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This manual is supplemented by the README.TXT file on your ALIENS VERSUS PREDATOR GOLD EDITION CD.

Installation

Insert the ALIENS VERSUS PREDATOR CD into your primary CD-ROM drive. After a few seconds *AutoPlay* will begin the installation of ALIENS VERSUS PREDATOR. If, after a few seconds, this doesn't happen, your *AutoPlay* feature has been disabled. If this is the case you should install the game by clicking on the "START" button on the Windows taskbar, located in the lower left-hand corner of the screen. Click "RUN..." type "D:\SETUP" (where D: is the letter assigned to your CD-ROM drive), click the "OK" button. You can also install the game by opening up "MY COMPUTER" on your desktop, double click on your CD-ROM drive and then double click "SETUP.EXE".

Once the Installer is launched, follow the on-screen instructions to install and set up the game. The default installation path is C:\PROGRAM FILES\FOX\ALIENS VERSUS PREDATOR. Once set up is complete you will be given the choice to view the README.TXT file or run ALIENS VERSUS PREDATOR for the first time.

After installation, you may read the README.TXT file by clicking on its shortcut in the ALIENS VERSUS PREDATOR folder on your hard drive.

SYSTEM REQUIREMENTS

ALIENS VERSUS PREDATOR is designed to operate on a wide range of system configurations and has a number of user options to modify performance on specific systems. Certain effects and features may affect performance on lower end machines, players will need to experiment to find the best settings for their particular hardware. Below is listed the 'minimum' hardware specifications for a playable game. Also listed is our recommended (or 'ideal world') specifications. Faster, more advanced hardware appears all the time but the 'recommended' specifications represent the top end of technology at this time.

MINIMUM

> Intel Pentium 200 MMX PC (or 100% compatible CPU)
> DirectX 6
> Direct3D compatible 3D video card
> DirectX compatible sound card
> 4x CD-ROM Drive
> 32MB RAM (64MB recommended)
> 400MB free hard drive space
> Windows® 95/98

FOR MULTIPLAYER:

> Network card
> LAN connection to other users
                OR
> Internet connection
> 33.6Kbps modem minimum

RECOMMENDED

> Intel Pentium II 400 MMX PC
> DirectX 6
> Voodoo^2 based 3D accelerator
> Creative Labs SoundBlaster Live! sound card
> 24x CD-ROM Drive
> 128MB RAM
> 500MB free hard drive space
> Windows® 95/98

3D GRAPHICS ACCELERATOR CARDS

ALIENS VERSUS PREDATOR is designed to make use of many of the advanced features inherent in today's Direct3D compatible 3D video cards to create a visually stunning experience and will not work correctly unless you have one of these.

All of the features of the game are supported by a 3Dfx Voodoo1 card (e.g. Diamond Monster 3D) and most cards that have come to market thereafter. Some earlier 3D accelerators do not support all the features that are necessary for ALIENS VERSUS PREDATOR to run correctly. If you experience problems with your 3D card, consult the TECHNICAL SUPPORT section towards the end of this manual.

Getting Started-User Profiles

The first thing that the player will see when the game starts is a screen which will allow them to create a USER PROFILE (they may also select a previously created USER PROFILE if one is available). The USER PROFILE stores a player's individual settings and preferences including: key assignments, scores & statistics, and completed episodes.

The Main Menu

Having created (or chosen) a USER PROFILE, the player is presented with a menu screen, allowing them to choose from a number of options: SINGLE PLAYER game, LOAD GAME, MULTIPLAYER game, SKIRMISH, player CONTROLS, AUDIO/VIDEO OPTIONS, Change USER PROFILE, and Exit Game.

Single Player
CHOOSE YOUR SPECIES

Here's where the player chooses which species they wish to play as: Alien, Colonial Marine, or Predator. Once they have chosen, they are presented with the first of the STANDARD EPISODES for that character.

The three characters are very different in terms of both their abilities and how they are played. They are listed below in order of greatest 'familiarity':

COLONIAL MARINE (HUMAN)

HEALTH: represented as a percentage
ARMOR: represented as a percentage
AMMUNITION: the amount and types for currently selected weapon
MOTION TRACKER: detects movement up to 30m

As a member of the U.S. COLONIAL MARINES, the player has access to a great variety of weaponry but must use it carefully against the threats he faces. Not only are Aliens fearsome, swift, and savage, the sheer weight of their numbers will easily bring down an unwary Marine. The Heads-Up-Display (HUD) for the Marine character has Motion Tracker, Health, Armor and Ammunition read-outs on it.

