

PROJECT

ALIEN

1. GAME STORY

"THE PLOT GOES BAD"

A top military experiment in deep space has gone from bad to worse. The government was training these intergalactic aliens to be a unique, permanent solution to getting good soldiers to fight our battles for us. But something went wrong. Now alien "supersoldiers" are running wild at the space fortress — and you must stop the alien soldiers before they break loose.

You are part of the Space Marine unit hired to mop up this catastrophe. How ironic — you are now assigned the duty of reigning in the very alien soldiers that the government was grooming to replace you! What a job!

You arrive at the fortress designed by our government for specialized alien training. The Alien supersoldiers have been busy trying to create their own reinforcements — the fortress is now littered with their Alien eggs, which you must destroy quickly with your firepower. If you don't destroy the eggs quickly enough, they will hatch into more Aliens, making your mission exponentially more difficult.

2. OBJECT OF THE GAME

"ZEROING IN ON THE ALIEN QUEEN"

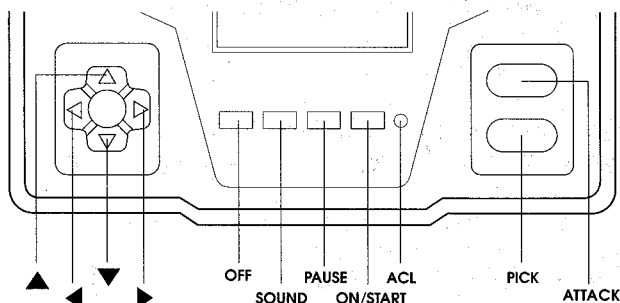
There are 5 stages of play. In each stage, you must defeat all the Alien supersoldiers. You begin by using your standard marine-laser. But as you destroy the alien supersoldiers, you can retrieve their weapons for your own use! At the end of each stage is the Alien Queen, who is the stage boss. You must always defeat her in order to advance to the next stage.

You begin each stage with 3 chances and a full energy bar. You lose energy whenever you are attacked by the Alien supersoldiers. When you lose all your energy, you lose a chance. If you ever lose all your chances, it's a GAME OVER. (and then the world doesn't stand a chance!)

If you can destroy the Alien Queen in stage 5 (the final encounter), you WIN the game.

3. HOW TO PLAY

"ALIEN GENERATIONS — AND REGENERATION"



- ON/START** — to turn on the unit.
— to start the game.
— to start each stage.
— to exit pause.
- PAUSE** — to pause the unit.
- SOUND** — to toggle sound: on or off.
- OFF** — to turn off the unit.
(The game also shuts off automatically after 3 minutes of no action.)
- PICK** — to pick up weapons left by the Alien supersoldiers you have defeated.
- ATTACK** — to attack with your default weapon (standard issue Space Marine laser).
— to attack with a weapon you've picked up from an Alien carcass.

“▲” —to stand up and move forward.

“▼” —to dodge.

“◀” —to move left.

“▶” —to move right.

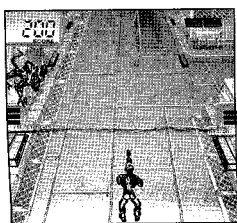
ACL —to reset the unit if your game malfunctions.

Press the ON/START button to turn on the unit. You'll see the maximum score. Press the ON/START button again to begin play from stage 1.

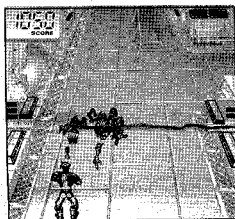
You've entered the space fortress where the Alien supersoldiers have been temporarily detained. But unless you can shoot them down in their tracks, they will escape and no one anywhere in the solar system will be safe from their furious wrath.

You begin firing with your standard Space Marine laser. But when you shoot down Alien scum, you can pick up the weapons they were carrying — and use them for yourself. Their weapons are more powerful than yours — so the good news is that picking up a more powerful weapon will improve your fighting performance. The bad news is that with superior weapons, the Aliens could turn you into an apple fritter before you get a chance to mow down their smelly carcasses first!

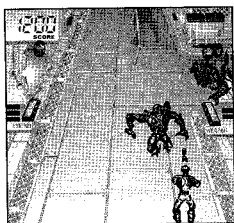
The Aliens are led by their Queen, of course. Her seconds-in-command are Alien Sergeant P13 and Alien Captain Ogg. They are joined by ever-increasing, alien infantry.



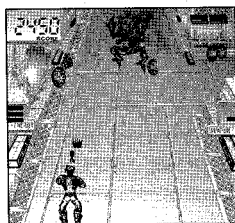
SERGEANT P13 IN BATTLE ARMOR.



CAPTAIN OGG SPITS DEADLY ACID.



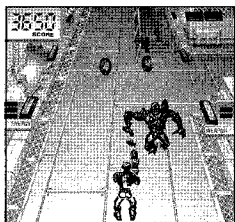
BIG, DUMB ALIEN INFANTRY WANT TO BLAST YOU BACK TO THE STONE AGE.



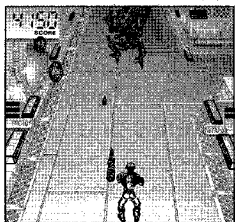
THE QUEEN GETS PARTICULARLY HOSTILE WHEN YOU DESTROY HER EGGS!

When you pick up an Alien's weapon, a WEAPONS BAR will appear. The weapons bar loses energy every time you use the acquired weapon. When your weapons bar expires, the weapon will disappear and you must find another weapon!

