

# ALIEN™ VS PREDATOR™



**JAGUAR™**  
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GAME MANUAL  
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A L I E N<sup>TM</sup>  PREDATOR<sup>TM</sup>

JAGUAR<sup>TM</sup>

INTERACTIVE MULTIMEDIA SYSTEM  
GAME MANUAL

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## INTRODUCTION

Alien Vs. Predator is a tactical simulator depicting the events following the fall of Camp Golgotha Colonial Marine Training Base to a group of xenomorphs (aliens) not yet fully classified. Limited data from the incident also allow for reasonably extrapolated simulations from the viewpoints of the two alien groups believed to have participated in the incident. The data contained herein is considered top secret as of this release, and any duplication, distribution or display is punishable by court-martial with a maximum penalty not to exceed seven years imprisonment in the Yuggoth penal colony, SYS Aldeberan IV. (USCMC, 53622a)

# GETTING STARTED

1. Insert your JAGUAR Alien Vs. Predator cartridge into the slot of your JAGUAR 64-Bit Interactive Multimedia System.
2. Press the POWER button.
3. Insert the appropriate plastic overlay (Marine, Alien or Predator, depending on which game you wish to play) in the slots over the controller of your Jaguar keypad.
4. Press any fire button to discontinue the title screen.
5. On the Character Selection Screen, press left and right on the joypad to toggle between the Marine, Alien or Predator character choices. When the desired character is selected, press A.

# PAUSING THE SIMULATION

To momentarily stop play of the simulation, press the PAUSE button. PAUSE will be shown on-screen and all action will cease. To continue the simulation, press PAUSE.

# SAVING AND RESTORING SIMULATIONS

You can save the progress of a simulation at any time to hold the game in cartridge memory. This allows you to mark your progress, or to Restore the Simulation later. Up to 3 in-progress simulations can be saved at any one time.

To save a game, press the PAUSE button at any point during game play. When PAUSE is shown, press the OPTION button. Press up or down on the D-Pad to bring up the text GAME 1, GAME 2, GAME 3. Continue pressing up or down to cycle the "arrow" symbol to the SAVE GAME slot you want to use. Press the B button. The GAME slot selected will quickly flash, and PAUSE will disengage. When a simulation is saved to cartridge memory, your location and only these items are saved.

**For the Marine:** Score, security card clearance #, weapons, ammo and energy currently collected.

**For the Predator:** Score, weapons attained, energy and med-pak reserves collected.

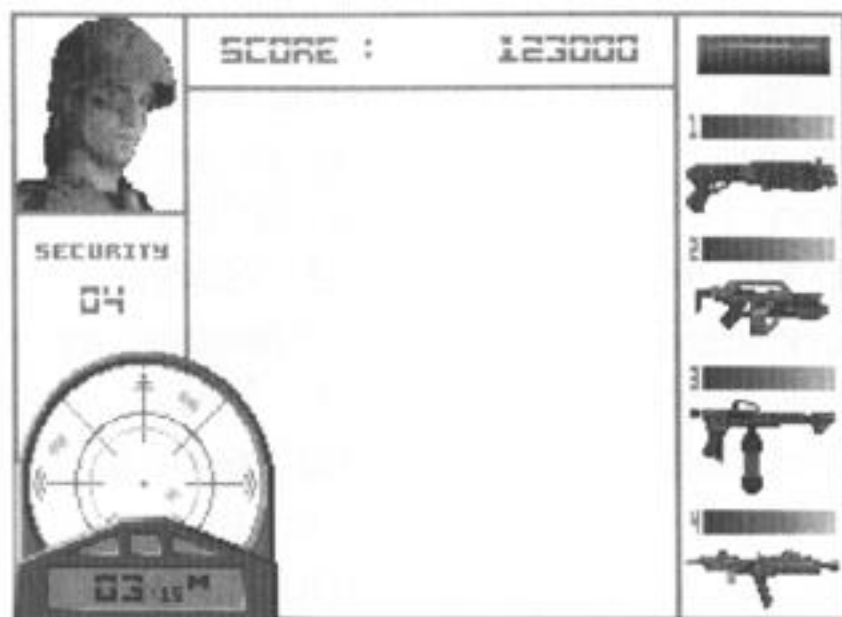
**For the Alien:** Score, quantity and status of Aliens gestating.

All random enemies, ammo, food and med-kits will be re-generated. So make sure you save wisely.

To continue playing a saved game, select RESTORE GAME at the options screen. If a game has been saved, it will display RESTORE GAME 1, 2 or 3. The font type used is different for each of the characters to help you remember which game is which.

# HEADS-UP DISPLAY

After a brief introductory fade-in, you will be presented with a first-person view of the interior of the training base (or XT ship), along with a superimposed display (referred to throughout this manual as the Heads-Up Display or HUD) containing vital information:



If you find the superimposed display difficult to read or distracting, you can adjust its brightness to your liking. To dim/brighten display, press Pause and then Option and use the joypad to adjust the HUD Brightness Control slider.