ABILITIES

The Marine can walk, run and jump and is capable of carrying a great deal of weapons and equipment. He is the most vulnerable of the three species yet possibly the best equipped as well. Beware falling from too great a height, even the most highly trained Marine can still break an ankle...or worse.
The Marine can replenish his supplies from various sources that he encounters: sometimes supply rooms, sometimes from fallen comrades.

WEAPONS

The player begins each episode with only the Pulse Rifle and must locate other weapons within each episode. They will not all necessarily be available in each one. Some weapons have other functions that are accessed through the [FIRE SECONDARY] key. Where applicable, these are mentioned below.

Pulse Rifle
The Pulse Rifle carries a 99 round ammunition clip and holds grenades in its pump-action launcher situated under the rifle barrel (activated by the [FIRE SECONDARY] key). It's the workhorse weapon of the U.S.C.M. Ammunition and Pulse Rifle Grenades are found as separate pick ups.

Smartgun
This is a heavier weapon than the Pulse Rifle and has the added advantage of optional auto-targeting. This weapon works best when the auto-target is used as an *aid* to aiming rather than a replacement. The crosshair indicates where the gun is pointing and the green/red reticle indicates the target. When the reticle is green the weapon is in 'free mode' or has not acquired a target. When the reticle is red, the weapon is auto-targeting. The red reticle will follow a target and the crosshair has to 'catch up' with it, when the two of them meet a lock-on is achieved. [FIRE SECONDARY] switches between 'auto track' and 'free' modes. It carries a 300 round ammo drum.

Flamethrower
This carries a short-lived canister of highly flammable liquid fuel and can project a streak of flame within a close to medium range. It ignites an enemy on contact but training the weapon on them will dispatch them more quickly. Its fuel can be used up quickly like this but can be preserved with a short-burst fire pattern. The player must be careful not to ignite himself with his own flame, however.

Grenade Launcher
This carries six-round magazines of three different types of grenade: Standard, Fragmentation, and Proximity. Standard detonates explosively on contact or after a predefined time, Fragmentation detonates similarly but with the addition of savage shrapnel pieces, and Proximity attaches to a surface, detonating when a target enters its defined trigger area (or after its failsafe time). Warning! Grenades can be as hazardous to the player as to their intended target. [FIRE SECONDARY] switches grenade types.

SADAR
This is a one-shot disposable rocket launcher, designed for long-range targets. Its use within any kind of confined space is strongly advised against.

Minigun
A six-barreled 800 round shredding machine from Hell, possibly the most potent weapon in a Marine's arsenal, but it kicks like the proverbial mule. The player must remain stationary to stand any chance of accuracy.

Skeeter
This is a one-shot weapon that can be very destructive in the right Marine's hands. When [FIRE PRIMARY] is pressed the Skeeter 'powers up' and releases a ricocheting disc which, as it flies, targets enemies then fires a destructive bolt at them.

Pistol/Double Pistols
The Pistol holds a 12 round clip. Each time [FIRE PRIMARY] is pressed it will fire one shot. If [FIRE SECONDARY] is pressed the gun will fire continuously until the clip is empty but the aim is less accurate. NOTE: It's possible to pick up another Pistol and have one in each hand.

EQUIPMENT
The player begins each level with full health and Armor and all of the following, with three exceptions: Medikits; Armor pick ups (usually found near ammunition and/or weapons); and the Jet Pack (available all the time but only in certain episodes).

Motion Tracker
This detects moving objects within a 30m radius through a 180° arc in front of the player. When motion is detected, a high pitched beep can be heard. The higher the pitch, the closer the object. This item is deactivated when the player uses the Image Intensifier vision system.

Image Intensifier
Ambient light is amplified so that, even in complete darkness the player can see. It is best used in extremely low lighting conditions as it can easily be overloaded by light sources including artificial lighting, muzzle flashes, flares, fire and so on. When this is in operation the Motion Tracker is deactivated.

