

TM

ALIEN SOLDIER



MEGA DRIVE

SEGA™

ALIEN SOLDIER PROLOGUE

Beginning



ALIEN SOLDIER

Hearing that Epsilon-Eagle is still alive and has fled into the Time-Space Continuum, Xi-Tiger hurries to a laboratory where experiments in teleportation are taking place. Meanwhile, Epsilon has hidden himself inside the body of a boy being used as a test subject at the laboratory. Xi-Tiger's psi-abilities alert him of Epsilon's presence, but not before Epsilon morphs the boy's body into that of a super-warrior.

What Epsilon himself doesn't count on is the boy's sense of justice. The boy's mind rebels against the evil side of Epsilon, even as it accepts that in order to survive, Xi-Tiger must be destroyed...

SIERRA UNDER SIEGE

The planet Sierra is being attacked by Scarlet, a terrorist group with one plan: To destroy the human population and make the planet theirs.

Epsilon-Eagle, a birdlike creature who was once the leader of Scarlet, has been overthrown by Xi-Tiger. Xi-Tiger is a vicious creature who is fanatically determined to wipe out every living human. His madness extends to his means of maintaining power over Scarlet—destroying anyone who opposes him with the same ruthlessness as he does the human resistance forces.





ALIEN SOLDIER CONTROLS

ALIEN SOLDIER

Controlling Epsilon-2

Alien Soldier is a game for one player. Before playing, connect the Control Pad to Control Port 1.

CONTROL PAD



START Button
Start game / Pause game / Resume game

Button C
Jump

Button B
Attack

Button A
Select Weapon

D-Pad
Move / Crouch

Buttons X, Y and Z are not used. A three button Control Pad uses the same button assignments.

ATTACK TECHNIQUES

MOVE — — — — — ➔ D-Pad

Move Left ←



➔ Move Right

Crouch

Press the D-Pad ↓
(↑ while hanging from a ceiling).



Hang from Ceiling

Press Button C to jump and collide with a ceiling. You will automatically flip upside down and hang there.
Press Button C again to return to the ground.



Climb Upwards

Hold the D-Pad ↑ and press Button C.



Climb Downwards

Hold the D-Pad ↓ and press Button C.

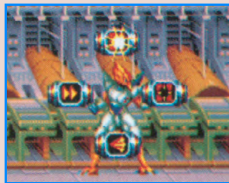




WEAPON SELECT — — ➔ Button A

Press Button A to enter Weapon Select mode, and use the D-Pad
 ◀ ▶ to select a weapon. Press
 Button A, B or C to confirm the
 selection.

* During Weapon Select mode, you
 cannot move or attack.



Switch Attack Mode

Crouch and press Button A to switch Attack Mode.

★ Fixed Position Attack Mode

While shooting, remain rooted to a
 spot and use the D-Pad to shoot in
 8 directions. This works while both
 standing and hovering.

Force Energy Depletion: Slow
 Body: White



★ Mobile Attack Mode

Use the D-Pad and press and hold
 Button C to set the direction of fire.
 You can then move and jump freely
 while shooting in that direction,
 until you release Button C.

Force Energy Depletion: Fast
 Body: Gold



ATTACK — — — — ➔ Button B

Attack using 6 weapons.

Counter Force

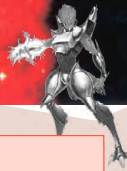
Press Button B twice to release a
 deflector beam. Enemy mines are
 repelled and energy blasts from
 enemies are turned into Energy Stars.



Eagle Eye

If you don't fire a weapon for a short
 time, a target crosshair will appear on
 the boss's weak spot (except when
 using Sword Force or Lancer Force).
 When using a homing weapon, the
 crosshair will be visible at all times.





JUMP — — — — — ➔ Button C

Press Button C to jump.



Hover

Press Button C to jump, and press again midair to set your control pack to hover.

Note: You can still fire weapons while hovering.



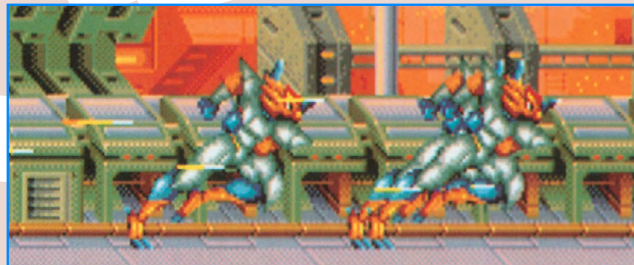
Step Jump

Press Button C while hovering to jump to an even higher position.



