

ALIENS™

A COMIC BOOK ADVENTURE



ALIENS™

A Comic Book Adventure

User's Manual

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Base Story

Space is cold, dark, silent. Few individuals look forward to extended deep space transit. It is the rare individual who chooses to work and live there.

In 2121 Colonial Intelligence Command, utilizing the combined resources of the remaining industrialized societies of Earth, began the first terraforming missions to deep space. The mission: transform dead worlds of rock and ice into flourishing planets capable of supporting Terrans who need to escape the pollution and overpopulation of Earth. This is accomplished by injecting lithophagic bacteria into the environment, spurring oxygen catabolism and, ultimately, life.

There were few volunteers initially, conscription being the norm. In time, though, many chose to sign up for the “greater glory of the CIC.” This is the story of four such people.

2157 -- The USS Sheridan is returning to Earth from its latest CIC forming assignment. Mission Commander Hericksen, Captain Williams, Science Officer O'Connor, and Doctor McGuiness are seasoned veterans. They have worked closely for months now, creating life on dead worlds. Successful mission completion is possible only by their working together as a team. They do that routinely, but at times tempers and tensions do flare. Three men, one woman. They have been in cryonic suspension for 200 days when the Sheridan's control system, MOM, receives an automated Class III SOS. The source: Planet B54c. CIC protocol dictates the “mud farmers” respond, whether they want to or not: MOM automatically defrosts them in response to the SOS.

Planet B54c is a Class 12 mining colony in Epsilon sector Barnard-234, near the periphery of Alpha Centauri. Staffed by less than forty humans, some robots and synthetics, the colony is an unknown quantity. SOSs from other vessels are one thing; a colony's SOS could mean an epidemic, environmental failure, anything.

Even this close to a settled colony, space is cold, dark, silent — the way Aliens like it.



CIC - CLASSIFIED

Name: Hericksen, Henry

Rank: Lieutenant Commander

Assignment: Mission Commander

Personal Data:

DOB: 20/04/23

Born: Cocoa Beach, Florida, USA, Earth

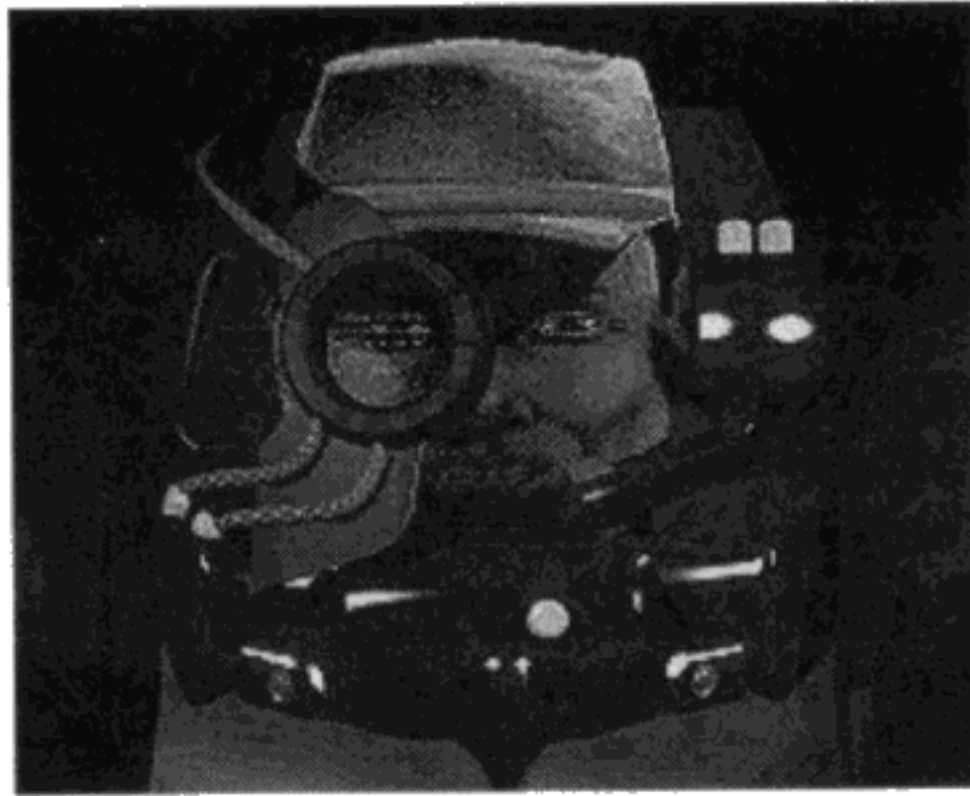
Education: B.A., Physical Education, University of Florida

Military Career: Enlisted, US Army, 2145

Advanced to rank of Captain

Court-martialed, stripped of rank, 2154 - Acted with cowardice on the battlefield, Betelgeuse Campaign, left one of his company to die in Xenomorph attack.