Armor
This will particularly protect the player from acid damage due to exposure to Alien blood. It also protects (to a degree) against penetrative and concussive impacts but will not shield the player from fire, steam or electrical damage. As with weapons and ammunition, Armor can be found in various locations.

Medikit
Found in various locations (like Armor), they automatically restore the player's health to 100%. They cannot be stored for later use.

Flares
The player carries an infinite amount of bright phosphorescent flares and can use up to four of them at any one time. They adhere to most surfaces and can be used as an alternative to the Image Intensifier.

Jet Pack
Certain BONUS EPISODES require the Marine to use a Jet Pack, this is only available in episodes where it is the only means for the Marine to navigate the environment. It can also be used to slow a fall from a height which would normally cause harm.

TACTICS
1. The environment is truly three-dimensional and the enemy can come from any direction, including up and down.
2. Enemies constantly move throughout the environment, it's impossible to tell exactly where they might come from.
3. It pays to keep an eye on ammo counters, swapping magazines at the wrong time can be fatal.
4. Aliens bleed deadly acid, it's advisable to try to kill with minimum 'splash'. Head shots are good, grenades aren't.

PREDATOR
HEALTH: represented by the red digits
FIELD ENERGY: represented by the blue digits
SPEARGUN AMMUNITION: the number of spears available for the speargun

The Predator is one of a race of savage intergalactic hunters, compelled to seek out the toughest, most resourceful prey they can and to bet their lives on the results of their hunts.

Predators are strong and swift, although not quite up to the raw physical abilities of Aliens, Predators have the added advantage of extensive hunting weaponry which varies from the barbaric to the truly technological. Their savagery and strength gives them an edge on Colonial Marines while their weaponry gives them an edge on Aliens.

The Predator HUD displays Health, Field Energy, and (when necessary) Speargun Ammunition.

ABILITIES

The Predator is much stronger than the Colonial Marine and much more resistant to harm. He wears a life support helmet that has various functions, including enhanced vision modes for tracking prey and also possesses stealth technology which allows him to render himself almost invisible to the naked eye.

All of the Predator's 'techno' weapons and equipment relies on a single source of power. It is this Field Energy that is measured by the blue digits on the right hand side of the HUD. Careful conservation of this energy marks an experienced hunter from a novice.

WEAPONS

The player begins each episode with all weapons available (with the exception of the Pistol and Disc which are only available in later episodes). Predators have a rigid set of rules for 'fair hunting', this means that not all weapons can be used while using the Cloaking Field. The Pistol, Speargun, and Disc all deactivate the Cloaking Field as soon as they are fired, leaving the Predator potentially exposed. Only the Plasmacaster and Wristblades are judged to be 'fair' to use while invisible. The Plasma Pistol and Plasmacaster use Field Energy but Wristblades and Speargun do not. The Disc only uses energy if it is 'recalled'.

As before, where [FIRE SECONDARY] has some function, it will be described below.

Wristblades

This is the most basic Predator weapon, a jagged, double-bladed tearing tool that extends from the gauntlet of one hand. [FIRE PRIMARY] results in a number of different slashes and punches and, by holding [FIRE SECONDARY] and releasing it, the player can 'power up' a stronger punch. Furthermore, the Predator can claim 'trophies' from recent victims by standing over them, lining up their heads in his crosshair and

using the [FIRE SECONDARY] punch.

Plasma Pistol

This handheld weapon is particularly useful against Aliens, causing massive electrical damage.

Speargun

This discharges long, sharp shards of metal, capable of an instant kill or maiming, pins victims to walls.

Plasmacaster

Coupled with the correct Vision Mode, this shoulder-mounted weapon can be devastating because it auto-targets the particular enemy that is highlighted in each vision mode. The player may also hold down [FIRE PRIMARY] to increase the power of the charge (as displayed by the bar on the wrist computer), releasing the button to fire. Or, by holding [FIRE SECONDARY] they may increase the stored charge *without* firing. This charge will then be released *next* time the [FIRE PRIMARY] button is pressed.

Disc

This again utilizes the Vision Modes, as with the Plasmacaster, in the correct mode, the 'smart' Disc auto-targets the nearest enemy (otherwise it will simply fly in the facing direction). It is thrown by pressing the [FIRE PRIMARY] button. The disc will attempt to return to the thrower but sometimes embeds itself in walls, etc. It can be retrieved simply by walking into it or 'recalling' it. Pressing [RECALL DISC] instantly brings the Disc back to the Predator's hand but requires a large amount of Field Energy to do so.