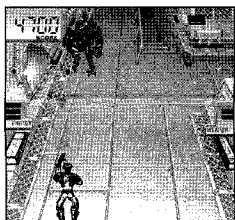
The weapons you can pick from the Aliens and use are:



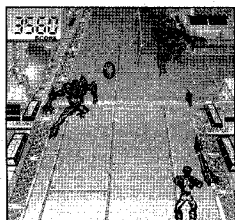
RAPID FIRE "MACHINE GUN" LASER: FOR PULSATING, MULTIPLE FIRING ATTACKS.



PORTABLE ION CANNON LAUNCHER: FOR WICKED BLASTING POWER.



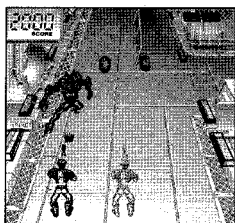
SMART BOMBS: HEAT-SENSITIVE AND DEADLY ACCURATE.



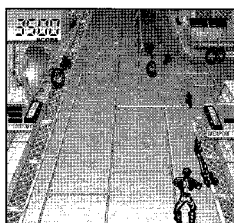
FLAMETHROWER: FIERY INFERNO FROM FIRE BLASTS.

Since the Alien weapons are stronger, it takes a lesser number of hits to annihilate an Alien with one of their own weapons (which you pick) than it would to destroy them with your own Marine laser:

	MARINE LASER	PICKED WEAPON
ALIENS		
(except the Queen)	2	1
ALIEN QUEEN	5	3

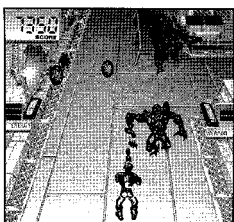


PRESS "◀" TO MOVE LEFT AND "▶" TO MOVE RIGHT. YOU WANT TO GET THE ALIENS DIRECTLY IN YOUR PATH FOR MAXIMUM ATTACK EFFICIENCY.

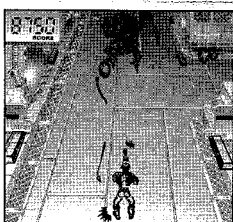


PRESS "▲" TO MOVE FORWARD — AND PRESS "▼" TO DODGE. WHEN YOU SEE EGGS AHEAD, BLAST THEM AS QUICKLY AS YOU CAN!

Remember to use your weapons to shoot the alien eggs before they hatch! If you're too slow, they will hatch into Alien reinforcements — and you're going to have whole new alien generations to deal with.



YOU'RE TOO SLOW — THE EGGS ARE HATCHING. NOW IT'S TIME TO WELCOME THE NEW GENERATIONS OF BLOOD-THIRSTY ALIENS WHOSE EVERY INSTINCT IS TO WIPE YOU OUT OF THE COSMOS.



WHEN YOU DESTROY HER EGGS, THE QUEEN BECOMES A RAVING MANIAC. OF COURSE SHE WASN'T EXACTLY MISS AMERICA TO START WITH.

The game pauses as you complete each stage and the next stage number is displayed. Press the ON/START button to begin the next stage when you are ready. Each new stage is increasing more difficult than the preceding one.

Remember, if you can defeat the Queen at the end of stage 5, your mission is complete. If you can't, you can kiss the solar system goodbye.

4. SCORING

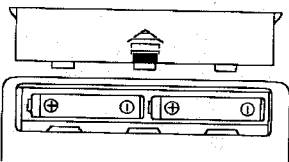
"FIRE AT WILL"

You score points each time you defeat an Alien and each time you blow up an Alien egg before it hatches into another Alien:

- 20 POINTS** for blowing up eggs.
- 30 POINTS** for defeating Alien infantry
- 40 POINTS** for defeating Alien Captain Ogg
- 50 POINTS** for defeating Alien Sergeant P13
- 200 POINTS** for defeating the Alien Queen

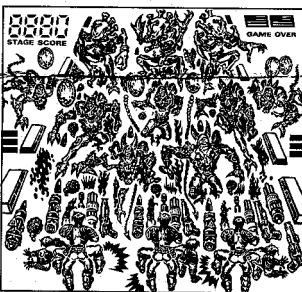
5. INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (To remove cover, press and push battery cover, upward.) Insert 2 "AA" /LR6 batteries or equivalent (not included), making sure to align "+" and "-" as shown.



TO ENSURE PROPER FUNCTION:

- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.



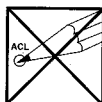
-THE SUPPLY TERMINALS ARE NOT TO BE SHORT
CIRCUITED.



6. CAUTION/DEFECT OR DAMAGE



High temperature
will destroy the unit.
Do not leave unit in
direct sunlight.



Do not use a pencil
or pin to press the
ACL switch. Use a
ball-point pen.



Do not press the
liquid Crystal display
and avoid heavy
shock or the display
may fail.



Clean only with a
piece of soft dry
cloth.

If a part of your **PROJECT ALIEN** is damaged or something
has been left out, **DO NOT RETURN THE GAME TO THE
STORE.** The store doesn't have replacement parts.
Instead, write to us at:

Tiger Electronic Toys, Repair Center
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.

Please include a note with your return explaining the
problem along with a sales slip, date, place of purchase
and price paid. We will do our best to expedite your
return promptly.

90 - DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase. Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$ 8.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

1. Pack the product carefully in the original box or use a good quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

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