

# ALIENS VERSUS PREDATOR EXTINCT

CIVIC VIDEO MADDINGTON

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## Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2, always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers and Games Hotline Numbers.

# STARTING the Game

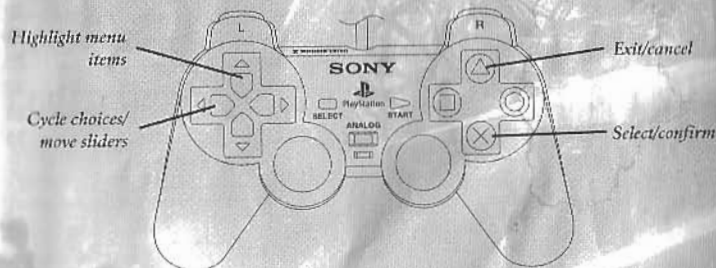
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the /RESET button. When the indicator is green, press the button. The disc tray opens.
4. Place the *Aliens versus Predator™ Extinction* disc on the disc tray with the label side facing up. Press the button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

# Command Reference

## Menu CONTROLS

Note: The digital controller is NOT supported.



SLES- 51792

1 Player • Memory Card (8MB) for PlayStation®2 (1075KB minimum) • Analog Control Compatible\* analog sticks only

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# Complete CONTROLS

## Gameplay CONTROLS

Study these default combat moves:

Move cursor	left analog stick
Navigate mini-map	right analog stick
Jump to mini-map location	right analog stick then ✖ button
Select unit/units	✖ button / ✖ button (hold)
Action button	● button
Move units to location	left analog stick then ● button
Jump to event	▲ button
Jump to base	■ button
Special ability	R1 button
Grouping	L2 button + directional button
Command list	R2 button
Shift	L1 button
Pause menu	START button
Change camera view	R3 button

Note: When held down, the Shift button modifies the functions of other buttons.

## CONTROLLER CONFIGURATIONS

Configuration 1 (see Gameplay Controls above) is the default configuration.

- To switch to Configuration 2 or Configuration 3, access the Options menu (see p. 5).

### CONFIGURATION 2

Move cursor	left analog stick
Navigate mini-map	right analog stick
Jump to mini-map location	right analog stick then ✖ button
Select unit/units	✖ button / ✖ button (hold)
Action button	● button
Move units to location	left analog stick then ● button
Jump to event	R2 button
Jump to base	L2 button
Special ability	■ button
Grouping	▲ button + directional button
Command list	R1 button
Shift	L1 button
Pause menu	START button
Change camera view	R3 button



## CONFIGURATION 3

Move cursor	left analog stick
Navigate mini-map	right analog stick
Jump to mini-map location	right analog stick then ■ button
Select unit/units	■ button/ ■ button (hold)
Action button	✖ button
Move units to location	left analog stick then ✖ button
Jump to event	▲ button
Jump to base	● button
Special ability	R1 button
Grouping	L2 button + directional button
Command list	R2 button
Shift	L1 button
Pause menu	START button
Change camera view	R3 button

## INTRODUCTION

On the distant planet LV-742, a unit of Colonial Marines has made a terrifying discovery. On this cold planet, a monstrous battle is being waged between a cunning Alien hive and a clan of merciless Predators. With the arrival of the Colonial Marines, bloody skirmishes have morphed into all-out war between all three species – the ultimate prize, total dominion over all life-forms on LV-742. Experience the *Aliens versus Predator™* universe as a member of an Alien hive, Predator clan or elite squad of Colonial Marines and fight for the survival of your race. For the first time ever, control new classes of Aliens, Predators or Marines and upgrade your weapons and abilities to gain a tactical advantage. Do you have what it takes to win this ultimate battle of the species? For more information about this and other titles, visit EA GAMES™ on the web at [www.eagames.com](http://www.eagames.com)

## GETTING STARTED

Navigate the Profile screen and Main menu before honing your combat skills on the battlefield.