EQUIPMENT

Field Energy Units

The Predator's energy system will recharge over time if not used for energy-draining functions (e.g. if the Predator remains cloaked he will neither gain nor lose charge). However, hidden throughout the game are a number of Field Energy Units that will give him an instant full power recharge.

Cloaking Field

This equipment bends light around the Predator, allowing him to become *almost* invisible at will. It uses Field Charge to operate and is less effective while the Predator is moving. It also won't conceal a Predator from an Alien.

Vision Modes

The Predator's helmet can enhance his vision, allowing him to perceive different ranges of the electromagnetic spectrum that help him to detect his prey. Pressing the [CYCLE VISION MODES] key switches between Vision Modes. There is a no Field Energy consumption for use of these.

Long Range Zoom

Another helmet function allows the Predator to zoom in on far off victims for sniping purposes. Although not a favored tactic amongst the Predators, this has its place in their arsenal. Use the [ZOOM IN] and [ZOOM OUT] keys.

MediComp

...allows the Predator to heal himself. When it is in use [FIRE PRIMARY] uses a significant amount of Field Energy to activate a health-giving compound that the Predator injects himself with. [FIRE SECONDARY] acts as a fire suppression system, useful when there are Marines armed with Flamethrowers around!

Grappling Hook

Certain BONUS EPISODES require the Predator to use a Grappling Hook with a retractable line. This is only available in those episodes where there is no other means for the Predator to move through the level and is not available in other episodes.

TACTICS

1. When fighting Aliens with the Plasma Pistol, direct hits result in lots of acid, catch them in the blast wave instead. However, when fighting Marines, direct hits are best.
2. Using the Cloaking Field in conjunction with zooming abilities allows the player to pick off foes from afar.
3. It's important to learn the limitations of the Cloaking Field. Moving makes the cloak less efficient. Doors are still triggered by invisible Predators and will give away the player's position. Bright lighting conditions make it easier to spot the cloak's irregularities.
4. Sometimes it pays to be in the *wrong* Vision Mode! If hunting humans, it's easy for an Alien to sneak up on the player undetected. Since the player is on the lookout for humans they can use a vision mode that will alert them to an Alien presence to protect themselves.
5. The MediComp uses a lot of field charge; it's wise to use it *before* picking up a new Field Energy Unit.
6. To benefit from self-charging, energy-intensive weapons and equipment should be used minimally.

ALIEN

HEALTH: normal is a full blue bar, powered up it glows white

The Alien HUD is by far the simplest of the three species, reflecting the creature's primal nature. It has no exterior artifice or weapons...it simply is a weapon.

The blue glow at the bottom of the screen represents the Alien's health. At 100% it stretches all the way across the screen. If the Alien sustains damage then the bar starts to shrink and fade. However the Alien can surpass its normal energy levels for short periods of time and achieve a "feeding frenzy" type state. At these times the bar will glow white.

ABILITIES

Aliens are much faster than either the Predator or the Colonial Marine and can jump much further as well. Additionally Aliens have the ability to move on *all* surfaces as swiftly as they do on the ground...floors, walls, ceilings, it's all the same to Aliens. To be able to stick to any surface all the player needs to do is hold down the [CROUCH] key. Aliens can fall from any height and will sustain no damage whatsoever.

Pounce

Already a powerful jumper, the Alien can jump *even* more powerfully by squatting prior to a jump. This is achieved by holding the [CROUCH] key and then jumping and is particularly useful for jumping straight up to the ceiling, where an Alien can easily cover three or four stories in a single leap.

Navigate/Hunt Vision

Alien perceptions are different from those of a Human or a Predator. The way this presents itself to the player is that the world appears as if it were being viewed through a 'fish eye' lens. Secondly, the Alien mostly sees the world in Hunt Mode, this means that all potential prey emits pheromones which the Alien perceives as a colored halo surrounding them. The color of the halo is species-dependent: humans are blue, Predators are green and any other Aliens, red. This makes it impossible for enemies to hide in the shadows from the Alien.

