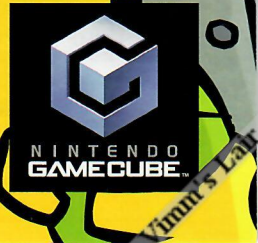




ALIEN HOMINID™



Entertainment  The Behemoth
INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

▲ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

▲ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

▲ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

▲ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

▲ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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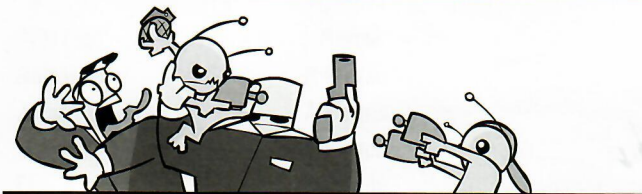
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A special note from the Behemoth:

Thank you for purchasing Alien Hominid. None of this would be possible without your support.

GETTING STARTED

Set up your Nintendo GameCube™ system according to the instructions in the instruction manual. Make sure the POWER Button is turned on. When the power indicator lights up, press the OPEN Button and the Disc Cover will open. Place the **Alien Hominid** Nintendo GameCube Game Disc on the disc tray with the label facing up. Manually close the disc cover and the game will begin to load.

STARTING UP

NINTENDO GAMECUBE™ CONTROLLER

The following is the default Controller setup. Some buttons may be remapped in the Options Menu. The default setting for the Rumble Feature is OFF. The Rumble Feature can be turned ON in the Options Menu.



Move	Control Stick or +Control Pad
Duck	Control Stick or +Control Pad
Roll Left	L Button
Roll Right	R Button
Jump/Freak	A Button
Grenade	X Button
Fire	B Button
Use	Y Button
Respawn	START

THE STORY



It was like any other day in space...

Just as the Alien Hominid is joyriding over Earth's atmosphere, the alarms are going haywire at FBI surveillance headquarters (Because, we all know that the FBI monitors outer space). The FBI immediately responds by shooting down the alien, sending the UFO soaring towards planet Earth.

Once crashed, the Hominid's UFO is taken and transported into the sneaky grip of the FBI agents. They soon return in full force to take the Alien Hominid captive as well!

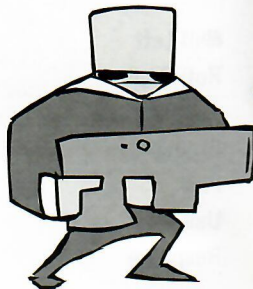
You see, here is where things get rough.

You're the Alien Hominid - In a battle for the very ownership of the UFO and your own extra-terrestrial freedom!!

THE FBI

Yeah, there they are!! They are the ones with your UFO!

The FBI guys are pretty smart. They aren't just attacking on foot. They have built giant urban war machines designed to catch Alien Hominids off guard!!!



GETTING INTO THE GAME



NEW GAME

From the Main Menu select GAME and then NEW GAME. View the tutorial or press B Button to skip and begin playing the game.

LOAD/SAVE GAME

The Nintendo GameCube Memory Card is used to store game options, game progress, and user-created PDA levels. If no memory card is present when the game starts, play continues as normal, but game progress, options, and user-created PDA levels will not be stored.

If a memory card is present, as the user progresses through the game, his progress is stored to the memory card after each level is completed. If the user creates custom PDA levels or changes game options, those are also stored.

When "AUTOSAVE" is turned off, the game will not save until turning this function back ON.

OPTIONS

Adjust various game settings. See page 14.

BASIC MOVES



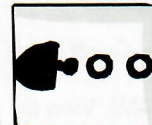
MOVE

Control Stick or +Control Pad-
Move the Hominid ◀ or ▶



JUMP

You can boost your jump by pressing down
and fire repeatedly while in mid-air!!



PRIMARY ATTACK

Fire at the bad guys! Hold up and press fire to
shoot upwards! To SLICE enemies in half
press B Button while standing next to them.



USE

Hit this button near a vehicle to get inside or
bail out!



ROLL

Roll under incoming bullets or enemies.



GRENADE

Press B Button to toss grenades at enemies or
obstacles.



DUCK

Duck for cover! Press Down on the +Control
Pad to dodge enemy fire. You can also crawl
in either direction if you are ducked down.