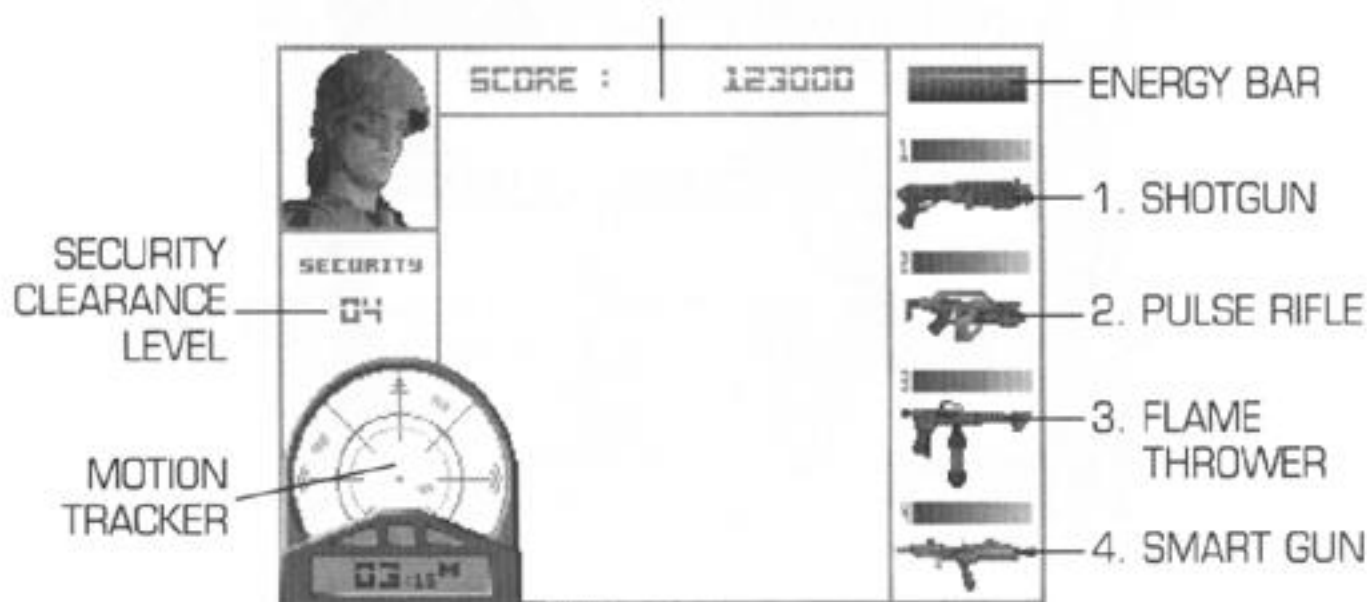


# SCENARIOS

## MARINE SCENARIO

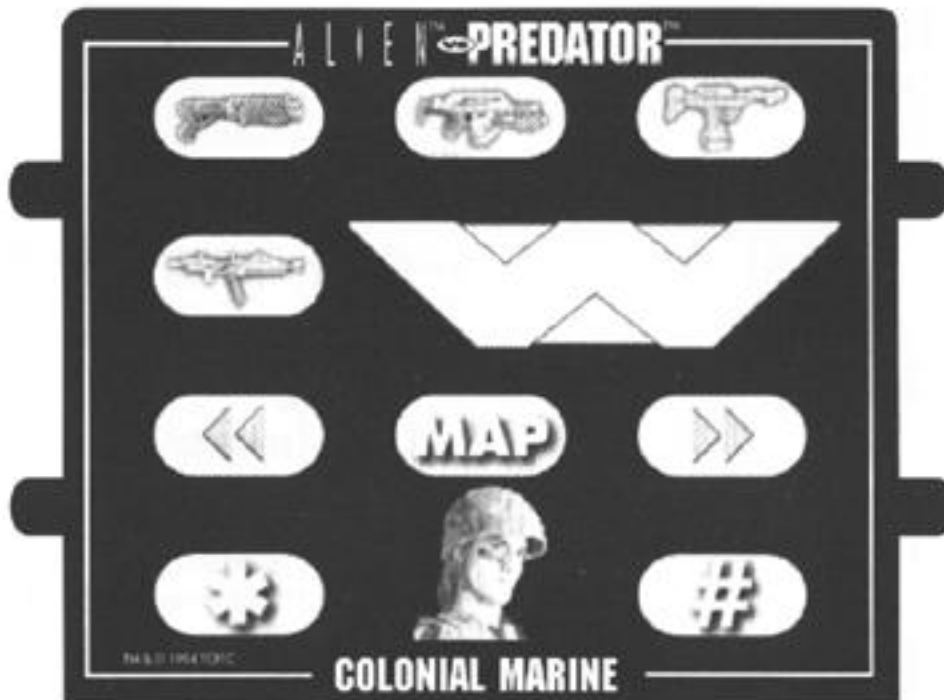
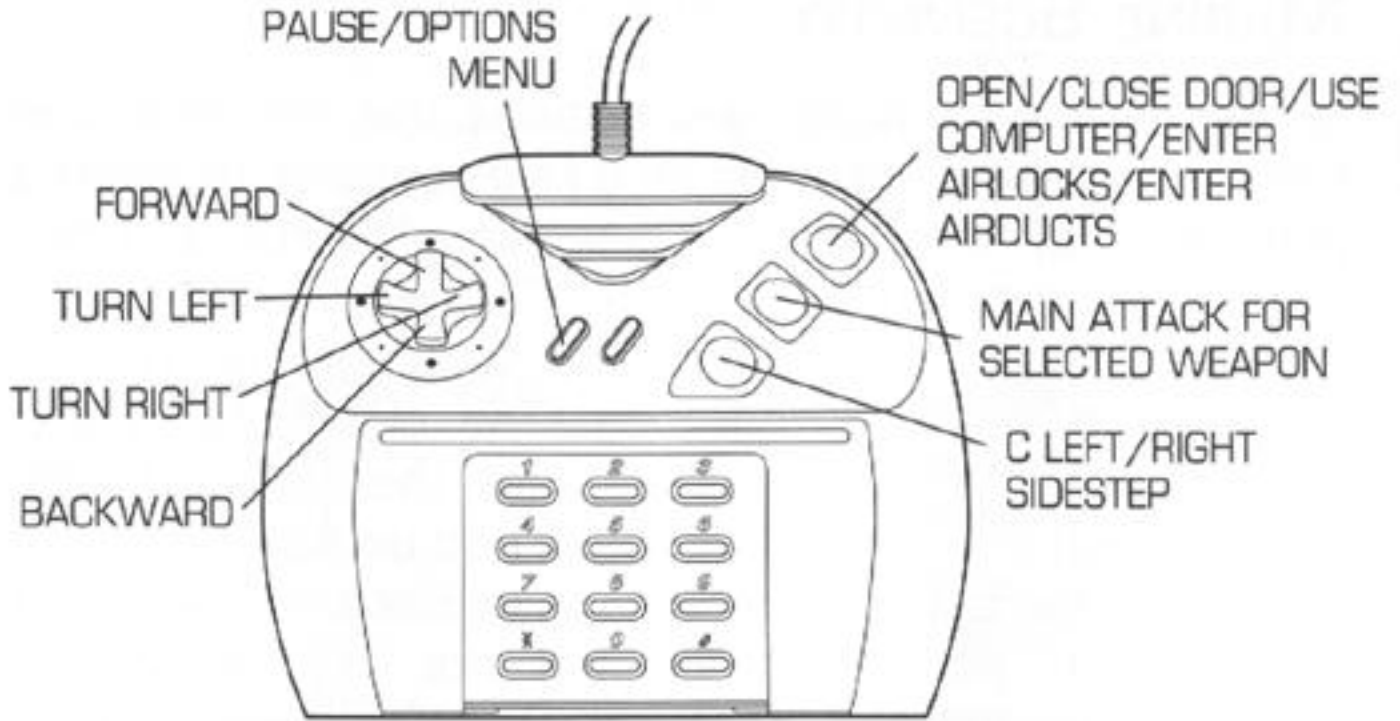
In the Marine scenario, you assume the role of a lone Marine recently released from a brig sentence to find the population of the Marine Base slaughtered, and the installation overrun by hostile XTs (extraterrestrials). You begin the scenario with no weapons, no motion tracker, no security clearance. The objectives in this scenario are to arm yourself, set the base to self-destruct and escape in the escape pod on Sublevel 5. As per Field Operations Directive Code Section 3.29, the only escape pod remaining will not key its launch sequence unless the Terminal Destruct Sequence is initiated by authorized USCM personnel with Security Clearance 10.