In extremely low light (or no light) conditions the player can shift into Navigation Mode at any time by pressing the [Navigate/Hunt Toggle] key. This allows the Alien to see clearly in utter darkness but only within a limited range. It has a side effect of negating the pheromone haloes of prey which, coupled with the limited range of perception it allows, means that the player must be careful not to run straight into an enemy without seeing them!

Impressive though this set of abilities might be, it still leaves the Alien with no long range attacks. They must come into close contact to be able to claim a victim. Even with speed on their side, their hardened carapaces are still vulnerable to the high-powered weapons of the Marines and Predators.

WEAPONS
The Alien does not have selectable weapons in the same way as the other characters, both Claw and Tail Attacks are available at any time and the Jaw Attack will only occur in specific circumstances, however the player does not need to select a 'different weapon'.

Claw Attack
A razor-sharp slashing motion with the claws is launched by pressing the [FIRE PRIMARY] key. This attack is much faster and about as powerful as a Predator's Wristblade attack and can easily kill an unarmored human with one swipe. Additionally the Alien will gain some health by slashing and shredding a victim once dead.

Tail Attack
An Alien tail, with its heavy barbed tip, delivers a more powerful blow than the claws. It can be used in two ways: simply pressing [FIRE SECONDARY] once causes it to lash out at the nearest enemy whereas holding the [FIRE SECONDARY] coils the tail up, giving it more power, ready to strike when the button is released.

Jaw Attack
This is more than simply an attack for the Alien, it is also their primary means of regenerating health. When an Alien is close enough and in the correct position (with the victim dead center in the screen) the upper and lower jaws come in slightly at the top and bottom of the screen to indicate the Jaw Attack will occur, all the player must do is press the [FIRE PRIMARY] button. This will fully recharge an Alien's health and can even boost it *beyond* the usual maximum for a short period of time.

A Jaw Attack is *always* a killing move, at full strength, Predators are too strong and too well protected to kill with a Jaw Attack, Aliens can sense this and the player can observe that the Aliens' jaws only appear when the Predator has first been weakened to the point at which a Jaw Attack will kill it.

It's also possible to Jaw Attack corpses which will also reward the player with health but not as much as a with a live victim.

Aliens will not Jaw Attack Androids and other things which it disregards as a threat but not as prey.

TACTICS
1. Alien's attacks are doubly powerful from the rear as they would be head-on.
2. At top speed, the Alien can move faster than any auto-targeting weapons in the game.
3. It's crucial to learn how to use the Pounce so the player can extricate themselves in a hurry.
4. Cling to shadowy areas and corners and practice sneaking up on enemies unawares. Wherever possible attack from above!
5. The player needs to keep in mind that they are controlling a character that can stick to any surface and move freely in all three dimensions. An Alien running on the floor, straight towards a heavily-armed Marine or Predator has little chance of survival.
6. With all of the leaping, climbing, spinning, and so on, it's important to keep a sense of up & down, since all Human and Predator enemies are all ground-based.

STANDARD EPISODES
After choosing which species they wish to play as, the player is presented with an Episode Selection Screen where they can choose which episode to play and, if they have played it before, see the highest Difficulty Level at which it has been completed. There are six unique episodes (or levels) available for the Marine and Predator species and five for the Alien. The player will see any that they may have already completed PLUS the next *uncompleted* one.

DIFFICULTY LEVELS

After selecting a level the player can then select the level of difficulty at which to play it. These are: *Training, Realistic* and *Director's Cut*. At the start of any level, the player can choose which level of difficulty they wish to try.

The following table indicates the differences in the difficulty levels for each of the three species:

Marine	*Training*	*Acid blood does no damage, Medikit and Ammunition pick-ups are plentiful, 8 saves allowed.*
	Realistic	*Acid blood does full damage, Medikit and Ammunition pick-ups are normal, 4 saves allowed.*
	Director's Cut	*Acid blood does full damage, Medikit and Ammunition pick-ups are rare, enemies are more savage, 2 saves allowed.*
Predator	*Training*	*Acid blood does no damage, enemies are easier, 8 saves allowed.*
	Realistic	*Acid blood does full damage, enemies are normal enemies, pick-ups are normal, 4 saves allowed.*
	Director's Cut	*Acid blood does full damage, enemies are more savage, pick-ups are rare, recharge is slow, 2 saves allowed.*
Alien	*Training*	*More energy from claw attacks, enemies armed with light weapons, 8 saves allowed.*
	Realistic	*Less energy from claw attacks, enemies armed with normal weapons, 4 saves allowed.*
	Director's Cut	*No energy from claw attacks, enemies armed with heavier weaponry, 2 saves allowed.*

Completing episodes at different DIFFICULTY LEVELS allows access to another five Bonus Episodes for each species.