DIGGING

Useful defensive maneuver. By pressing
Down on the +Control Pad and the B Button
you can dig underground to take cover. While
underground the Hominid can dispatch
enemies by pulling them down with him by
pressing the B Button.

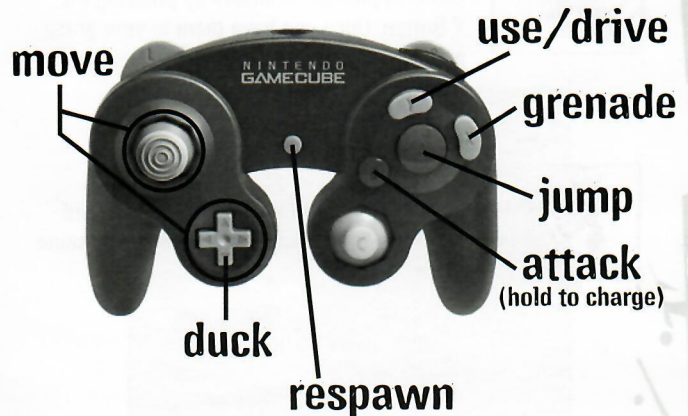
POWER SHOT

Hold the B Button once you begin glowing
your weapon is supercharged. Release the
button for a high-powered blast!!!

FREAK ATTACK

While jumping over an enemy press the A
Button to jump on top of and ride an enemy.
Once riding an enemy, the Hominid can
control the movement of the enemy with the
Control Stick. This move also works with
player 2 if playing multiplayer.

L roll R



ADVANCED MOVES



BACK FLIP

Press the L Button while facing right to backflip left. Press the R Button while facing left to backflip right.



FREAK ATTACK

Bite Skulls, or...

Once the Hominid has entered the "Freak Out" move he can then bite the heads off enemies by pressing the B Button.



Carry Them, or...

If the Hominid is in the Freak Out Mode he can also pick-up an enemy by pressing the Y Button. Once you have them in your grasp press the B Button to throw them!



Get a Boost!

While also in Freak Attack Mode Hominid can Jump off the back of their head for some extra height!

MULTIPLAYER



When working with another alien, you can use cooperation to reach new heights or transfer shield points!

To benefit from these bonuses, you must first Freak Out onto your friend's head!

AFTER FREAKING OUT



Each time you jump on your friend's head, you transfer 1 hitpoint of your shield!

If the alien being ridden jumps, it sends both players extra high into the air!!!



VEHICLES



DRIVING: The Hominid can enter and drive different vehicles. Try it out!

Enter a vehicle (while standing next to it)- Y Button
 Exit a vehicle- A Button
 Fire Weapon- B Button
 Throw Grenade- X Button

FLYING:

FLY- Control Stick or +Control Pad
 FIRE WEAPON- B or Y Buttons
 THRUST- A Button
 TRACTOR BEAM- B Button (you can only activate the tractor beam if you are near the ground)

AFTERBURNER- Press the X Button to accelerate the spaceship

While inside the spaceship Player 2 can play as the gunner.

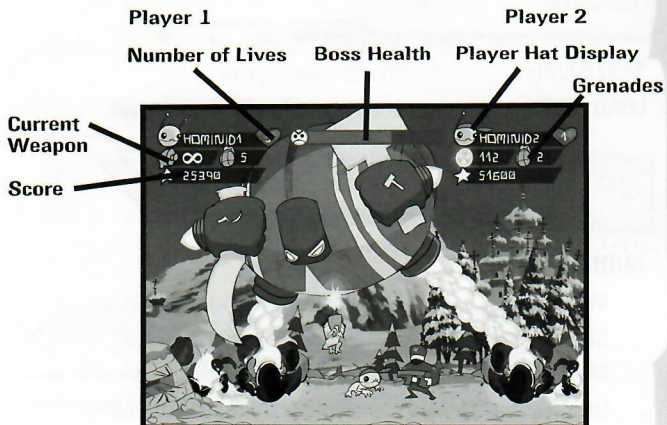
Player 2 spaceship gunner controls:

Primary weapon- B Button
 SECONDARY weapon- X Button
 ROTATE gun- Control Stick

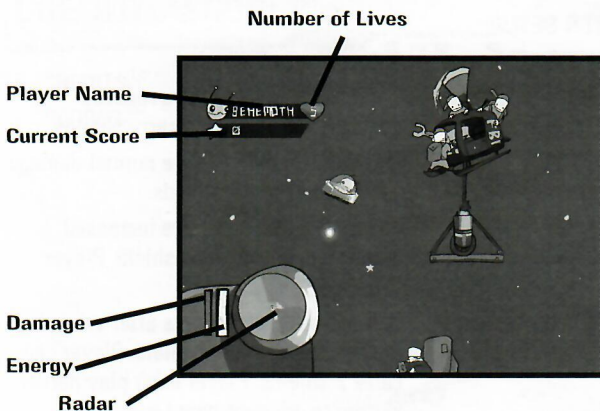
ADDITIONAL VEHICLES CLASSIFIED

H.U.D.

GROUND BASED H.U.D.



SPACESHIP H.U.D.



MENU SCREENS

GAME

NEW GAME- Starts a new game
LOAD LEVEL- Load a previously played level

OPTIONS

AUDIO:

MASTER- Master Volume Level
SFX- Sound Effect Volume Level
MUSIC- Music Volume Control Level

Use finger over sliders and hold A Button to increase or decrease the desired level.

Activate ACCEPT to keep changes, press the Y Button to discard changes and return to previous menu.

PLAYER SETUP:

DIFFICULTY- Select Player Difficulty.
HARD- 2 continues, bullets have reduced damage. Player cannot carry shields.
MEDIUM- 3 continues, bullets have normal damage. Player can carry 2 shields.
EASY- 5 continues, bullets have increased damage. Spawn with a shield. Player can carry 2 shields.

TS (Thumb Sucker)- 99 continues, game ends after urban levels. Spawn with a shield. Player can carry 2 shields. Player must play harder setting to advance past Level 1-5.

GAMECUBE CONTROLLER RUMBLE FEATURE-

GameCube Controller Rumble Feature ON /OFF

NAME-

Name your Hominid for personalized fun

CONTROLS-

Select from 3 pre-defined control layouts

HAT-

Choose from a fashionable range of hats

GORE:

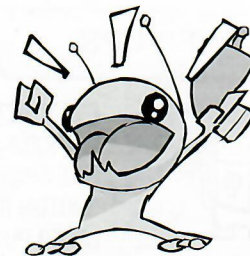
ON - Lots of meaty pieces
OFF - Lots of pretty flowers and sparkles

MINI GAMES

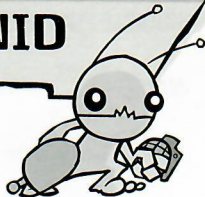
Mini Games Unlock as you play (See Mini Game section)

CREDITS/SCORES

CREDITS- See who we are
SCORES- High Scores

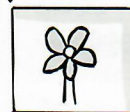


THE HOMINID



SHIELD: The Hominid has a protective shield (protection depends on difficulty setting – see **OPTIONS**). Players can swap shield points by using the freak attack on each other.

LIVES: Within each level, the **PLAYER** is awarded an extra life for the first 10,000 points. The range is incremented by 1,000 each time you receive a one-up within a level, so you will need 10,000 points, followed by an additional 11,000 points, followed by an additional 12,000 points, and so on. The longer the level is played, the harder it becomes to rack up extra lives.

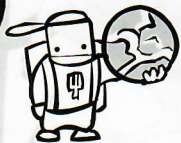


FLOWERS: Dig next to any flower and the Hominid will automatically grab it and add an extra life.

TALLY: Points are awarded for damage unleashed.

ENEMY POINTS-	Damage against enemies
BOSS POINTS-	Damage against large opponents
STYLE POINTS-	Creative Damage – Biting, Grabbing, throwing into other enemies, etc.

POWER-UPS



FAT KIDS:

FAT KIDS give you POWERUps such as these:

FIRE SHOT	ICE RAY
PHOTON BURST	ACID BLAST
LASER PULSE	SPREAD SHOT
MEGU CANNON	

SECRET ITEMS



Picking up this box will increase your grenade count by 10!