SCORE



(THE BAR ABOVE EACH WEAPON REPRESENTS THE AMOUNT OF AMMUNITION AVAILABLE.)

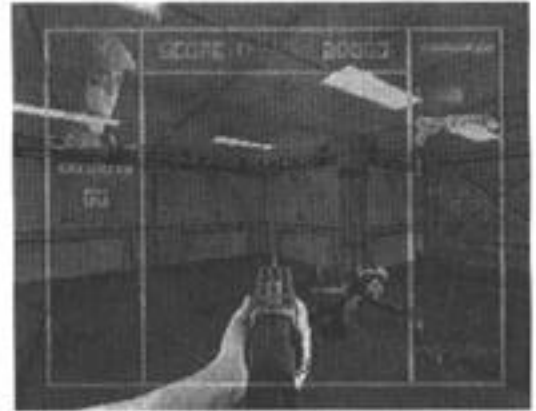
# CONTROL CONFIGURATION



(# PLUS \* RESETS THE GAME)

## MARINE ARSENAL

Scattered throughout the base are a number of items which you may find useful or necessary for your survival. They may be found by themselves, or (in the case of security clearance cards and higher-grade weapons) on the persons of base personnel killed in action.



To pick up an item, simply move over it, and a message will appear onscreen, indicating which object you have obtained. To change the currently selected weapon, press the appropriate key. Items you may find in the base include:



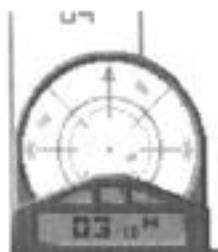
**Shotgun:** Standard pump-action scattergun, useful for last-ditch proximity fire. Minimal effectiveness against XT exoskeletal armor, and practically useless against 'Predator'-type extraterrestrials.



**M41A Pulse Rifle:** Fires 10 x 24 mm explosive-tipped, caseless rounds. Reasonably effective against exoskeletal armor.



**Flame Thrower:** Launches jets of Napthal which adhere to target and burn. Somewhat more effective against exoskeletal armor than the M41A.



**Motion Tracker:** Special low-end training unit tracks/displays enemy movement/location (within 15 meters) against a stationary background in a 360° arc.



**Medical Kit:** Standard medical field kit containing Mplex capsules, transdermal stimulant/painkiller slap patches, etc. Good for a 25% health gain.



**Smart Gun:** Steady-harness, smart-targeting, man-portable support weapon. Maximum effectiveness against XT exoskeletal armor.



**Assorted Ammunition:** Ammo for each of the weapon types found in the simulation is automatically added to your weapon's clip as you obtain it. It can't be overly stressed that even the most advanced weapon in the universe is just excess weight without healthy amounts of ammo. As in any field situation, on- or off-world, your weapon is your best friend; take care of it, and it'll take care of you. Load up!

## OTHER ITEMS

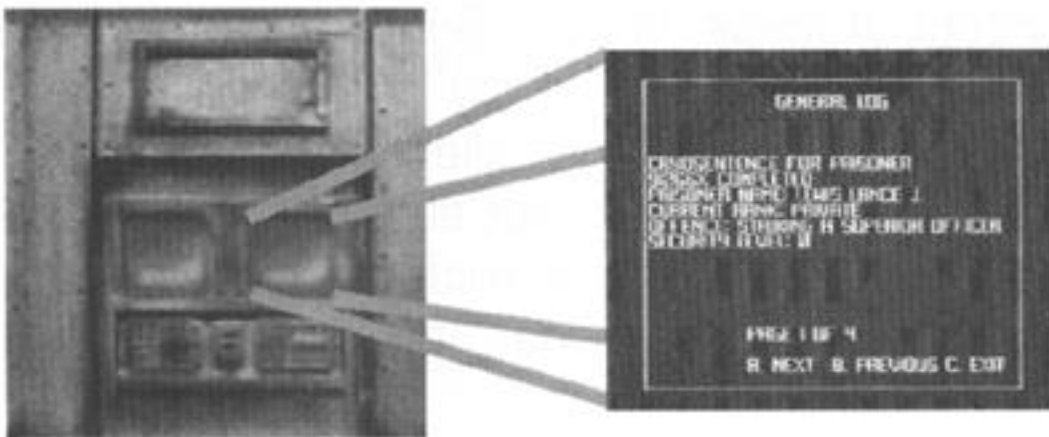
**Security Clearance Cards:** Levels 1-10. Each successive security card grants higher access to armories and secure areas of the base.



**Food:** Standard-issue C rations. Just don't think too hard about what this stuff is made of, and you'll be fine. For purposes of this simulation, provides a 10% health gain.

# MARINE BASE PROFILE

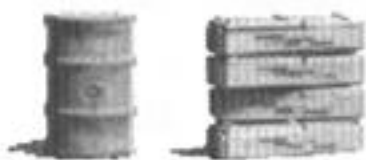
**Computer Terminals:** Information is power. When you encounter a computer terminal, move up close to it so the terminal graphic fills the screen. Then, to activate the terminal, press the A button. You will be given a menu of choices like the one below. To exit the computer screen, press C. Try to use the information in the General Log to aid your escape (and discover just what happened during your hyber-sleep). Be aware of the locations of exits, armories and, of course, the escape craft.



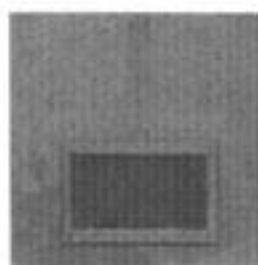
**Lifts/Elevators:** To use a lift, move up to the hatch until it fills the screen. To open the hatch, press the A button. To move up a level, press Pad-Up and A. To Move down a level, press Pad-down and A. Remember: an XT may be waiting for you when that hatch opens! Remember, "lower" levels have higher numbers; hence, the deepest level in the base is Sublevel 5.



**Secure Area Hatches:** Some area hatches (armories, for example) may require security clearances to open. As per Field Operations Directive Code Section 2.44, USCM installations in a state of emergency enable autodefense routines which initiate a red-one lockdown of key areas of command, control and armament. These areas require varying levels of clearance/access.