BONUS EPISODES

Each species can access another FIVE single player BONUS EPISODES that are activated by completing the STANDARD EPISODES at different DIFFICULTY LEVELS.

Completing all the episodes for one species at the *Training* level allows access to TWO bonus episodes, at the *Realistic* level four episodes are revealed (the TWO accessed by completing the game in *Training* mode PLUS another TWO) and a final ONE episode can be accessed by completing all the STANDARD EPISODES at the *Director's Cut* difficulty level. BONUS EPISODES have only one level of difficulty: *Director's Cut*.

	Training	Realistic	Director's Cut
Bonus 1	✓	✓	✓
Bonus 2	✓	✓	✓
Bonus 3		✓	✓
Bonus 4		✓	✓
Bonus 5			✓

When the Bonus Episodes are revealed they are all visible in the Episode Selection Screen but they can only be played once the necessary DIFFICULTY LEVEL requirements have been met.

As the table shows, if the player successfully completed all the STANDARD EPISODES for a species at *Director's Cut* level only then they would gain access to all five BONUS EPISODES for that species at once.

IN THE GAME

THE PAUSE MENU

In SINGLE PLAYER, the moment the [ESC] key is pressed the game will pause and display a menu screen with these options: Resume Play, SAVE GAME, LOAD GAME, Restart Mission, MOUSE CONFIGURATION, JOYSTICK CONFIGURATION, MARINE/PREDATOR/ALIEN KEY CONFIGURATION, AUDIO/VIDEO OPTIONS, and Abort Play.

For more details see the CONTROLS and AUDIO/VIDEO OPTIONS sections below (as accessed from the MAIN MENU).

VIDEO SCREENS, MESSAGES, & INSTRUCTIONS

Throughout the environment the player will encounter video screens used by the Marines and other humans for communication. As a Marine the player may receive direct communications through these and, if playing as a Predator or an Alien, they may give useful information indirectly. Direct messages and instructions may also be given to players of any species in the form of text which will appear at the top of the screen.

Messages displayed on video screens will also appear as text. Pressing [F3] will display the last text message again, continued pressing will step back through previous messages.

ENEMIES & THREATS

	Human	Android	Xenoborg	Predator	PredAlien	Face Hugger	Alien	Praetorian	Alien Queen
Marine			VS	VS	VS	VS	VS	VS	VS
Predator	VS	VS	VS		VS	VS	VS	VS	VS
Alien	VS	VS	VS	VS					

The table below illustrates which enemies the three species will face in the game.

HUMAN
Humans vary on the threat scale based mostly on whether they are civilians or Marines. Marines are obviously heavily armed and trained whereas civilians are generally untrained and armed (if at all) with lower grade weapons and are prone to panicking.

ANDROID
Androids *appear* to be civilian humans but are much more resilient and skillful with their weapons. Androids never display fear.

XENOBORG
Resulting from a human experiment into controlling captured Aliens, these have cybernetics and weapons grafted onto them. The experiment is generally regarded as a failure, having stripped the Aliens of their essence, but these cyborgs are still deadly and extremely difficult to destroy.

PREDATOR
This extraterrestrial species of hunter is almost unstoppably deadly. It is known to have hunted the galaxy for hundreds of years or more, searching for the heat of combat perhaps as a blood sport, perhaps as some kind of ritual. Their marriage of technology and savagery inspires almost as much terror as Aliens.

FACE HUGGER
These emerge from Alien eggs and implant a young Alien into a host victim (known as a Chestburster because of its fatal method of 'hatching'). It is not known whether the Chestburster is in fact the same animal or if the Face Hugger is simply a carrier for it. Face Huggers have the same acidic blood as full-grown Aliens and can excrete acid-like substances which have been known to melt through the hardest materials to implant an Alien in a host.

