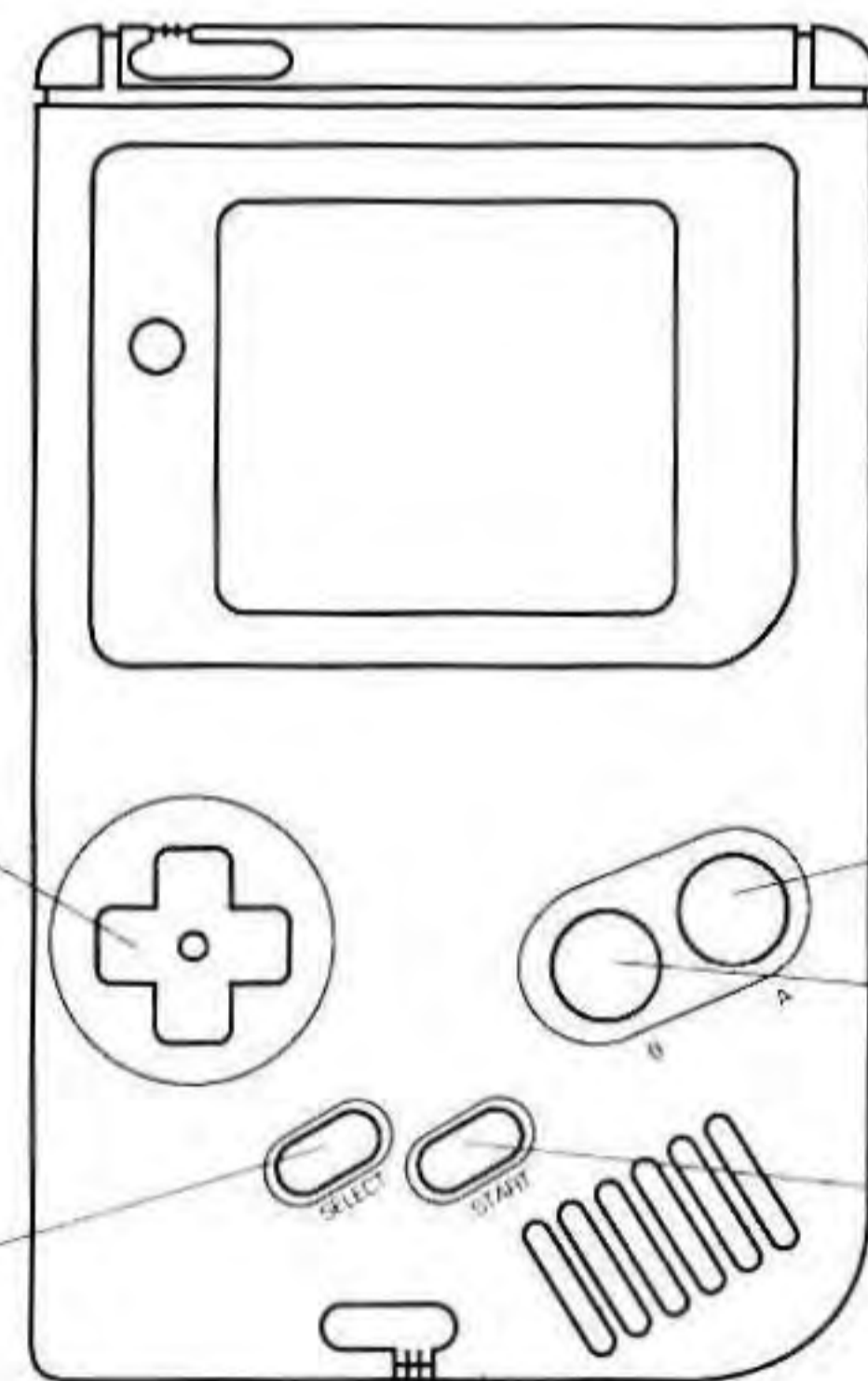
After you turn the power on, you'll see the introductory sequence, followed by the title screen.

1. Press the START button to begin a game. You can interrupt the introductory sequence at any time by pressing the START button.