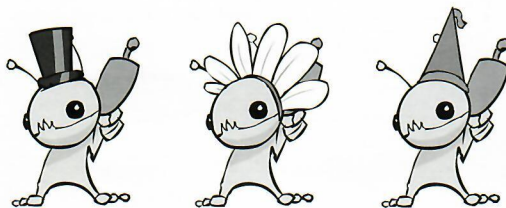
Some mini-games or hats are unlocked during regular advancement through levels. Others are unlocked by doing something specific in the game.

You will know that you have unlocked something when you hear the foghorn sound. It will not announce what is unlocked, you must go back into your menu and look to see what you have earned!

HATS

Hats are unlocked as you play the game or after specific events occur. For example, if **PLAYER** blows up the Behemoth building in Level 1-4, it unlocks the rooster hat. The **PLAYER** can also unlock the goggles in Level 1-4 if you manage to defeat the helicopter without losing your tank. Hats unlock as you play...over 30 styles to discover.

Once you have unlocked certain hats, you can choose them in your options menu.



COMBAT TIPS

Shooting down while in the air can get you **extra hang time** when you need it!

Stay calm! A crazed alien is a dead alien!

Focus on the bullets! All it takes is one to turn you into a dead alien. Pay attention to where they are and react!

Charge up in between the mayhem for some screen-clearing action!

Remember to Roll! Rolling forward will roll you right under high bullets! You can roll at enemies after they fire for the quick kill!

Head-bite an enemy in front of other enemies to **scare them!**

Stack power ups of the same kind to add to your current ammo count!

Bosses usually have **PATTERNS!**

NOTES

MINI GAMES

CHALLENGE STAGES:

Do as much damage while racking up as many points as you can! Different arenas and objectives mix and match the gameplay!

Modes:

1. Head to Head
2. 1 & 2 player vs. Computer

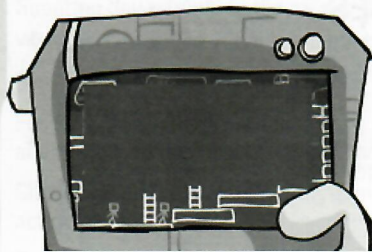
Objectives:

1. Play to Points - First to gather 25,000 points wins.
2. Time Limit - Score as many points as you can before the timer runs out.
3. Survival - How long can you stay alive?

Arenas:

1. Freeway - Takes place in freeway (Level 1-2). Jump from car to car attacking FBI agents and FBI vehicles
2. Desert - In the desert outside Area 51 Fight your way through deadly scorpions, enormous vultures and menacing whirlwinds.
3. Area 51 - Inside the Area 51 facility Survive by destroying robots and agents.

PDA GAMES



Over 200 levels of 1 to 4 player madness. Easy to pick up, difficult to master, these levels will test your ingenuity and reflexes. Clear the map of enemies to open the exit. "Jump-in-anytime," multiplayer for up to four players!

Move Control Stick or +Control Pad ◀ or ▶

Jump A Button

Double Jump A + A Button

Relief Y Button

Friendly Fire Attack A + B Button

Use/Grab a ladder Control Stick or +Control Pad ▲ or ▼

Survival Tips:

Study the level before rushing in to die

Ladders are your friends

You can't swim

Boat capacity is 2 players

Beware of spike traps



Gunner



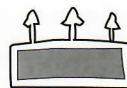
Boulder



Ladder



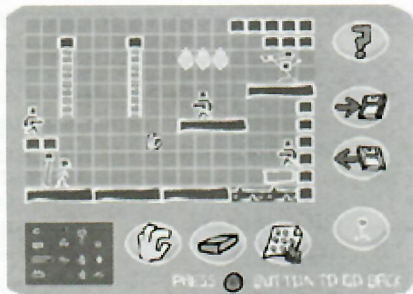
Patroller



Spike trap

and more!

LEVEL EDITOR



Grab to pick up and move pieces



Erase pieces from the grid



Quickly copy pieces by stamping



Save your levels here



Load a Saved level



Run and test the current level



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Bucky

Thanks to Newgrounds fans
For playing the prototype
7,011,699+ times
And believing in us!

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URBAN VINYL FIGURES



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NOTES

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