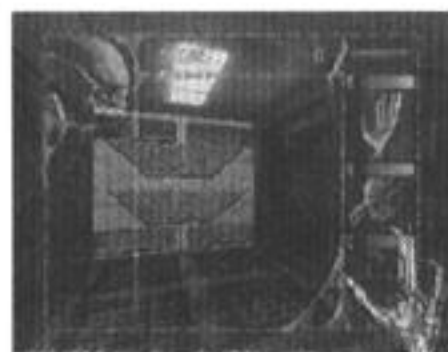
**Equipment:** Some areas of the Marine Base hold crates and barrels, some of which contain hazardous, volatile materials. Exercise caution.



**Airduct Access Vents:** Some areas of the base were sealed off by the crew in an attempt to keep the alien intruders out. Unfortunately, they forgot about the airducts. The base's network of airducts can provide alternate access to various areas of the base...for Marines and XTs alike.



**Cryogenic Suspension ('Hyber-sleep') Tanks:** Autolog reports during the Golgotha 'incident' indicate that the base's cryosleep monitoring system went down shortly after Private Lewis emerged; hence, these units are inert for purposes of this simulation.



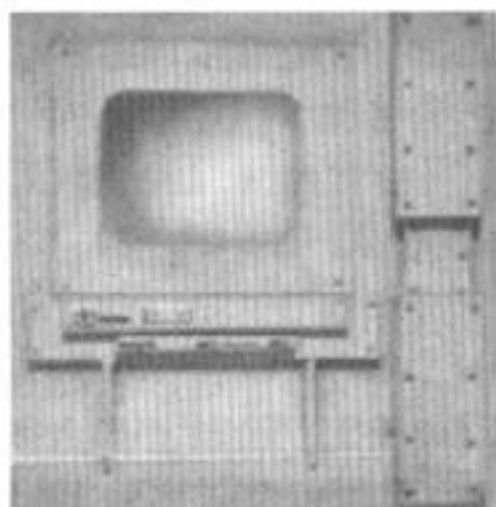
**Airlocks:** As the buffer chambers which separate a safe human environment from hard vacuum (or, in this case, docked craft of unknown origin), airlocks must be properly cycled in order to avoid a sudden, catastrophic depressurization of the base (or, in this case, for security reasons). After entering an airlock, close the hatch behind you. Once you have done this, it is safe to proceed to and open the next hatch.

**Med-Lab:** Personnel in need of medical attention (and with proper security clearance) may access state-of-the-art medical equipment (including Weyland Yutani diagnostic computers, Etchison Vacutract™ units and Sirius Cybernetics TPVs) in the Camp Golgotha sickbay. The Colonial Marine can regain lost energy by using the computers located in the base's medlabs. You must have at least a S.C. #4 or higher to get assistance. Access the blue screened terminals. FIRST AID will appear as an option. Select this, and if your energy is below the percentages outlined below, your energy is increased to a maximum amount, determined by your security level:

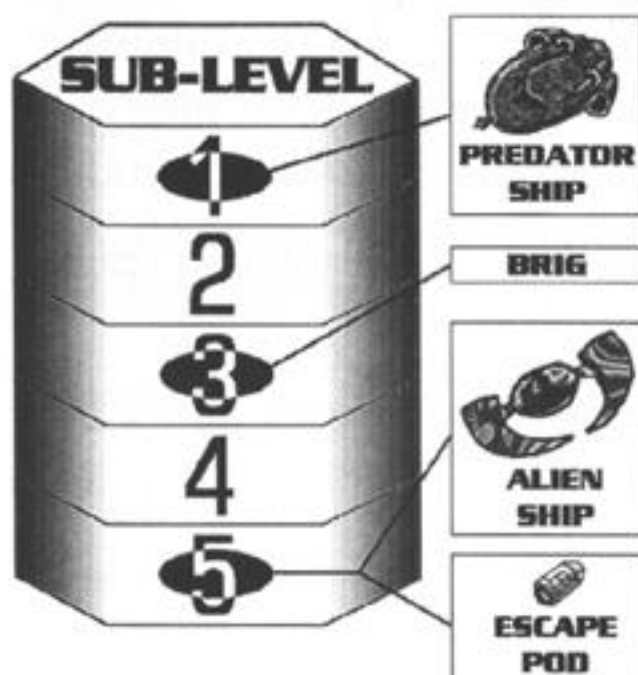
S.C. #4,5,6 allows you to regain 50% of maximum energy.

S.C. #7,8,9 allows you to regain 75% of maximum energy.

S.C. #10 allows you to regain 100% of maximum energy.



**XT Craft:** Two extraterrestrial vehicles are docked at the Golgotha base: The bio-mechanical ship which contained the exoskeletal aliens in the first place (referred to as the 'Alien Ship'), and the second vessel which apparently arrived in response to the Marine Base's priority one distress call (referred to as the 'Predator Ship'). No confirmed data is available on these craft as they were destroyed when the base self-destructed.



**Self-Destruct/Escape:** The remaining escape pod on the Golgotha Marine Training base will not key its launch sequence unless a Terminal Destruct Sequence has been initiated. When you arrive at the necessary terminal with the proper clearance, you will have the option to set the base for a timed self-destruct. Once initiated, self-destruct cannot be aborted, and you will have a finite amount of time to board the escape craft, key the launch sequence and reach MSD (Minimum Safe Distance, approximately 300 km) before the base's core reactor overloads and explodes.



## XT (EXTRATERRESTRIAL) PROFILE

Information on the two XT races believed to have been involved in the Golgotha incident is limited, but confirmed data follows:

**Acid Blood:** The exoskeletal XTs ('Aliens') had concentrated acid for blood. Killing aliens at extremely close range will result in a dangerous, acidic spray. Be cautious, as the acid remains active long after an Alien is killed.

**Facehuggers:** The aliens were multiple-stage creatures, taking different forms at different points in their life-cycles. First-stage aliens (see illustration) emerge from egg-like constructs and attach themselves to 'host' beings, implanting embryonic creatures which would grow and emerge from their hosts, killing said hosts in the process. If a Facehugger attaches itself to you in this simulation (see figure), dislodge it—with a rapid left-right joypad movement—quickly!



**Spectral Obfuscation ('Invisibility'):** The other group of XTs encountered in the Golgotha incident (code named 'Predators') were apparently capable of temporary invisibility. Predators would appear, attack, and disappear within seconds. A Predator's physical mass remains constant regardless of its visibility, so motion trackers were of some use against them. It is not known

whether this 'invisibility' entailed any physical defense. At this time, there is no evidence to suggest that firing blind is ineffective against an 'invisible' Predator.