2. The screen will display the title screen. Press START again and prepare to avenge Predator honor!

**Climb; Walk;  
Kneel;  
Shake off  
Facehuggers**

**Select  
weapon**



**Jump**

**Fight**

**Pause;  
Start  
playing**



## THE QUEST FOR HONOR

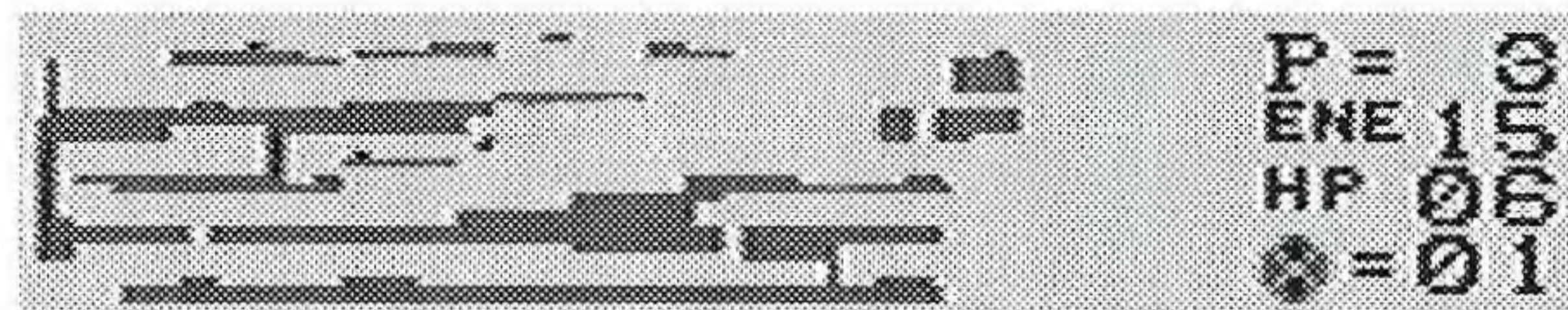
You are the last surviving Predator warrior, venturing through the seven stages of claustrophobic, labyrinthine corridors on planet Alpha Centauri 3. Gain honor points by hunting all the deadly Aliens that challenge your every move before clearing each area and advancing to the next stage. Your mission is to avenge Predator honor by destroying the lethal Alien Queen that perpetuates the Alien race.

Battle fierce Aliens through two residential corridors, two utility corridors, two caverns, and finally the Queen's lair. The Alien forces become increasingly powerful as you advance through these areas. Beware the Aliens in the caverns! These Aliens serve as a fortress around the Alien Queen and are even more resistant to your attacks.

## PLAYING THE GAME

Radar Display

Predator lives



Energy level

Hit points left

Weapon status

### USING THE RADAR DISPLAY

The Radar Display at the top of the GAME BOY screen formulates a map of the area you've explored. It will continue to plot your course as long as you have energy points to run it. Keep in mind that brick walls or floors that have been blasted, and doors that have been unlocked will remain on your radar display.



Your radar display will also alert you to any Alien Warriors in the immediate vicinity. Check your radar display periodically and out-smart relentless Aliens!

Security technicians have constructed holographic images of walls in several places in the colony to fool the unwary. Check your radar display—they appear to be walls but are actually passable corridors!


## CHECKING YOUR GAME STATUS

**PREDATOR LIVES** — You start the game with three Predator lives. You lose a life when your hit points decrease to zero (see below).



**ENERGY** — You start the game with fifty energy units to run your radar display and to power your invisibility system. When your energy runs out, these systems will cease to function. Don't despair! You can fully replenish your energy by picking up an Energy item.

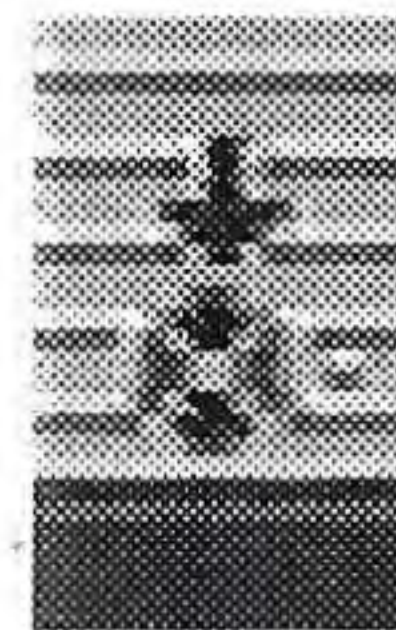
**HIT POINTS** — You start the game with eight hit points for every Predator life. Every time you get hit by an Alien or acid slime, you lose a hit point.



**WEAPON STATUS** — Displays the weapon you are armed with, and status of available firepower. Press **SELECT** and use the  Control Pad to select a weapon. If the weapon status display is blank, you are equipped with only your wristblades.

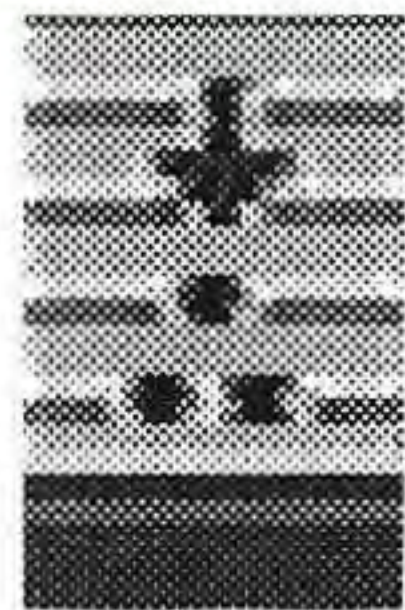
**Note:** After you've finished a level, any unused energy or weapons are converted into honor points, which are tallied to give you your rank for that level.