### PROFILE SCREEN

Create a new profile or continue a game under a previously saved profile.

To create a new profile:

1. Select NEW PROFILE and press the ✖ button. A screen appears asking if you wish to create a new profile entitled "Extinction 1."
  2. Press the ✖ button again. Your profile is created and the Main menu appears.
- Subsequent saved profiles are numbered sequentially.

To load a pre-existing profile:

1. Select LOAD PROFILE and press the ✖ button. A list of profiles appears.
2. Select a profile and press the ✖ button. The Main menu appears.

## Main Menu

Access gameplay, options, tutorials, the bestiary or credits from the Main menu.



Start Campaign: Begin a new campaign

Load Game: Load a saved game

Tutorials: Get some basic training

Options: Adjust audio, control and difficulty options

Bestiary: Learn more about each species

Extras: View the credits or replay the introduction

To start a new campaign:

1. Select START CAMPAIGN and press the ✖ button. The Species menu appears.
2. Chose to start a MARINE CAMPAIGN, PREDATOR CAMPAIGN or ALIEN CAMPAIGN, and press the ✖ button. A list of missions appears.
3. Select a mission and press the ✖ button. The Mission screen appears.
4. Read the description of the mission and press the START button. Gameplay begins.

**Note:** When you successfully complete a mission, the next available mission in sequence becomes available to play.

To load a campaign:

1. Select LOAD GAME and press the ✖ button. A list of game saves appears.
2. Select a game save and press the ✖ button. The Mission screen appears.
3. Read the description of the mission and press the START button. Gameplay resumes.

## OPTIONS

Adjust audio, control and difficulty settings from the Options menu.

- To access the Options menu, select OPTIONS in the Main menu and press the ✖ button.

**Note:** Default options are listed in bold in this manual.

### AUDIO

#### MUSIC

directional button LEFT/RIGHT to adjust the music volume.

#### EFFECTS

directional button LEFT/RIGHT to adjust the in-game effects volume.

## VOICE

directional button LEFT/RIGHT to make voices louder or softer.

## RESTORE DEFAULTS

Return to the game's original settings.

## CONTROLS

- To select your control configuration, directional button UP/DOWN to toggle between CONFIGURATION 1, CONFIGURATION 2 and CONFIGURATION 3.
- For more information, see Complete Controls on p. 3.

## DIFFICULTY

- To select your difficulty setting, press the **X** button to toggle through EASY, MEDIUM or HARD.

## TUTORIALS

Get some basic training on inter-species combat.

### To access a tutorial:

1. Select TUTORIALS in the Main menu. The Tutorial menu appears.
2. Select a tutorial and press the **X** button. The tutorial begins after pressing the START button.

### BASIC TUTORIAL

Teaches gameplay fundamentals.

### ADVANCED TUTORIAL

Instructs advanced gameplay techniques.

### MARINE TUTORIAL

Provides gameplay help on playing as Marines.

### PREDATOR TUTORIAL

Offers instruction on playing as Predators.

### ALIEN TUTORIAL

Learn how to play as the Aliens.

## PLAYING THE GAME

From here on out, keep your head up and your weapon ready.

## Game Screen

Use this information to craft devastating strategic manoeuvres.



## MINI-MAP

## SELECTION CURSOR

## UNIT STATS

## POPULATION COUNTER

## CREDITS

## SPECIAL ABILITY

## MESSAGE AREA

- To view the mission objectives, press the START button. The Pause menu appears with the mission objectives on the left.

## NAVIGATING and ATTACKING

Learn to issue orders, mobilise forces and attack adversaries with ease.

## SELECTING YOUR TROOPS

Blast away as a single unit or go to war with the full firepower of a group.

- To select a unit, highlight it with the cursor and press the **X** button. The unit is selected.
- To select a group of units, press and hold the **X** button. A circle radiates from the cursor. When you release the **X** button, all units within the circle are selected.
- To select all on-screen units of the same type, highlight a unit and double tap the **X** button. All units of that type are selected.
- To add a unit to a group, highlight the unit to add, press and hold the L1 button and then press the **X** button. The unit is added to the current group.