## **MARINE STRATEGY**

Data on the Golgotha incident is limited and is in many cases extrapolated; as such, certain variables such as the location of particular items are randomized from simulation to simulation, but it is reasonable to conclude that the most valuable items will be found in the area of heaviest XT infestation. As in any combat situation, keep your environment in mind: Can you utilize hatches, obstructions, airducts? Given a choice, should you terminate an XT in a corridor, or try to draw it out into a room? (Keep in mind the acidic mess resulting from an XT kill.) Aliens attack quickly and sometimes in vast numbers, so remember the 'Republican Guard Retrograde' tactic of firing on targets while retreating—just make sure there isn't a bulkhead (or a thick nest of XTs) behind you. As you make your way to the escape pod, keep your sweep clean; try to clean out entire sections before moving on, using hatches as boundaries. Use the computers. And when facing overwhelming numbers, run—you're trying to escape, not prove how tough you are.

# XT (Extraterrestrial) SCENARIOS

In an alternate scenario, you assume the role of an invading xenomorph (either an 'Alien' XT or a 'Predator' XT).

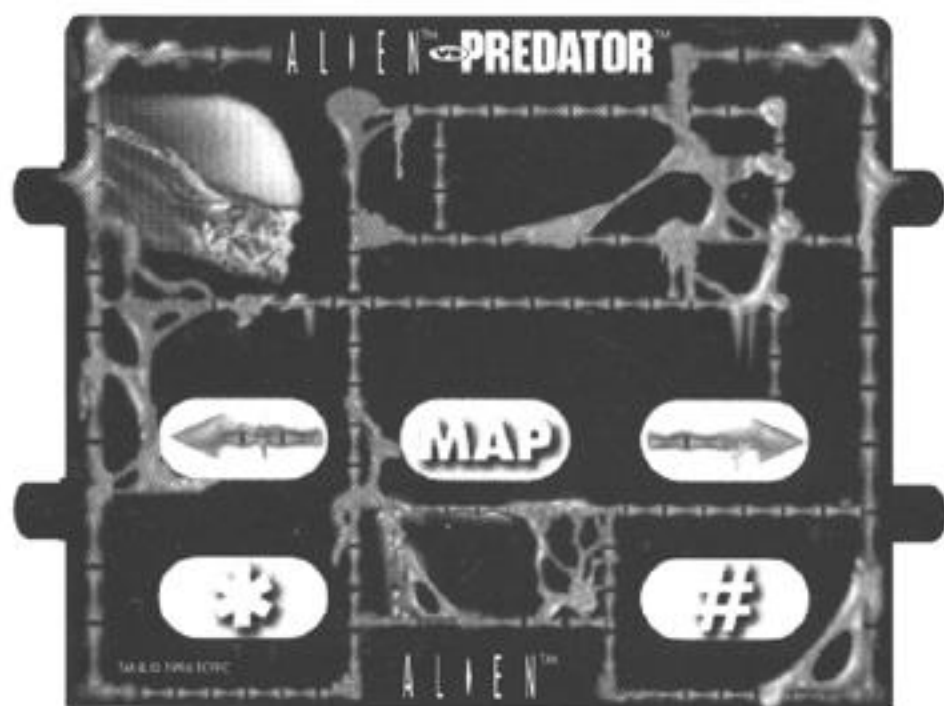
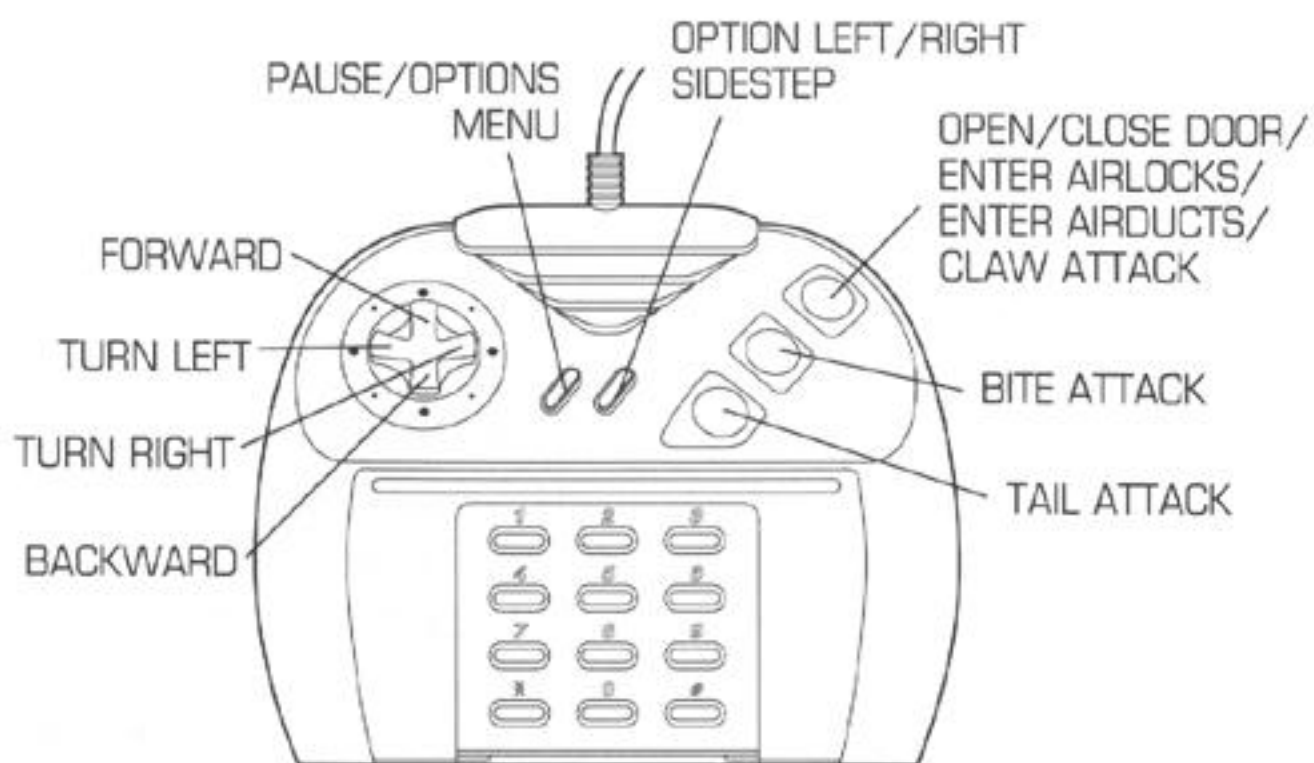
## ALIEN SCENARIO

**The 'Alien':** The Queen is being held prisoner in the Predator craft, and every moment, shrieking through THE HIVE collective mind, the instinctive/telepathic cry rings in your acid blood — RESCUE. To accomplish your objective in this scenario, you must start thinking like an Alien. You are one of THE HIVE. The interests of THE HIVE dictate your actions. Your life means nothing so long as THE HIVE continues. As an Alien, you must rely on your speed and inherent weaponry to protect THE HIVE—and locate new hosts to gestate a new generation of Alien Warriors. You begin the simulation with one Warrior "life." Because you have the unique ability to generate new lives, you and THE HIVE can live forever. You can have up to three active cocoons at any one time but remember to take into account the time it takes each gestating embryonic Alien to spawn and mature inside its host...or you may find yourself without an able Alien Warrior to rescue the Queen.