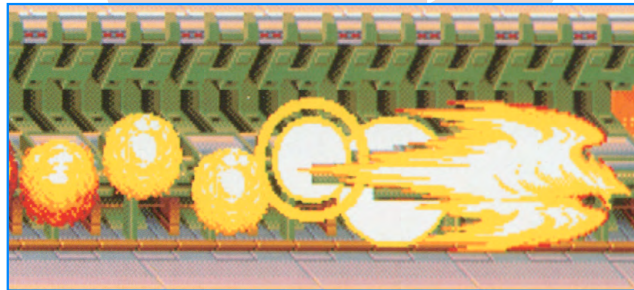
Zero Teleport

Hold the D-Pad ↓ and press Button C to move outside the T.S.C. (Time-Space Continuum) for a short time—in 20th century terms, you zoom from one side of the screen to the other.



Zero Teleport Attack

When your Energy is full, Teleport as detailed above. As you blast across the battlefield, any nearby enemies will take damage from the stream of accelerated particles you leave in your way.





ALIEN SOLDIER HOW TO PLAY

ALIEN SOLDIER

Prelude to battle

GETTING STARTED

After the opening demo, the title logo is displayed.

Use the D-Pad $\leftarrow \rightarrow$ to select a game mode, and press the START Button to confirm.

GAME START:

Begin a new game from the beginning.

PASSWORD:

Play a game from a later level (SUPEREASY mode only).

OPTIONS:

Make changes to game setting.



PASSWORD (SUPEREASY ONLY)

Use the D-Pad $\leftarrow \rightarrow$ to select a digit, and $\uparrow \downarrow$ to input a number. Finally, align the cursor with SET and press Button C.

Press the START Button to return to the title screen.



OPTIONS

Use the D-Pad $\uparrow \downarrow$ to select an item, and $\leftarrow \rightarrow$ to change the setting.



LEVEL:

Set the game difficulty.

SUPEREASY:

You can adjust the game speed at the PAUSE menu, and enter a password to jump straight to later stages.

SUPERHARD:

The game finishes with a credits sequence, and the number of continues is pre-determined.

BGM / S.E. SWITCH:

Enable/Disable music and sound effects.

BGM / S.E. / VOICE TEST:

Listen to the sounds, music and voices from the game.

BEGIN THE GAME

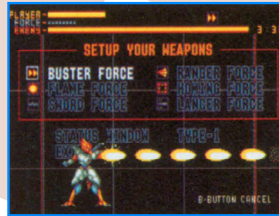
Take control of Epsilon-2 and proceed through multiple Acts and Stages as you seek your just and vicious revenge.



WEAPONS SETUP

Select Weapon

Choose the 4 weapons you will begin the game with. Use the D-Pad to highlight a weapon, and press the START Button or Button A or C to set it to the next available slot. Press Button B to return to the previous slot. It is possible to equip the same weapon in more than one slot.



Confirm All Settings

To confirm all settings, press the START Button or Button A or C. Press Button B to return.



Status Window

Choose the status window display from 26 choices. Use the D-Pad to choose a display type, and press the START Button or Button A or C to confirm. Press Button B to return.



Check Controls

Before playing, you can use this space to perform weapon tests and practice commands.

Press the START Button to proceed to the game.



Status Display

Statuses can be viewed in the following styles, and by combining them, there are a total of 26 different views:



Player / enemy Energy displayed as a gauge



Player / enemy Energy and Force Energy displayed numerically



Force Energy displayed as a gauge

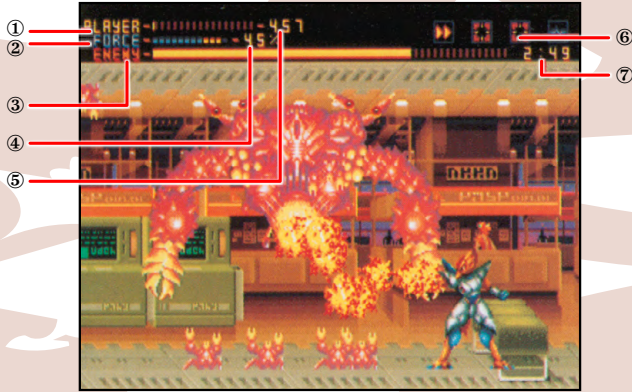


No information displayed



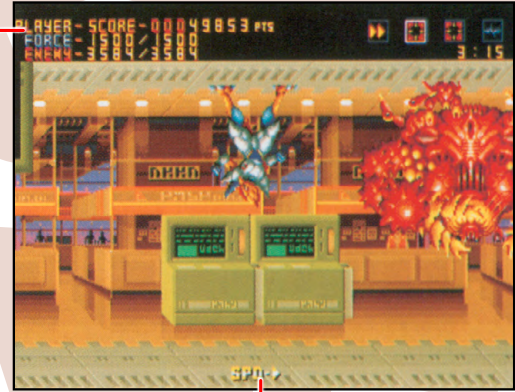
VIEWING THE GAME SCREENS

Game Screen



- 1 Player Energy Meter:**
If this reaches zero, it's game over.
- 2 Force Energy Meter:**
The level of weapon power.
- 3 Enemy (Boss) Energy Meter**
- 4 Enemy (Boss) Damage:**
The larger the number, the greater the damage.
- 5 Epsilon-2's Life Status:**
Take a hit and it shows minus, recover and it shows plus.
- 6 Weapon**
- 7 Remaining Time:**
If this reaches 0:00, it's game over.

Pause Screen



Score
Press Button B to check your Energy

Adjust Speed
In SUPEREASY mode, set the game speed from ▶ (Fast) to ▶▶▶▶ (Slow).



GAME OVER AND CONTINUE

Results Screen

If Epsilon-2 is defeated, the game results are displayed:

RESULTS						
HIGH SCORE	00133666	PTS				
SCORE	00133666	PTS				
DESTROYED ENEMIES	0214					
PLAYER DAMAGE	0022					
STAGE	TIME LIMIT	SCROLL USED	BOSS USED	CLEAR	CONTINUE	
11	03.20	00.31	XX.XX	XX.XX	001	
12	??.??	XX.XX	XX.XX	XX.XX	XXX	
13	??.??	XX.XX	XX.XX	XX.XX	XXX	
14	??.??	XX.XX	XX.XX	XX.XX	XXX	
15	??.??	XX.XX	XX.XX	XX.XX	XXX	

- ① High Score
- ② Score
- ③ Defeated Enemies
- ④ Received Damage
- ⑤ Time Data and Boss Name for Each Stage

Time Data

STAGE	TIME LIMIT	SCROLL USED	BOSS USED	CLEAR TIME	CONTINUE
11	03.20	00.31	XX.XX	XX.XX	001
12	??.??	XX.XX	XX.XX	XX.XX	XXX
13	??.??	XX.XX	XX.XX	XX.XX	XXX
14	??.??	XX.XX	XX.XX	XX.XX	XXX
15	??.??	XX.XX	XX.XX	XX.XX	XXX

CLEAR TIME	CONTINUE	BOSS
XX.XX	001	GUSTHEAD
XX.XX	XXX	????????
XX.XX	XXX	????????
XX.XX	XXX	????????
XX.XX	XXX	????????

- 1. Stage Number
- 2. Time Limit
- 3. Time to Boss Fight
- 4. Time to Defeat Boss
- 5. Clear Time
- 6. Number of Game Overs
- 7. Boss Name

Continue Screen

Press the START Button at the Results Screen to proceed to the Continue Screen. The following information is displayed depending on the difficulty level.

SUPEREASY

Press the START Button before the timer counts down and you will be returned to the Select Weapons screen. Force Energy levels will be returned to default.



If the counter does run out, you will be returned to the title screen, but a password will be displayed. Make a note of it, and you can continue playing from the same level at a later time.

SUPERHARD

You can continue providing you have sufficient credits. Continue and your weapons will be set exactly how they were at game over. Force Energy levels will be returned to default.





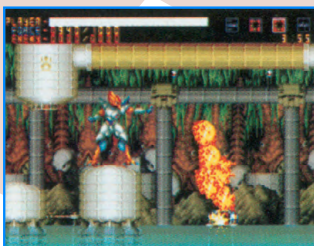
ALIEN SOLDIER WEAPONS

ALIEN SOLDIER

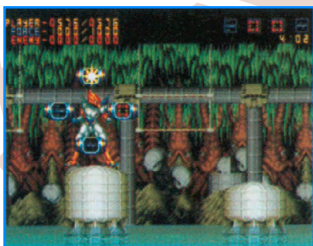
In addition to the weapons available at the Weapons Select screen, you can also find, pick up and use weapons on the game field.