Psychological Profile: IQ 115, mixed narcissistic/compulsive personality, no psychotic potential



CIC - CLASSIFIED

Name: Williams, Mac

Rank: Captain

Assignment: Flight Specialist

Personal Data:

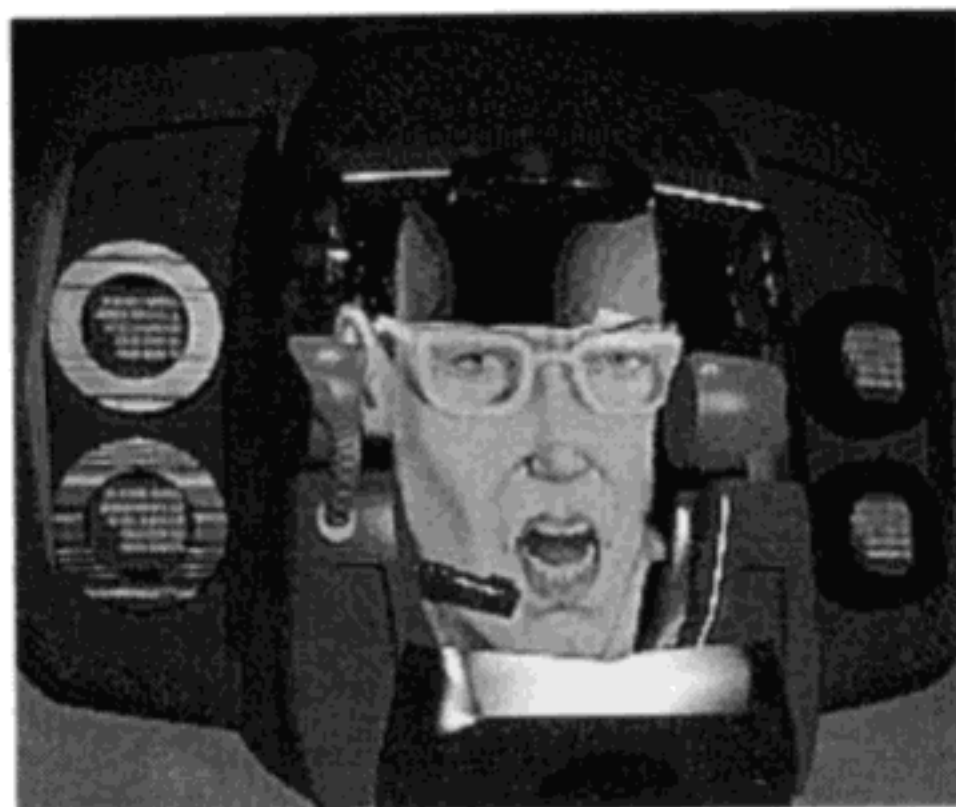
DOB: 21/03/21

Birthplace: Bronx, New York, USA, Earth

Education: B.S. Aeronautics, City College of New York

Military Career: none

Psychological Profile: IQ 125, mixed histrionic/compulsive personality, recurrent Major Depression with suicide attempts, Meta-heroin dependence, in remission, served six years of ten year sentence for drug trafficking, Attica State Prison, limited psychotic potential



CIC - CLASSIFIED

Name: O'Connor, Jack

Rank: Lieutenant

Assignment: Science Officer

Personal Data:

DOB: 13/01/12

Born: New Dublin, Proxima Colony, Sector 679

Education: BS, Microbiology, UC Berkeley
MS, Astrophysiology, Stanford University
PhD, Xenophysiology, Oxford University

Military Career: none

Psychological Profile: IQ 221, mixed compulsive/schizoid personality, Post-traumatic stress disorder, secondary to xenomorph attack at age 14, necessitating massive cardiac and CNS synthetic reconstruction, strong potential for psychotic decompensation



CIC - CLASSIFIED

Name: McGuinness, Lora

Rank: Lieutenant

Assignment: Doctor

Personal Data:

DOB: 30/10/25

Born: Chicago, Illinois, USA, Earth

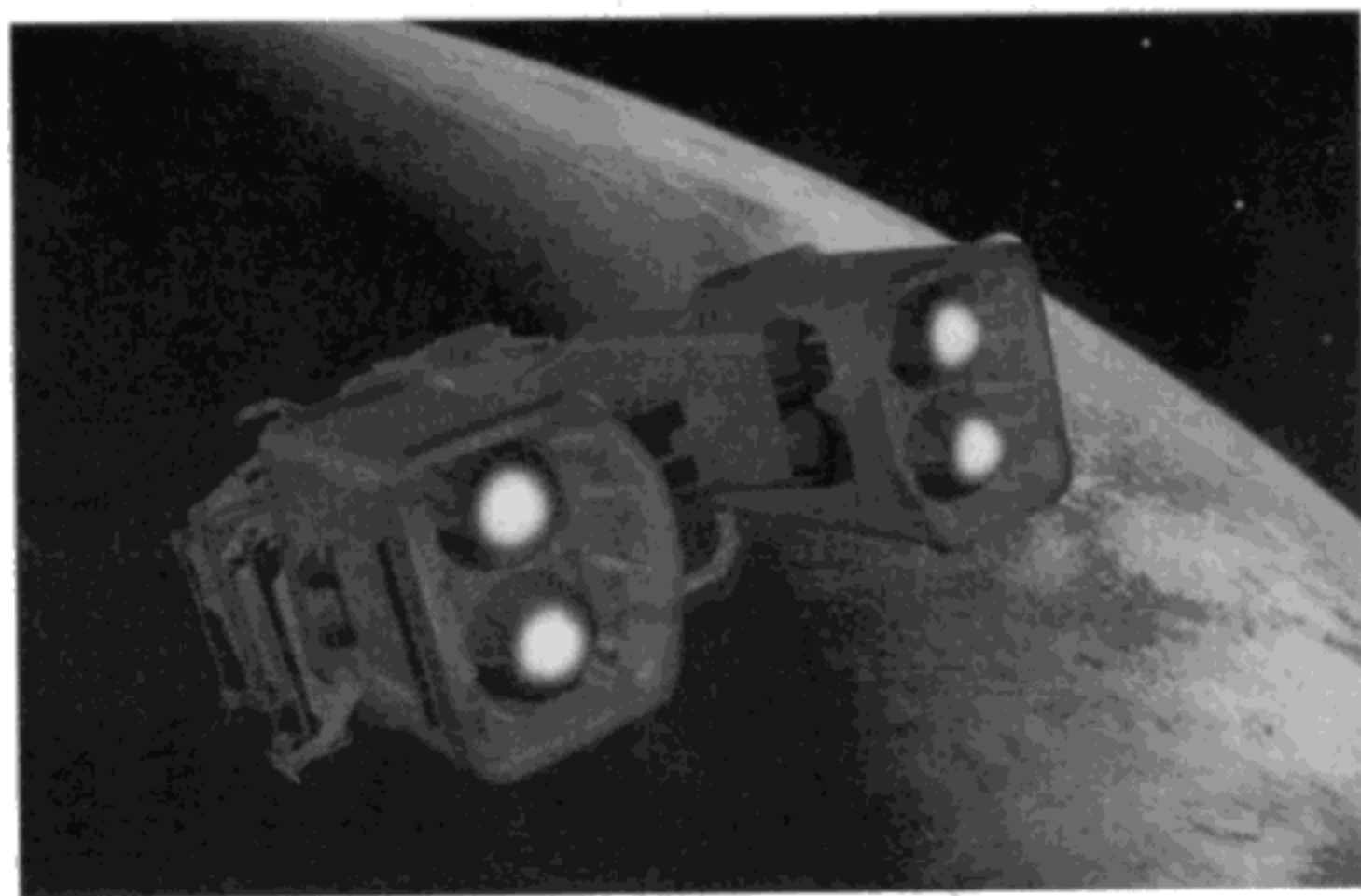
Education: BS, University of Chicago, Microbiology
MD, Johns Hopkins

Residency, Internal Medicine, Columbia University

Military Career: Air Force, Captain, honorably discharged

Psychological Profile: IQ 150, mixed compulsive/dependent/avoidant personality, no psychotic potential