ALIEN
Regarded as the most terrifying species humankind has ever encountered it has become known as simply "Alien". It seems to be the antithesis of humanity, its entire lifecycle set to destroy that of our own. It uses other species both as food and as host bodies for its young. On encountering an Alien then, the choices seem to be between a quick painful death or a slow painful death and nothing else. They exhibit some similar behaviors and abilities to some Earth insects but on a much more threatening scale. It is not known if they possess what we would call intelligence or if they are simply deadly animals. Certainly, if they are intelligent, then it is like everything else about them: alien.

PRAETORIAN
This is a specialized form of the Alien that has been reported. It seems to have common features with the Alien Queen and it is believed that it may, in fact, be a juvenile Queen. They are usually found in the vicinity of the Alien Queen, guarding her and her egg chamber. They are stronger and larger than normal Alien drones.

ALIEN QUEEN
The Alien Queen is a machine designed to breed and propagate her species. She is much larger than and has different physical characteristics to her drones. She is generally found in an egg chamber, laying new eggs which drones take care of. Queens are known to detach themselves from their egg sacs in time of danger (perhaps to relocate their hive). As with all mother-animals, harming the young invariably stirs up the rage of this towering creature.

Saving and Loading

The player may save a game in progress by selecting the Save Game option from the PAUSE MENU. Also, a previously saved game can be loaded from either the MAIN MENU or, again, the in-game PAUSE MENU.

Each USER PROFILE has eight save slots associated with it, allowing up to eight different games to be saved under that USER PROFILE. There are a limited number of saves allowed per episode, dependent on the episode's difficulty level (see table in DIFFICULTY LEVELS section for details). When the player saves their game, an indicator will inform them of how many more times they will be allowed to save in the current episode.

Multiplayer and Skirmish Games

For a description of these types of games please consult the separate ALIENS VERSUS PREDATOR GOLD EDITION: MULTIPLAYER ADDENDUM.

Controls

On selecting this from the Main Menu, the player can change MOUSE CONFIGURATION, JOYSTICK CONFIGURATION and three choices of key configuration: ALIEN, MARINE, and PREDATOR.

Each species has a different set of key settings, which can be set independently of each other.

MOUSE CONFIGURATION

The player can adjust Horizontal and Vertical Mouse Sensitivity, functions of the Horizontal and Vertical Axes, Auto-Centering and Vertical Axis Inversion.

JOYSTICK CONFIGURATION

If the player wishes to use a joystick they can enable and configure its functions here. They can then assign joystick buttons to various functions in the Controls menus that allow key configuration for Marine, Predator, and Alien.

CONFIGURING KEYS FOR MARINE, PREDATOR, & ALIEN

There are three separate key configuration lists, one for each species.

The list is presented in three columns, allowing players to assign two keys (or one key and a joystick button) to any of the actions listed in the first column.

It is also possible to reconfigure keys for the specific character that is being played from within a level through the PAUSE MENU (accessed by hitting [ESCAPE] while playing).

NOTE: The player must select the "Use the settings" menu option for any key assignment changes to take effect.

DEFAULT KEY: MARINE

ACTION:	FIRST:	SECOND:
Forward	UP ARROW	
Backward	DOWN ARROW	
Turn Left	NUM PAD 4	
Turn Right	NUM PAD 6	
Strafe	RIGHT-ALT	
Strafe Left	LEFT ARROW	
Strafe Right	RIGHT ARROW	
Look Up	Q	NUM PAD 8
Look Down	Z	NUM PAD 2
Center View	A	NUM PAD 5
Walk	LEFT-SHIFT	
Crouch	RIGHT-CTRL	
Jump	RIGHT-SHIFT	MOUSE 3
Operate (Use)	SPACE	RETURN
Fire Primary	MOUSE 1	NUM PAD 0
Fire Secondary	MOUSE 2	NUM PAD DEL
Next Weapon	["Left Square Bracket"	MOUSEWHEEL UP
Previous Weapon	] "Right Square Bracket"	MOUSEWHEEL DOWN
Flashback Weapon	Backspace	
Image Intensifier	/ "Slash"	
Throw Flare	. "Period"	
JetPack	' "Apostrophe"	
Taunt	; "Semicolon"	F
Message History	F1	
Say	F11	
Species Say	F12	
Show Scores	TAB	
AutoWeapon Change	Yes	