Spare weapons can be found around the game field. When you pick up a weapon, the current weapon will be swapped out. If the weapon you're using is the same weapon that you pick up, the Force Energy will increase.

Press Button A to enter Weapon Select mode. Use the D-Pad $\leftarrow \rightarrow$ to choose a weapon, and then press Button A, B or C to confirm. Each weapon has a different effect, and uses different amounts of Force Energy. If the Force Energy runs out, the weapon will become temporarily unavailable. The Force Energy of weapons not being used gradually replenishes.



Attacking a weapon spare will replace the spare with the weapon you are currently wielding.



Weapon Select mode

ENERGY AND FORCE ENERGY

When Epsilon-2 takes damage, his Energy will deplete. When weapons are used, then Force Energy depletes.

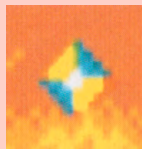
Energy Items appear when you defeat enemies and use Counter Force to repel attacks. Pick up the Item for an Energy boost.

Force Energy replenishes over time when the weapon isn't in use.

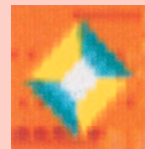
ITEMS

Energy Items

Recover a small amount of Energy



Recover a moderate amount of Energy



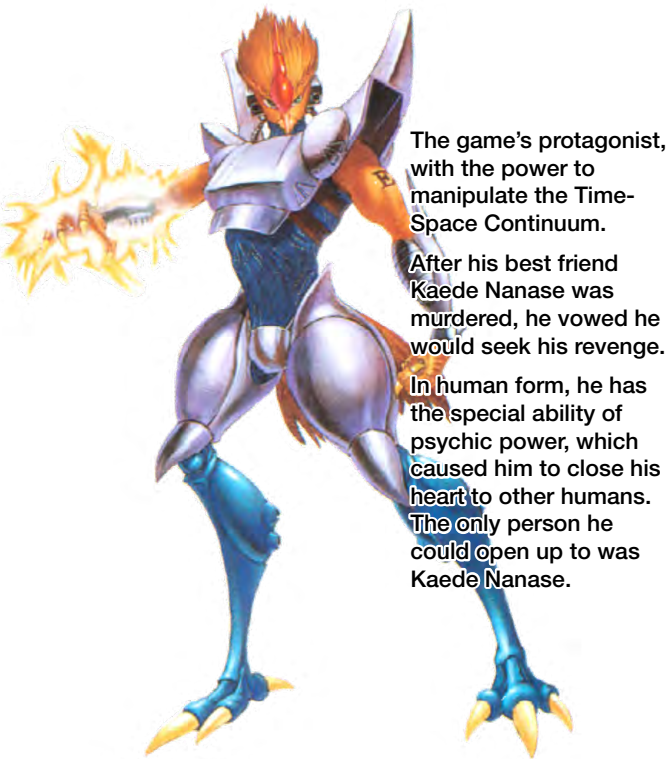
Fully refill your Energy, and increase the MAX





The miscreants of this world

EPSILON-2



The game's protagonist, with the power to manipulate the Time-Space Continuum.

After his best friend Kaede Nanase was murdered, he vowed he would seek his revenge.

In human form, he has the special ability of psychic power, which caused him to close his heart to other humans. The only person he could open up to was Kaede Nanase.



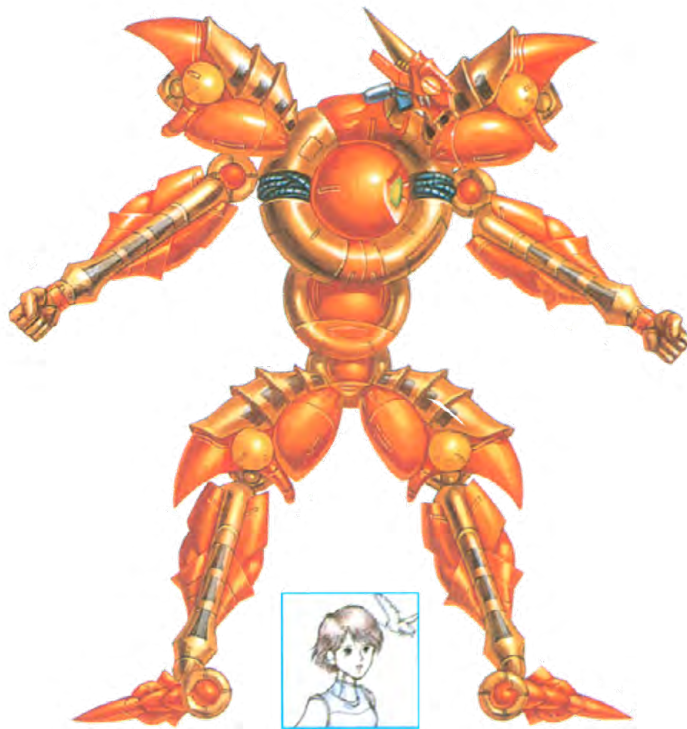
Human Form

Name: Misaki Fou (12)