USS Sheridan



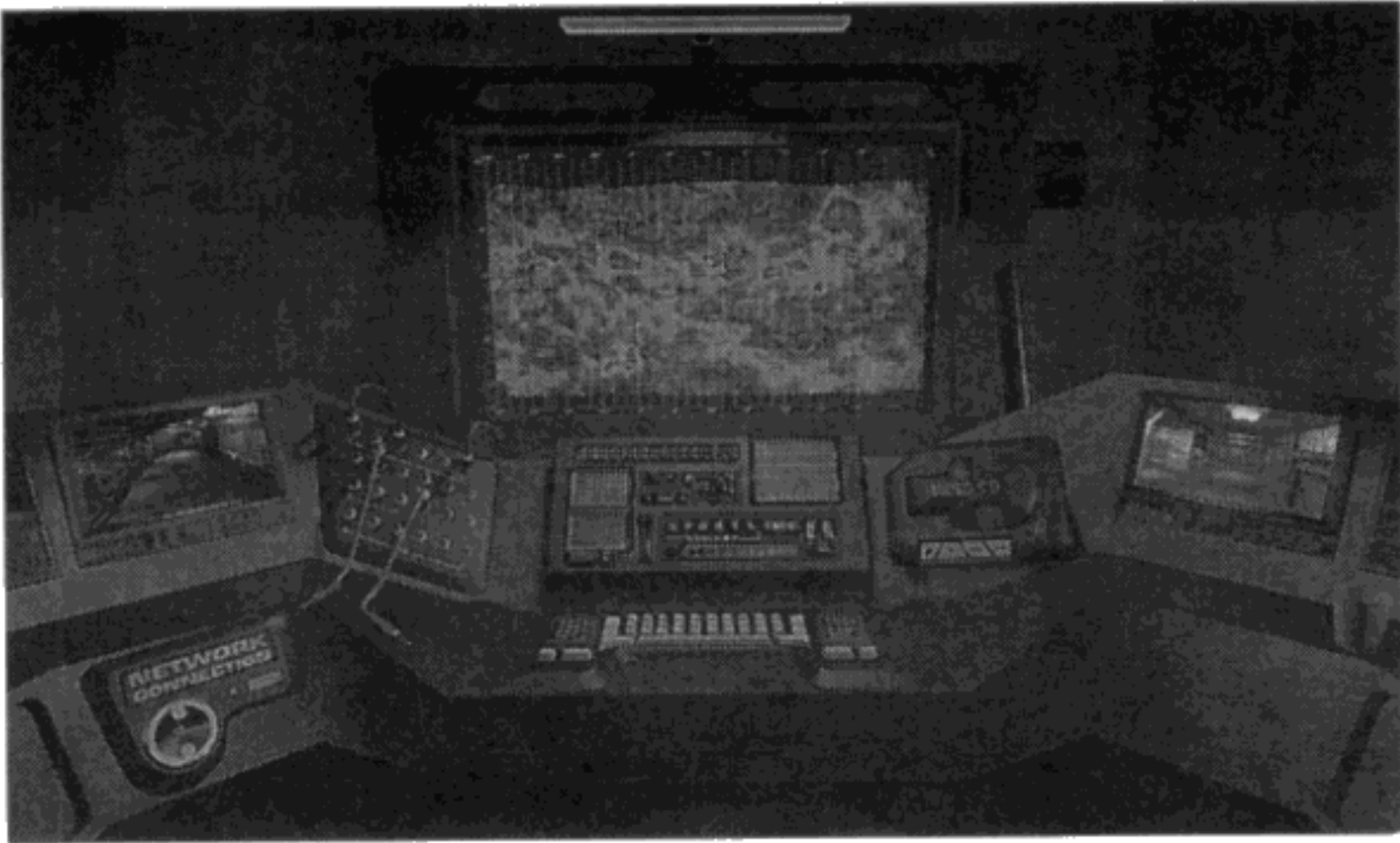
USS Sheridan

Commissioned 2150, design based on AlphaOmega freighter design of 2130.

Multiple reconditioned hardware, especially landing apparatus.

Recommended decommissioning 2160.

MOM



Master Onboard Memory -- Primary Fact File

—13th Generation - Artificial intelligence system

—Primary function: Total automation of all shipboard systems

—Cost: \$10M

Note: Hardware configurations of other Sheridan mechanicals are grossly inferior to MOM.

Weapons System

As a terraforming vessel, the USS Sheridan is not equipped for primary combat. Individual weaponry is part of the basic equipment stored for the crew's use for individual protection, especially during extravehicular activity in unknown sectors.

Amenities

Long transit times mean that terraformers require leisure activities to allow relaxation and to optimize mission performance. The USS Sheridan has standard issue hardware for sustaining mind and body.

Plasmatech



The Level 4 Plasmatech installed on the Sheridan allows periodic rotation of desired food-stuffs, based on crew selection. After accumulation of interstellar organic materials during transit, biotransformation technology is utilized for food synthesis.

Reversi

Reversi has become a staple game of the 22nd century. Culturally related to such games of Earth's past as chess and Go, reversi satisfies the crew's need for cognitive focus and competition in a low-stakes environment.