When the game starts, you are armed with only your wristblades. They are perfectly suitable short-range weapons, but you'll find long-range weapons, such as the cutting disk or the laser cannon, to be more effective against intense Alien attack. When you find a weapon, stand over it and press **DOWN** on the  Control Pad to take it. Press **SELECT** and use the  Control Pad to select the weapon; press **SELECT** again to return to the action. To activate the weapon in combat, press the **B button**.

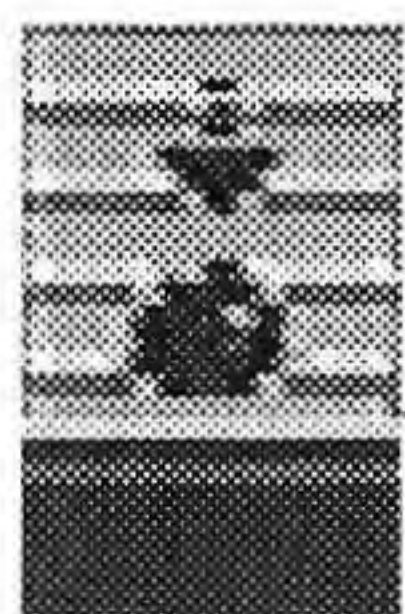


**CUTTING DISK**— This trusty weapon will inflict considerable damage on an unsuspecting Alien. It will usually return to you after you throw it; but if you drop it or miss it on its return, you can just pick it up again.






**LASER CANNON**— This weapon's laser bolts are "intelligent," and will home in the nearest Alien. It can only be fired 20 times, so keep an eye on your weapon status to see how many shots you have left!



**BOMBS**— The Bomb item gives you 8 bombs. Use your bombs to blast Aliens, brick floors and brick walls that obstruct your path. Your bombs are Predator-friendly, so there's no need to run away after planting one. In some levels, a boost from a bomb explosion is the only way to jump to higher ground...

## ITEMS

There are other special items you can pick up to help you in your quest for honor. To pick up an item, stand over the item, and press **DOWN** on the  Control Pad.



**KEY**— You will need to pick up the key before you can open the locked door in each level.



**ENERGY**— Find the Energy item and pick it up to replenish your energy gauge to 50 units.



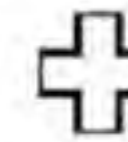
## THE PREY (ABOUT THE ALIEN)

**Alien Warriors**— Be quick and on the alert! These full-grown Aliens are fully capable of appearing out of nowhere. They'll come out of the walls to inflict damage and then disappear just as quickly.



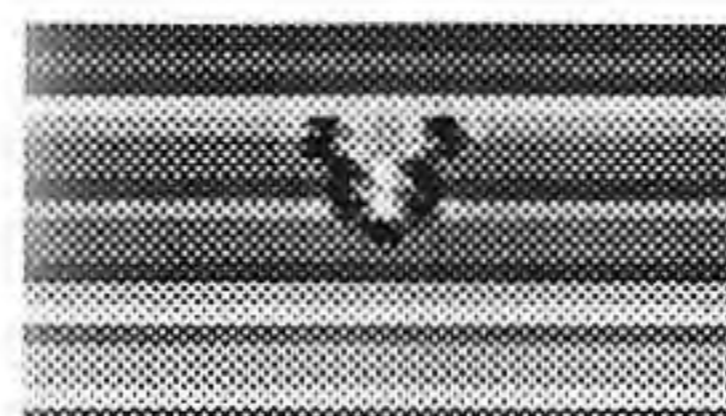
**Alien Eggs**— Everybody knows this is where facehuggers come from. When you see an egg, be ready to defend yourself from the facehugger— they're quick!



**Facehuggers**— If you don't get the facehugger first, it'll get you! If it latches on to you, try shaking it off by using your  Control Pad to rapidly move back and forth until the facehugger gives up.



keep movin'!



**Acid slime**— The Aliens have infiltrated every nook and cranny on Alpha Centauri 3, causing acid slime to drip from many sections in the ceiling.

Don't let it hit you, or you'll take damage!