(BARS ABOVE ATTACK ICONS REPRESENT ATTACK STRENGTH METER.)

# CONTROL CONFIGURATION



(# PLUS \* RESETS THE GAME)

## ALIEN ARSENAL

**Venomous Tail:** A tail slash can stun even an armored soldier at a distance of up to two meters. This attack can be used in combination with the Claw attack to temporarily stun prospective "hosts" for cocooning—and gestation of new Alien Warriors (see below).

**Claw:** Slicing attack, limited to close range. Used in conjunction with the Tail attack to stun prospective hosts for new Alien Warriors. Also used for opening and closing doors.

**Extending Jaw/Teeth:** Devastating up-close attack. This is a "kill-only" attack, and the target is not eligible for gestation of new Alien Warriors. One bite attack will kill a Marine, but the Predator XTs are much harder to kill and may require multiple attacks.

**Speed:** As an Alien, you can move with (literally) unearthly speed. This allows you the advantage of surprise attacks and actually avoiding bursts of flame-thrower fire and other long-range weapons—and once your enemies must fight you close-in and face-to-face, all the weaponry in the world will not help them.

**Attack Strength Meter:** The physical force behind a melee-type attack degrades with fatigue and with wounds sustained. The Attack Strength Meter on the HUD represents the relative effectiveness of your attacks at any given moment.



**Cocooning:** To stun an enemy in preparation for cocooning, you must execute a three-step attack against them; thus, a Claw strike, followed in rapid succession by a Tail strike, and then another Claw strike. When the creature falls, you will see a message reading "COCOON"

THE ENEMY." Quickly, while the enemy is stunned, move forward over him until you see a message reading "COCOON COMPLETE." The enemy will now appear encased in an egg-like structure (see illustration) and you may leave him to his fate; soon, a young Alien Facehugger will implant the enemy with an embryonic Alien Warrior. Use the Growth Indicator to watch the feeding embryo grow in stages until it can emerge from the enemy, putting another Alien Warrior at your disposal. If you lose your current life, you will begin again at the location of the last enemy you cocooned. You may have a maximum of three extra Alien Warriors at any one time, but try to have at least one Warrior in reserve!

## **ALIEN STRATEGY**

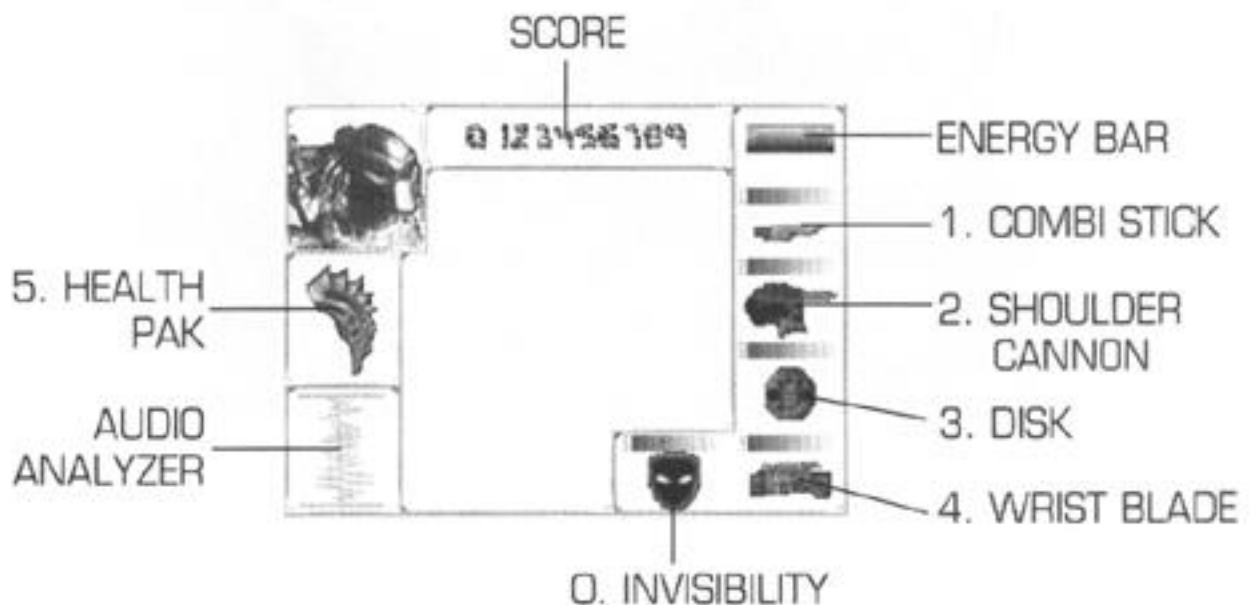
There is nothing available to heal aliens, so cocoon enemies early and often. Watch your Attack Strength Meter: attacks do less damage if you don't give them time to charge first—don't hold down attack buttons. A fast moving target is harder to hit, and as an Alien you are extremely fast, so keep moving! The Marines have jammed the lifts, so the airducts are your pathways between levels. Learn the network and, if you're hurting, hide in its enemy-free corridors to allow new aliens time to gestate. And remember that although you do not know what to expect in the depths of the 'Predator Ship,' your objective is to rescue the Queen.

# PREDATOR SCENARIO

**The 'Predator':** Analysis of the 'Predator' XTs in combat suggests that their presence was not military in nature but ritual, perhaps as a sort of rite of passage for a caste of uninitiated Warriors. It is conceivable that they responded to Camp Golgotha's distress signal merely to lend aid, only to discover they had come across a hunter's greatest prize: a group of born Warriors—pure, savage and instinctive—and their very Queen...