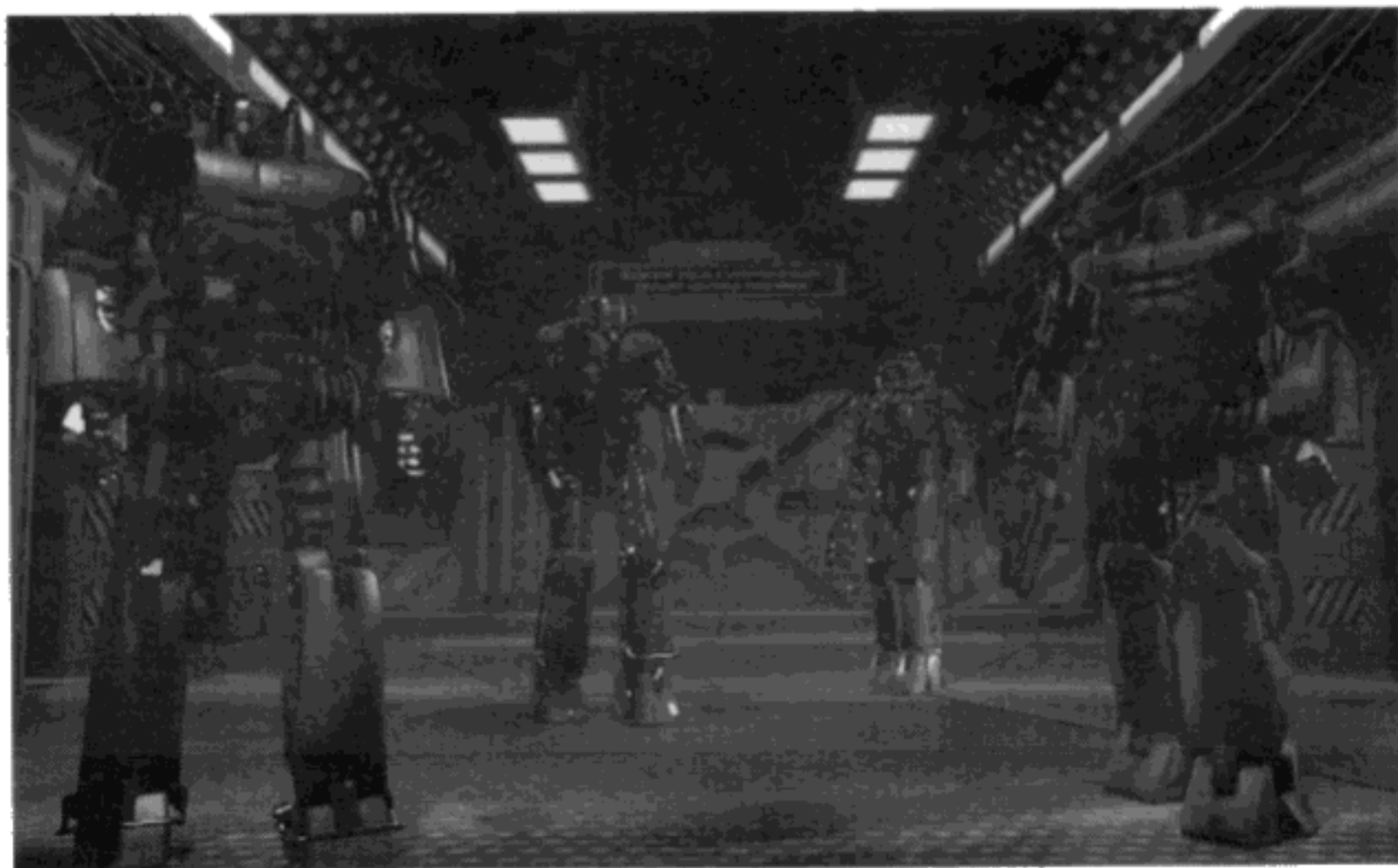
CD systems



The popularity of CD technology has prospered since its introduction in the late 20th century.

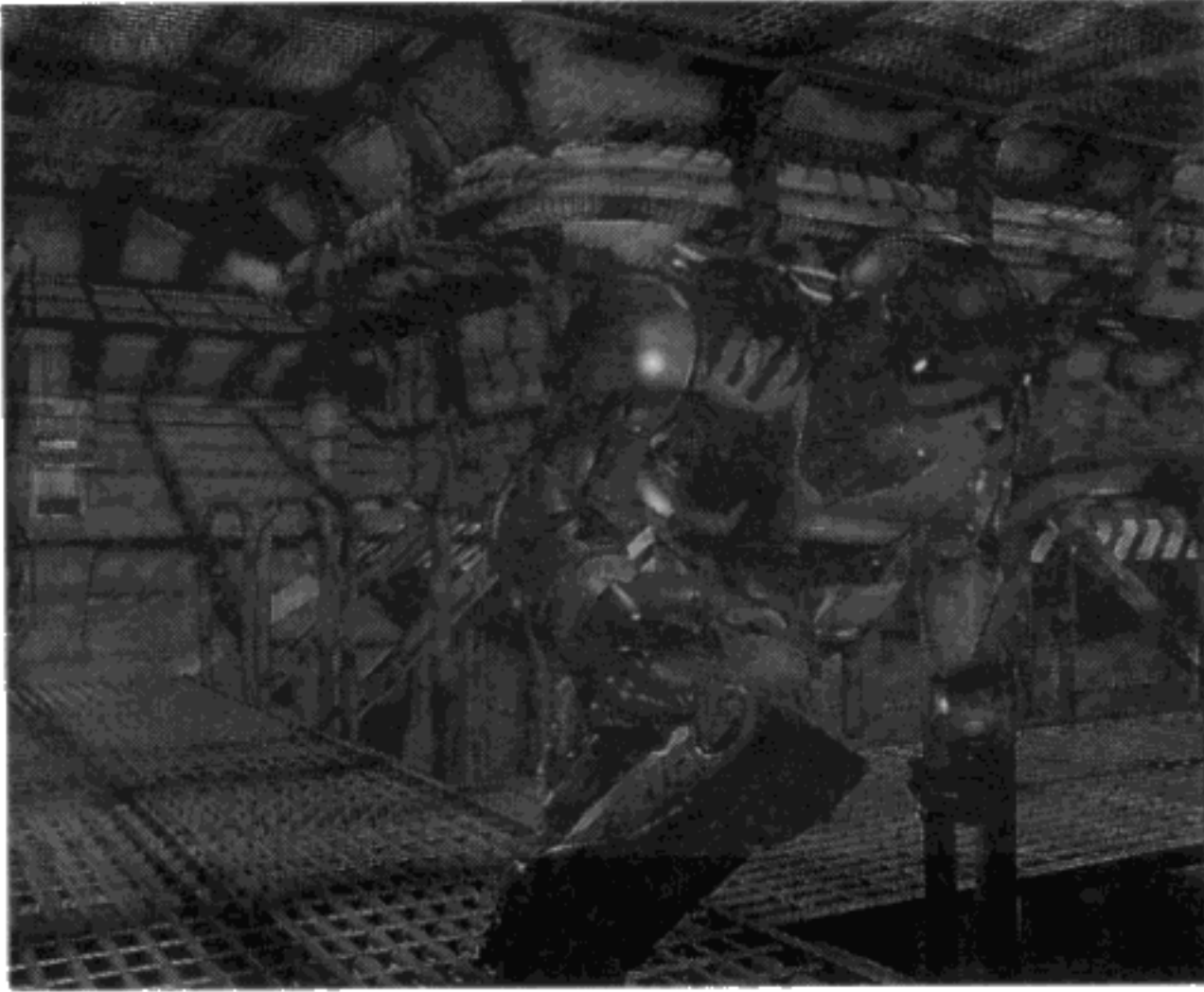
Audio and video reproduction hardware and software are still the primary entertainment modes, with wetware technology having gone the way of the dodo after the Wet Wars of the 2090's.