Gender: Male

Origin: South America (details unknown)

SEVEN FORCE KAEDE



Name: Kaede Nanase (14) | Gender: Female | Origin: Hiroshima

The pilot of "Seven Force," a powerful mecha which can combine into various forms by way of supernatural powers.

She was actually killed by "Xi-Tiger" and is now an emotionless cyborg with a bio-computer brain. Before her death, she was Misaki's best friend.



EPSILON-1



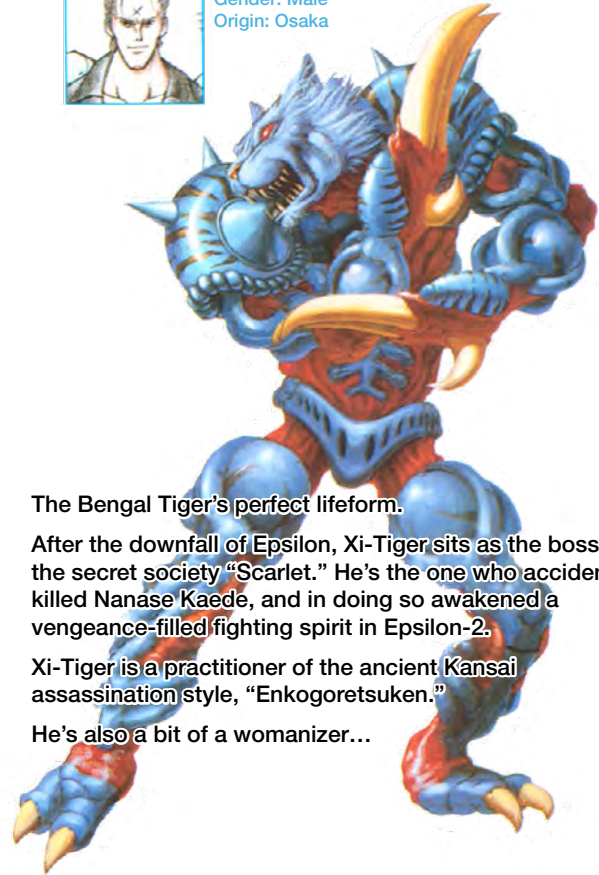
Another Epsilon who inherited the will of the original Epsilon-Eagle.

Name: Tenma Kuroki (26) | Gender: Male | Origin: Tokyo

XI-TIGER



Name: Kyosuke Kosatsu (29)
Gender: Male
Origin: Osaka



The Bengal Tiger's perfect lifeform.

After the downfall of Epsilon, Xi-Tiger sits as the boss of the secret society "Scarlet." He's the one who accidentally killed Nanase Kaede, and in doing so awakened a vengeance-filled fighting spirit in Epsilon-2.

Xi-Tiger is a practitioner of the ancient Kansai assassination style, "Enkogoretsuken."

He's also a bit of a womanizer...



ALIEN SOLDIER ENEMIES

ALIEN SOLDIER

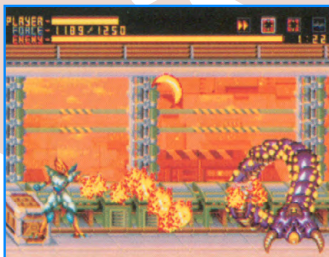
Operatives of Scarlet

During your fight, there are many enemies that will stand in your way. Some are introduced here:

JET RIPPER

Name: Taramushi Zannin (25) | Gender: Male

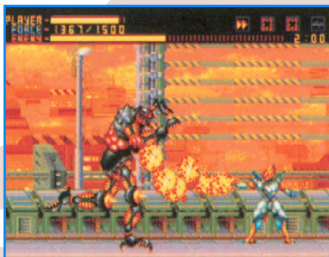
A cybernetically enhanced centipede. It intimidates its enemies with steel fangs and a body filled with deadly poison.