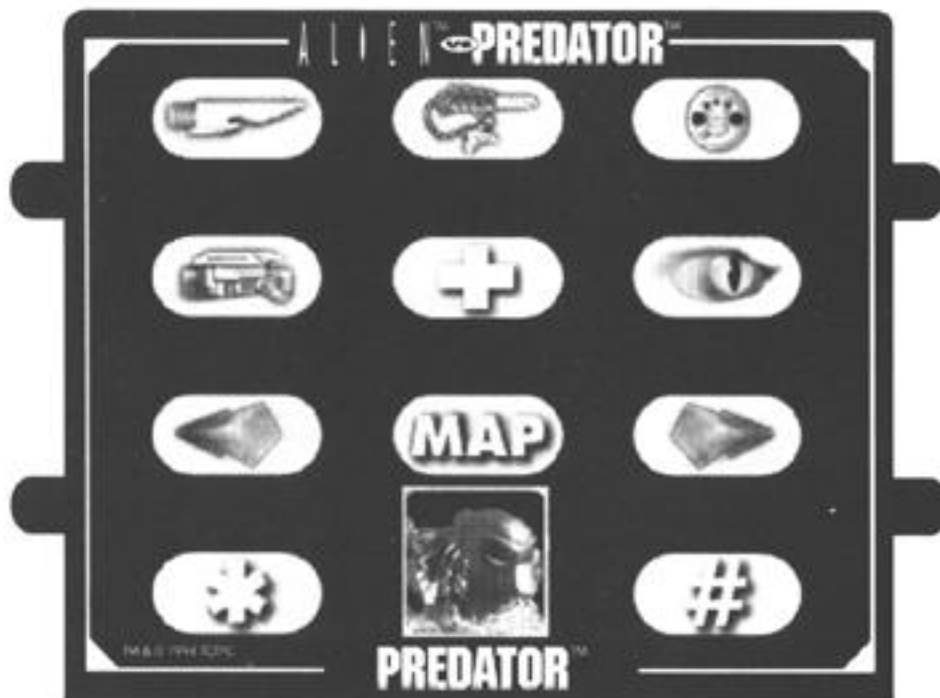
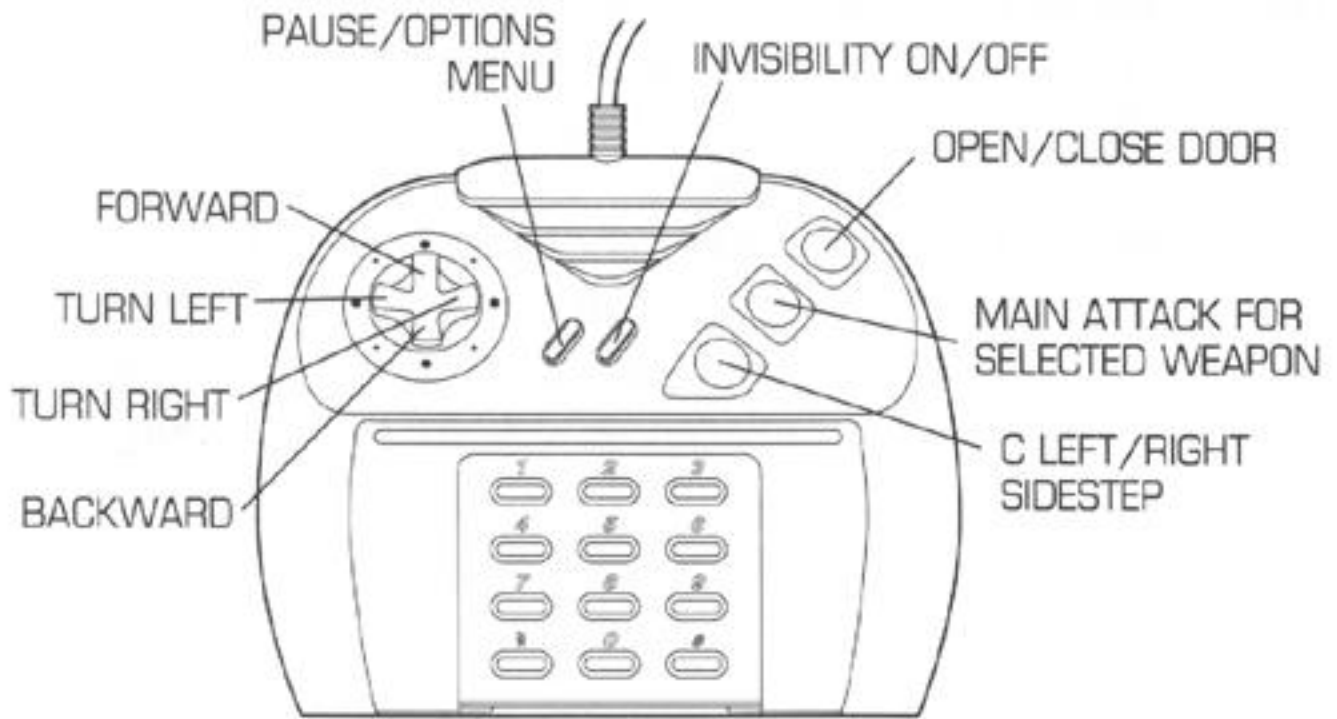
*Come forward, Youthful Warrior. Now is the time you ascend to the Stars. There to become one with your Honor. Unleash your power before our Race. Witness, will be our Elders to the Ancient Rite of Passage.*

*The Trial of Honor has begun. The Judgment of the Elders, alone you will face. Give your life to the Elders in disgrace. Take your life for the Elders with no fear—only Pride. In thought always keep, in action persevere, for your Honor and Tao will lead you to Them. Honor that you earn is the only way you exist. With that Honor, you may Hunt beside the Elders. You live for the Hunt. You Hunt for Honor.*



(BARS ABOVE ATTACK ICONS REPRESENT ATTACK STRENGTH METER.)

# CONTROL CONFIGURATION



(# PLUS \* RESETS THE GAME)



Fortune has shone its light for your Rite, young one. Discovered, we have, an ideal scenario for the Fighting you require. Not far from here, hostility appears to be in force. One of the most challenging of all species has come into contact with one of the weakest. To a skilled warrior, the oxygen-breathers will not pose much of a threat, though a developed colony of aliens will hinder your path. To show the Elders your strength, you must penetrate the 'Alien Ship' and take away the driving force behind the colony—their Queen, so precious. A lovely addition to our Trophies, her skull will be. Graceful and expressive of the ultimate perfection their species has become. The Rite which lies before you has sent many of our kind to their destiny. Do not let your guard down, or they will certainly infest your corpse, to be. They survive in any environment. They have wiped out entire races like a raging death machine. Their presence has become a permanent disease, condemning all other life to perpetual demise.

We are approaching the targeted vessel. Interior scanning confirms our suspicion. Killing there is much of, as the aliens are again doing what they do best—surviving. The Test will begin once we have located a suitable entrance to accommodate us.