Exoskeletons



Robotics technology accelerated rapidly in the late 21st century due to the declining numbers of available skilled workers around the world. An unfortunate result of continued viral incursions into the world populations, exoskeleton development was embraced wholeheartedly by many industries. Reconnoitering of terraforming sites remains a key use for exoskeletons, which amplify human senses and strength in a multitude of alien environments.

Aliens



Terran discovery of the xenomorphic alien race was accidental and, given our current knowledge about them, extremely unwelcome. Their planet (or star system) of origin is still unknown, as are many details of their basic physiology and function. Considered “ultimate killing machines” by those few who have survived Alien attacks, the xenomorphs apparently only defend their territory. Unfortunately, the size of that territory continues expanding, as they continue migration into our nearby solar systems.

Xenomorph physiology is extremely well adapted to feeding on any available lifeforms. Their corrosive saliva, armor-plated exoskeletons, and myochitinous strength pose formidable defensive challenges. Their insect-like life cycle of egg, “face hugger”, child, and adult poses humankind with a most difficult extermination problem.

The Mission

The USS Sheridan crew's mission is to land safely on B54c and investigate the SOS received from the mining company. Their mandate to aid the colony must take precedence over their desire to return home. Despite the protection afforded them by their exoskeletons, they recognize the risk inherent in investigating an unknown base camp.

Ultimately, the crew must report back to CIC about the results of their investigation of B54c. And the Company expects their investments to come back alive and intact.

With the increasingly frequent military coups on Earth currently, the CIC cannot afford to lose any of their supplies. Ultimately, continued colonization via terraforming is essential to the survival of the human race. Hericksen, Williams, O'Connor, and McGuinness truly do not know the significance of what they will find on B54c. They just want to get out alive.

The role of the player is to maneuver the crew through pre-landing preparations, the actual landing of the USS Sheridan, disembarkation preparations, and exploration of the mining colony. You will be required to use various equipment on and off the Sheridan, and to shift between different crew members, each of whom have different jobs. The crew will need to explore different areas of the colony, and utilize tools found there in order to complete their mission successfully. Keep moving! Do not linger.

The game has 3 "chapters", you should save your progress at the end of each one. The first chapter should be saved after you have obtained the landing coordinates for B54c, spoken with Captain Williams, and landed the Sheridan. The second chapter should be saved after the crew has gotten into the exoskeletons and before leaving the ship. The third chapter should be saved after you have located the unattached hand and before going through the force field.

Screens

The “Aliens” screens will allow you to move around the Sheridan, conversing with the crew, to relax using the amenities, and to perform necessary functions for the B54c mission of mercy.

In addition, the sub-screens provide important functions and information essential in playing the game. The Options screen allows you to save games, play reversi, and make new game settings. The Status screen is an integral part of the game, allowing you to know which essential items each crew member has.

Mouse controls

All game functions are controlled via your mouse. Moving your mouse will reposition the on-screen pointer. Click the left mouse button to select desired actions or items. In combat situations, move your mouse to position the 3D crosshairs on or next to your desired target and then press the right mouse button to activate your weapon.

Press the right mouse button while on the game screen to bring up the exist menu. The right mouse button will also discard highlighted items from the screen to bring up the exit menu. The right mouse button will also discard highlighted items from the Status inventory screen.

Reversi Controls

Access reversi via the Options screen. Reversi is a rewarding, but difficult game for the crew. As a player, you use your left mouse button to click on a vacant square next to the computer's opposing color. Keep playing to perfect your technique. Should you win, you will gain access to extra information on the Space Net.

Interactive dialogue

During character conversations, point and click your left mouse button to choose one person's dialogue from a limited menu in the lower left corner of the screen.

Note: Space bar - Depressing the space bar will speed you through the animations in the game.

Hot spots

Hot spots are found throughout the game and allow you to navigate your character around the game environment. The hot spots will be found grouped around the outer edges of the screen image. Simply point and click your left mouse button.

Locations : Screen top: Change view/ Backup
 Screen bottom: Turn round/Backup
 Screen left: Turn left/Go left
 Screen right: Turn right/Go right

In addition, certain hot spots will be located within the screen image.
Examples are: Go to, Look, Use, Open, Take.

Essential Items

Essential items are those which are necessary for the successful completion of your mission. There are many items to be found both on the Sheridan and, once you land on B54c. Keep looking!