DEFAULT KEY: ALIEN

ACTION:	FIRST:	SECOND:
Forward	UP ARROW	
Backward	DOWN ARROW	
Turn Left	NUM PAD 4	
Turn Right	NUM PAD 6	
Strafe	RIGHT-ALT	
Strafe Left	LEFT ARROW	
Strafe Right	RIGHT ARROW	
Look Up	Q	NUM PAD 8
Look Down	Z	NUM PAD 2
Center View	A	NUM PAD 5
Walk	LEFT-SHIFT	
Crouch/Climb	RIGHT-CTRL	
Jump	RIGHT-SHIFT	MOUSE 3
Operate (Use)	SPACE	RETURN
Claw	MOUSE 1	NUM PAD 0
Tail	MOUSE 2	NUM PAD DEL
Navigate/Hunt Toggle	/ "Slash"	
Taunt	; "Semicolon"	F
Message History	F1	
Say	F11	
Species Say	F12	
Show Scores	TAB	

DEFAULT KEY: PREDATOR

ACTION:	FIRST:	SECOND:
Forward	UP ARROW	
Backward	DOWN ARROW	
Turn Left	NUM PAD 4	
Turn Right	NUM PAD 6	
Strafe	RIGHT-ALT	
Strafe Left	LEFT ARROW	
Strafe Right	RIGHT ARROW	
Look Up	Q	NUM PAD 8
Look Down	Z	NUM PAD 2
Center View	A	NUM PAD 5
Walk	LEFT-SHIFT	
Crouch	RIGHT-CTRL	
Jump	RIGHT-SHIFT	MOUSE 3
Operate (Use)	SPACE	RETURN
Fire Primary	MOUSE 1	NUM PAD 0
Fire Secondary	MOUSE 2	NUM PAD DEL
Next Weapon	]	
Previous Weapon	[	
Flashback Weapon	BACKSPACE	
Cloak	. "Period"	
Cycle Vision Modes	/ "Slash"	
Zoom In	PAGE UP	MOUSEWHEEL UP
Zoom Out	PAGE DOWN	MOUSEWHEEL DOWN
Grappling Hook	' "Apostrophe"	
Recall Disc	, "Comma"	
Taunt	; "Semicolon"	F
Message History	F1	
Say	F11	
Species Say	F12	
Show Scores	TAB	

Audio/Video Options

This menu is accessed from both the MAIN MENU and when the player pauses the game. The menus differ slightly but will allow the player to change such settings as which DirectX compatible graphics accelerator to use (if more than one), Display Resolution, Gamma Settings, Master Volume, and more. This is achieved with the [ARROW] keys.

Credits

FOX INTERACTIVE

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SENIOR ASSOCIATE PRODUCER
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ASSOCIATE PRODUCER
Aaron Blean

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Rich Ragsdale

SOUND EFFECTS
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Cris Lee
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Kerry Marshall
Young Park
Kyle Peschel
Harish Rao
Don Sexton
Gabe Slater
Jeff Tatman
Luke Thai
Tim Tran
Kaycee Vardaman
Ellen Williams
Daan Wisehart
Sung Yoo
Brian Zenns

BIG SHOUTS GO OUT TO...

...the Unsung Folks at Fox
Alan Adler, Mike Arkin, Michele Birkner, Priscilla Bourbonnais, Mark Dawson, James Deverill, Simon Etchells, Ellen Gameral, Andrea Griffiths, Claudine Joris, Megan O'Brien, Paul Provenzano, Lauren Rifkin, Jamie Samson, Dave Shaw, Brian Thomas, Melissa Totten, Jack Van Leer, Karly Young

...the Folks Who Made the Movies
James Cameron, David Fincher, H.R. Giger, Elliott Goldenthal, Jerry Goldsmith, James Horner, John McTiernan, Ridley Scott, Don Sharp, Stan Winston, and the many other talented individuals

...the Folks Who Supplied Equipment

DUY

Earthworks - mic - Eric Blackmer

Line 6 - Tim Godwin

Steinberg - CubaseVST

...the Folks Who Provided Additional Help
Brad Craig, Andrea D'Orta, Bill Havlicek, Mike Herauf, Skip McIlvanie, Rachel Mills, Matt Ployhar, Seth Roth, Brett Schnepf, George Thorne

...the Families
All the spouses, partners, friends, children and pets who put up with it all!

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THANKS TO
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