A powerful arsenal of weapons will accompany you, but when the Test begins only the Wrist Blade is active for your battles. You will need to attain superior weaponry to kill the Alien Queen and claim her crested skull. Superior weapons will only be awarded as you reach and maintain preset levels of Honor Points. If your Point total falls below any of these preset levels, you will lose in succession each weapon. Always fight with Honor, and victory will come.

## **PREDATOR ARSENAL— MELEE (HAND TO HAND) WEAPONS:**

**Wrist Blade:** The Wrist Blade is the weapon chosen for beginning the scenario. Twin blades, double-edged, and sharp enough to tear through bone, these retractable blades are effective against both large and small oppo-

nents. Using it shows you possess true Pride, because you must fight your opponent face-to-face.

**Combi-Stick (150,000 Honor Points):** The first weapon you'll receive for Honorable Fighting is the Combi-Stick. When you reach the mark of 150,000 Honor Points, this self-powered, telescoping spear is granted. Merely one meter at its shortest length, the Combi-Stick extends by 2 meters at each end, making it a formidable weapon for close range attacks. Made of nearly unbreakable alloys, sharpened tips on either end produce electrical charges as it slices through any surface.

## **PREDATOR ARSENAL— RANGED WEAPONS**

**Smart Disk (350,000 Honor Points):** The Smart Disk will be available after you gain 350,000 Honor Points. Thin and ultra-light, this internally powered airborne weapon is crafted of the materials which produce the Combi-Stick, easily slicing through an opponent with its devastating razor edges. When thrown, it will leave your grasp and do severe harm to anything living in its flight path. For purpose of the Test, the Elders decree that the concentration needed to retrieve a combat-standard Disk should not be present; the Elders have therefore granted a large number of test-programmed Smart Disks to you.

**Shoulder Cannon (750,000 Honor Points):** Finally, the most powerful aid in your quest is the Shoulder Cannon. This shoulder-mounted and lightweight weapon is capable of firing multiple long range energy bursts. The destructive power unleashed by these bursts will deal damage to anything near the target, including the Warrior foolish enough or brave enough to use the Shoulder Cannon in close quarters.

**Attack Strength Meter:** The physical force behind a melee-type attack degrades with fatigue and with wounds sustained and/or weapon charging time. The Attack Strength Meter on the HUD represents the relative effectiveness of your attacks at any given moment.

**Health-Pak:** Even the most skilled and vicious Warriors will receive damage. The Health-Pak, also given to you for immediate use, is valuable for completing your Rite. It holds many compounds, various medical tools and pain-suppressors to maintain your energy. This item is functional anytime, but additional materials will be required. While you're hunting the oxygen-breathers, search for their medicine and their physical nourishment units; your Health reserve will increase with the acquisition of these things. When you feel the need, you may transfer this reserve to your total energy, and continue the Hunt, revitalized. Use the Health-Pak with wisdom.

**Audio Waveform Analyzer:** A function of the biohelmet, the Audio Waveform Analyzer reacts to changes in the audio environment. A flux in the displayed waveform indicates the presence of an enemy which may or may not be in a Warrior's line-of-sight.

**Invisibility:** To Hunt successfully, the perfect camouflage is needed. Every Warrior is given these techniques. Perfectly mirrored with your surroundings, you will become. When engaged, invisibility works in conjunction with your Light-Spectrum Filter built into your Bio-Helmet. Remember, invisibility and your vision filter work as one, and one cannot work without the other.

## Important

The Ancient Laws dictate that invisibility determines the degree of Honor. To make a kill against any opponent, while under invisibility's cloak, is dishonorable. This will result in Honor Points being subtracted. To prove your worth as a Predator and attain the Warrior's weapons, you must gain Honor Points through Honorable kills.

**Multispectrum Filter:** The Multispectrum Filter is available for the duration of your invisibility. You may select from 5 different visual enhancements. Since each is distinctly different, try using them all in unexplored areas. This will allow you to find the proper Spectrum Filter for effective Hunting. You will soon develop the knowledge of which Spectrum Filters work best in any of the varied locations.

## PREDATOR STRATEGY

Take the Honor Point System deathly seriously. If you attack repeatedly while invisible, you will lose honor, points, and, ultimately, weapons. Remember, the aliens can find you anyway. Medical supplies are limited, so you should use supplies you find wisely. Bear in mind the status of your Attack Strength Meter and the nature of the 'reserve' health system and be vigilant. Experiment with the different visual modes to determine the best ones to use in various area.

# HONOR POINT SYSTEM

Your arsenal of superior weaponry is only attainable by gaining points through fighting with Honor. The weapons can also be lost if your point total falls below the amount required to attain each weapon. There are 2 variables which effect the amount of points GAINED or LOST in combat.

1. **INVISIBILITY OPTION:** When you face an opponent while VISIBLE, Honor is proven and points are ADDED to your total. If your kill is made with INVISIBILITY on, points are SUBTRACTED from your total.
2. **WEAPON SELECTION:** When kills are made with HAND-TO-HAND COMBAT weapons, points involved are FULL VALUE. If kills are made with LONG RANGE WEAPONS, points involved are either HALVED or DOUBLED.

Put simply:

## HONORABLE ATTACKS

- VISIBLE, HAND-TO-HAND kills add FULL VALUE points.
- VISIBLE, LONG RANGE kills add 1/2 VALUE points.

## DISHONORABLE ATTACKS

- INVISIBLE, LONG RANGE kills subtract DOUBLE VALUE points.
- INVISIBLE, HAND-TO-HAND kills subtract 1/2 VALUE points.

# ALIEN VS. PREDATOR

## PREDATOR HONOR POINT VALUES

ENEMY	WEAPON TYPE	VISIBLE	INVISIBILITY ON
ALIEN	WRIST BLADES	+10,000	-10,000
MARINE	** **	+5,000	-5,000
FACEHUGGER	** **	+900	-900
EGG	** **	+300	-300
YELLOW DRUM	** **	+100	-100
ALIEN	COMBI-STICK	+10,000	-10,000
MARINE	** **	+5,000	-5,000
FACEHUGGER	** **	+900	-900
EGG	** **	+300	-300
YELLOW DRUM	** **	+100	-100
ALIEN	SMART-DISK	+5,000	-20,000
MARINE	** **	+2,500	-10,000
FACEHUGGER	** **	+450	-1,800
EGG	** **	+150	-600
YELLOW DRUM	** **	+50	-200
ALIEN	SHOULDER CANNON	+5,000	-20,000
MARINE	** **	+2,500	-10,000
FACEHUGGER	** **	+450	-1,800
EGG	** **	+150	-600
YELLOW DRUM	** **	+50	-200

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