Examples : Passes: Red, green, gold
 CDs: Raw CD (use for landing coordinates),
 Music CDs (for leisure)
 Also: X-scanner parts, lead pipe, Mech parts, Microchips,
 Missiles, Spy robot

To use an item, click the window at the bottom right corner of your screen. Select a character, his/her inventory items become available. To select an item, highlight it, and then click Exit.

Note: You may need to look at more than one character's inventory to find the item you need.

Tips

1. Don't leave the ship without eating first.
2. Make sure you turn on the control panel at the MOM console.
3. Don't take too long to land the Sheridan. There's an asteroid belt only 3 sectors away!
4. Destroy any and all Alien lifeforms (including egg cases).
5. Different crew members have different functions. Only certain crew members can use certain essential items.
6. If you need to change an essential item from one crew member's inventory to another's, highlight that item with your left mouse button, then depress the right button, and drag the item to the left side of the screen. \Superimpose it on the head of the crew member who needs it and release the right mouse button.
7. Save game frequently, as you will not get through in one try.



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MANUAL ADDENDUM

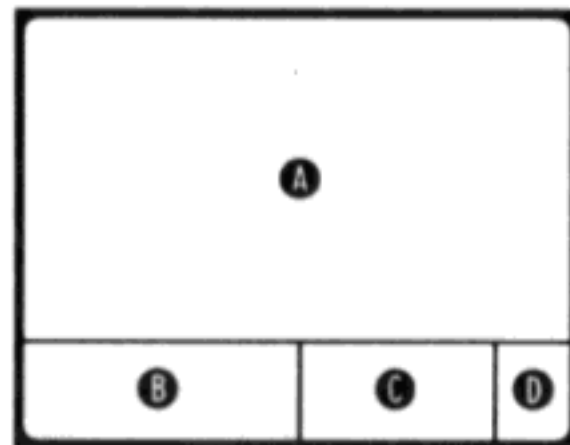
Main Screen Graphic

A—Main Viewing Screen

B—Status Selection Area

C—Config Selection Area

D—Currently Selected Item



Main Viewing Screen—Move the cursor over this area to activate the Hot Spots available for this Screen. Click the left mouse button to perform the desired action. Click the right mouse button to see the Exit Game Option.

Status Selection Area—Left click to see the Inventory Screen.

Config Selection Area—Left click to see the Config Menu Options.

Currently Selected Item—Left click to see the Inventory Screen. Right click to Destroy the currently selected item.

Inventory Screen Graphic

A—Crew Member Profiles/Selection Boxes

B—Life Level Meter

C—Fighting Power Meter

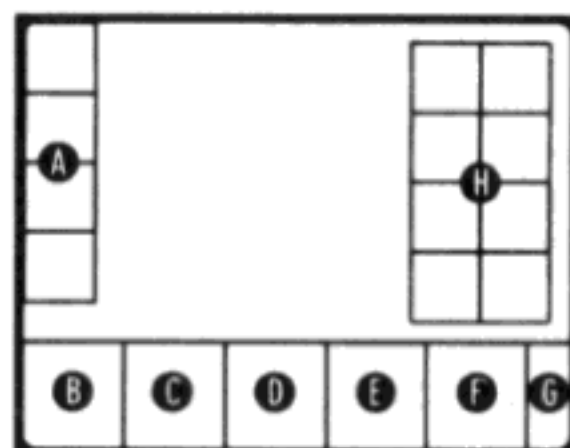
D—Armor Level Meter

E—Hunger Meter

F—Morale Meter

G—Exit

F—Currently Selected Crew Member Inventory



Crew Member Profiles/Selection Boxes—Left click any profile to select that crew member.

Life Level—This displays the current health level for each crew member.

Fighting Power—This displays fighting strength for each crew member.

Armor—This displays the current armor strength for each crew member.

Hunger Meter—This displays the current hunger level for each crew member. Eat food to increase this level.

Morale Meter—This displays the morale for each crew member.

Currently Selected Crew Members Inventory—Left click an item to select it. Hold down the right mouse button and drag the currently selected item to a different crew member's profile to add it to their inventory. To eat, hold down the right mouse button and drag the food to the currently selected crew member's profile. To identify an item, select it with the right mouse button, and drag it to the currently selected crew member's profile.

Aliens Adventure Setup

Mouse X Speed—This controls the horizontal speed of the mouse. Click the plus or minus to adjust sensitivity.

Mouse Y Speed—This controls the vertical speed of the mouse. Click the plus or minus to adjust sensitivity.

Sounds Level/Music—This controls the volume level of sounds. Click the plus or minus to adjust the sound level.

Midi Music Level—This controls the volume level of midi music. Click the plus or minus to adjust the sound level.

Reversi Training—This allows you to practice playing reversi.

Save Adventure—This allows you to save the current adventure. There are three stages of the game from which you can resume: The beginning of the game, before you land; Entering the exo-skeleton storage area, after landing; The first room in Zone B.

Return—This returns you to the game.