ANTROID

Name: Gisuke Yomesamba (23) | Gender: Male

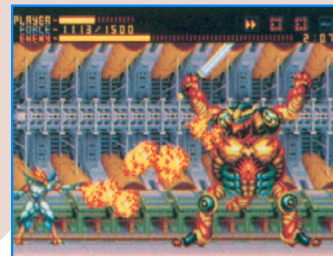
A cybernetically enhanced samurai ant. Proficient in marshal arts, it attacks via a succession of rapid kicks. A childhood friend of Jet Ripper, they are now lovers.



SHELL SHOGUN

Name: Mansaku Kamegashira (40) | Gender: Male

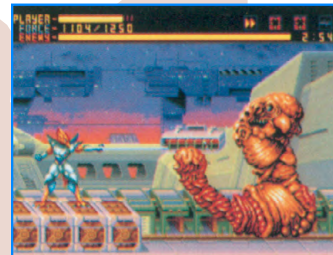
A cybernetically enhanced crab. After someone killed his Ganymedean lover, he became a wandering killer bent on revenge. He wields the greatsword, "Midgard," and has mastery over his own unique swordsmanship.



HONEY VIPER

Name: Hachihei Daikazoku (52) | Gender: Male

A cybernetically enhanced great king bee. A single reproductive organism that produces baby bees in quick succession, he dreams of establishing a large flower garden. He has no particular desire to fight, and only joined "Scarlet" as a servant.



MADAM BARBAR

Name: Kyoko Onigoroshi (28) | Gender: Female

A cybernetically enhanced crab. Mother to 512 baby crabs, she makes a living as a long-distance dump truck driver. Perhaps it's because she used to be in charge of the ladies' circle, but she always finds herself getting into fights.





ALIEN SOLDIER ADVICE

ALIEN SOLDIER

Rules of Alien Soldier

Revenge is a powerful motivator, but it's not enough to win a war. Here are some principles that will help you stay ahead.

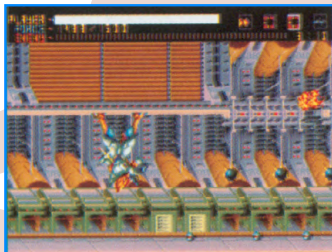
DESTROY PROJECTILES WITH COUNTER FORCE

You will encounter all manner of projectiles flying your way. By successfully using Counter Force, you can release Energy Items. Use these to recover your Energy, and remember that when full, you can unleash a destructive Zero Teleport Attack!



UNLEASH ZERO TELEPORT ATTACK

Any time your Energy is full, unleash Zero Teleport Attack. It'll deplete some of your Energy, but it'll also do massive damage to all nearby enemies. That's quite a trade off!



This is the right timing for a Zero Teleport Attack

AVOID HOLES AND CAPTURE

When falling down a hole or trapped by enemies, press the button repeatedly! Your Energy depletes especially fast in holes, so get mashing as quickly as possible!

Commence mashing when you see this alert



FIND THE WEAKNESS

While fighting a boss, if you don't shoot for a while, or are using a homing weapon, "Eagle Eye" will show you where to attack! Carefully focus your attack there to win the battle swiftly. Using Zero Teleport Attack to target the weak spot is also highly effective.



DON'T WASTE TIME!

You must clear the stage within the allotted time. A warning will be given when 30 seconds remain. If the timer reaches 0, it's Game Over.



● ● Precautions ● ●

● Make sure the power is OFF!

Before removing a cartridge, make doubly sure that the console power is switched to OFF!



● Cartridges are Delicate!

Do not subject your cartridges to strong shocks. Striking or stepping on a cartridge will damage it!



● Don't Touch the Terminals!

Do not touch the terminal contacts or allow them to get wet.

Doing so will damage the cartridge!



● Storing your Cartridges

When choosing somewhere to store your cartridges, try to avoid places that are unusually hot, cold or humid.



● Avoid Chemical Cleaners!

Do not use chemicals such as benzine or solvents when wiping off dirt.



● Precautions while Playing

If you play for an excessive period of time, your eyes will become fatigued. Try to take a 10 to 20 minute break for each hour of gameplay. Sit as far back from the TV as the controller cables will allow.

● ● ● ● HEALTH CONCERNS ● ● ● ●

Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in some individuals.


If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning for owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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MEGA DRIVE
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