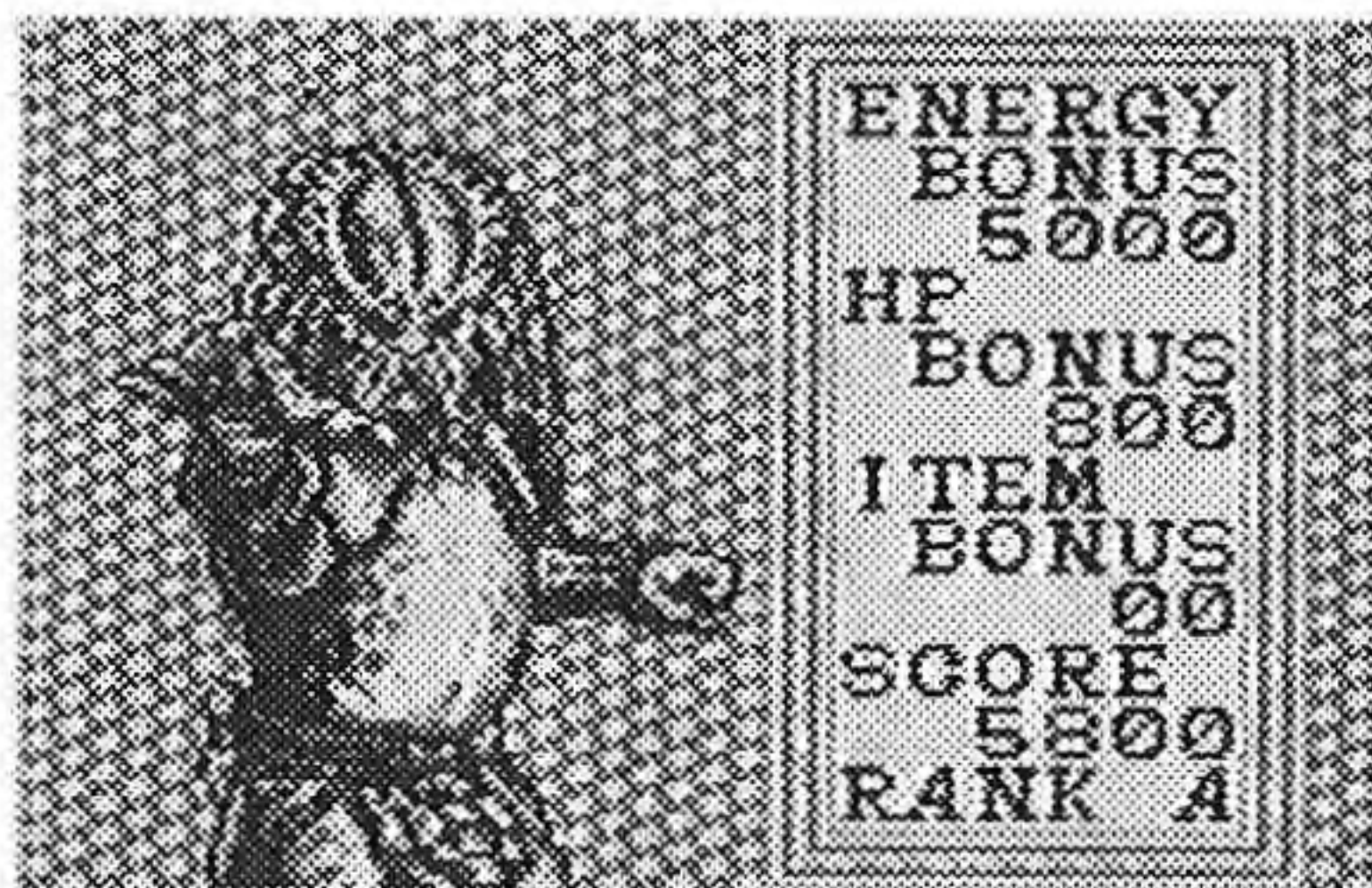
**Alien Queen**— You'll have to use your toughest Predator fighting skills to overthrow this higher Alien power.





## IN THE END

You are on your own! The virtue of the Predator race relies on you! You'll have to think tactically and move fast to overpower your Alien prey, or risk annihilation and disgrace of the Predator race forever! Can you reclaim Predator honor—or will you soon join the rest of the Predator clan?



## WORDS OF WISDOM

- Levels 2 and 5 call for strategic use of your bombs. Can't seem to jump high enough? Plant a bomb and then jump to let the explosion give you a boost to higher ground.
- Use your bombs sparingly—in some levels they are the key to clearing a level.
- If you want to give up and try a level again, but you don't want to start over from the beginning of the game, you'll just have to let the Aliens get you.



## GLORY (CREDITS)

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Package by TDC Group

Special thanks to Bill Swartz, Mika Kawamura, Shuichi Koyama, Brian Kelly, Mike Rivera, Alex Story, Ron Graening, Ronnie Noize, and Scott Marcus.

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