A Walk Through for Landing the Sheridan

1. First, talk to Captain Williams. He is on the Bridge of the Sheridan. He tells you that he needs the landing coordinates.
2. Go back to the Main Deck.
3. Turn around until you can go down a flight of steps. This takes you to the Computer Control Room.
4. LOOK at the Video - CD terminal.
5. USE the Door switch. This opens the exit door to the Main Deck.
6. Exit the Computer Control Room and go back up to the Main Deck.
7. Open the Exit door and enter the hallway.
8. Turn right. You are in the barracks hallway.
9. Go into every room.
10. Look in all the cupboards. The last room is Hericksen's room.
11. Get the Raw-CD, and the Yellow Pass.
12. With these two items, go back to the Computer Control Room.
13. With your yellow pass in the inventory window, click the Monitor Screen. MOM activates. Click Ship Status.
14. On the next screen, click Sensors. You are given the option to record the landing coordinates.
15. Click USE on the Monitor Screen. MOM responds with "Please insert unformatted disk in CD ROM drive."
16. Click your inventory window, then select Raw-CD.
17. Exit out of the inventory, and click Video - CD. The CD is encoded with the landing coordinates.
18. Go back to Captain Williams and talk to him. The Sheridan lands.
19. You need to acquire the Green Pass from Lora to get through the locked door in the barracks hallway. Lora doesn't like Hericksen much, and does not readily hand over the pass. If you regain her favor, she might give it to you.

ALIENS™

DOS CD ROM • Quick Start Card

System Requirements

486DX2 66 or better

8MB RAM

20MB hard disk space available

SVGA VESA compatible video card

2X CD-ROM Drive

MS DOS 5.0 or higher

Sound Blaster & compatibles, Pro Audio Spectrum, Gravis Ultra Sound Cards

Microsoft compatible mouse

DOS (or Windows® 95 running in DOS mode)

Getting Started

To install Aliens:

1. Put the disc in your CD-ROM drive with the label side up.
2. Log to your CD-ROM drive. For example, type **D:** and press **Enter**.
NOTE: If your CD drive is another letter, such as E:, substitute that letter. For example, type **E:** and press **Enter**.
3. Type **CD\Aliens** and press **Enter**.
4. Type **Install** and press **Enter**. The program files are decompressed and installed on your hard drive.
5. From the **Main Menu Screen**, click **Sound & Midi Cards**.
6. From the **Sound Screen**, click **Auto Detect**.
7. Click **Test Digital**. If you hear sound, your sound card is correctly set up. If you do not hear sound, click **Select Digital** and choose the correct sound card.
8. Click **Test Midi**. If you hear music, your sound card is correctly set up. If you do not hear music, click **Select Midi**, and choose the correct sound card.
9. Once you have finished setting up your sound card, click **Return to Main Menu**.
10. From the **Main Menu**, click **Exit to DOS**, then **Save Setup**.

To run Aliens

1. Put the disc in your CD-ROM drive with the label side up.
2. Log to your CD drive. For example, type **D:** and press **Enter**.
NOTE: If your CD drive is another letter, such as E:, substitute that letter. For example, type **E:** and press **Enter**.
3. Type **CD\Aliens** and press **Enter**.
4. Type **Aliens** and press **Enter**.
5. If you want to bypass the opening animations, press the **Space Bar**.
6. Click **Play** to start the Adventure.
7. To exit the Adventure, click the right mouse button and select **Yes**. From the **Main Menu**, click **Quit**.

For Game Hints:

Call (900) 737-4468.

Technical Support

Before calling for technical support, please have the following information ready:

Detailed description of your problem, and the exact steps described in order of occurrence so we can try to reproduce the problem.

Name/make/model/speed of your computer.

Copy of your CONFIG.SYS file.

Copy of your AUTOEXEC.BAT file.

Name/make/model of your sound card.

Name/make/model of your video card.

Print out of the MS-DOS Check Disk command (type CHKDSK and press Enter).

Name/make/model of printer you are using, and whether it is color or black & white.

Version of Windows and MS-DOS you are using.

For Windows and MPC products, we also need a copy of your WINDOWS.INI and SYSTEM.INI files; both of which are in your Window subdirectory.

VERY IMPORTANT: WHEN CORRESPONDING WITH MINDSCAPE, PLEASE INCLUDE THE FOLLOWING INFORMATION:

Fax number.

Work phone number.

Home phone number (or where your computer is most of the time).

For technical support in the USA,
please contact:

Mindscape, Inc.

88 Rowland Way

Novato, CA 94945

FAX: (415) 897-5186

Telephone: (415) 898-5157

BBS: (415) 897-2867

Automated 800 Service

(800) 409-1497

This service can help you to find your
own answers at no charge!

America Online keyword:

MINDSCAPE

CompuServe: GO MINDSCAPE

Internet: mscape@aol.com

For technical support in Europe,
please contact:

Technical Services

Mindscape International Ltd.

Priority House, Charles Avenue,

Maltings Park, Burgess Hill,

West Sussex, RH15 9PQ

England, United Kingdom

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FAX: <International Code>
44 (0) 1444 248996

Telephone: <International Code>
44 (0) 1444 239600

When calling from inside the UK:

FAX: 01444 248996

Telephone: 01444 239600

(Monday - Friday, 09:30 - 13:00
hours and 14:00 - 16:30 hours)

For technical support in Australia and
New Zealand, please contact:

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5/6 Gladstone Road

Castle Hill, New South Wales

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