### To create a unit group:

1. Select the units to be grouped.
  2. Press and hold the L2 button and then UP/DOWN/LEFT/RIGHT on the directional button. Your units are assigned to that button.
  3. Release the L2 button. Your unit group is created.
- To select a group, directional button in the direction you assigned the group to.
  - To select a group and centre the camera on it, double tap the directional button direction it is assigned to.
  - You can create up to four groups, one for each direction on the directional button (UP/DOWN/LEFT/RIGHT).

## NAVIGATION

- The mini-map shows the entire sector of your mission, the locations of your units, enemy units that you can see, and, occasionally, objective markers.
- To jump to distant locations on the mini-map, move the right analog stick to the location on the mini-map you wish to view and press the **X** button. The camera view jumps to that location.

To move your troops:

1. Select the troops you wish to move.
2. Move the on-screen cursor to the appropriate location and press the ● button. The troops travel to that location.
  - An X over your cursor indicates you cannot send your troops there.
  - To jump to a battle, press the ▲ button.
  - To jump to your base unit (Queen, CommTech or Shrine), press the ■ button.

## ATTACKING

- To instruct your troops to attack, highlight the enemy with the cursor and press the ● button. Your units fire.
- To instruct your units to attack any enemies they may come across while moving, press the L1 button and the ● button.
- Attitude settings allow you to control how a unit behaves in combat.
- To attack a friendly unit, select a unit, use the cursor to highlight the friendly unit you wish to attack, press and hold the L1 button + the L2 button and press the ● button. The unit is attacked.

To select your unit's attitude setting:

1. Select a unit then press and hold the R2 button. The Command list appears.
2. Directional button to select an attitude and release the R2 button. The attitude is set.

<b>AGGRESSIVE</b>	Attacks and pursues all enemies within view.
<b>DEFENSIVE</b>	Attacks but does not pursue enemies out of range.
<b>STAND GROUND</b>	Attacks enemies that approach and does not stray from its position.

**NO ATTACK** Does not attack unless specifically commanded to do so.  
**Note:** The No Attack attitude is useful to units who do not wish to reveal their position.

## Waypoints and Patrol Paths

Waypoints help your units to avoid danger or patrol important locations.

To create a patrol path:

1. Select the units you want to patrol an area.
2. Press and hold the R2 button to access the Command List. The Command List appears.
3. Press the ✖ button for each area of the map you wish to assign a waypoint to.
4. Release the R2 button once all waypoints have been created. The selected units begin to patrol the waypoints.
  - To remove a unit from a patrol path, issue it a command. The unit ceases to patrol each waypoint and completes the command issued.

## Species-Specific Gameplay

Tailor your moves to suit your gameplay style.

## Colonial Marines

Learn more about playing as the Colonial Marines.

### Credits

Earn credits (currency) by killing enemies and repairing Atmos (atmospheric processors).

- To fix an Atmo, select a CommTech, move the cursor over the broken Atmo until it turns into the image of a wrench, and press the ● button. The CommTech repairs the Atmo.
- You receive a continuous stream of credits as long as the Atmo is operational and the Atmo's maximum credits have not been reached.

### Ordering and Upgrading Units

The CommTech is the only Marine that can order units and purchase upgrades.

To order units:

1. Select a CommTech and press the R1 button. The Drop Ship Uplink menu appears.
2. Directional button to highlight the desired units and press the ✖ button. The unit is added to the order.
3. Press the ■ button to complete the order. The Drop Ship delivers the units to the nearest Landing Beacon and the cost is deducted from your credits.

To upgrade a unit:

1. Select a CommTech and press the R1 button. The Drop Ship Uplink menu appears.
  - If an upgrade is available, an icon appears next to the unit's name.
2. Highlight the upgrade icon with the directional button and press the ✖ button. You are asked to confirm the upgrade purchase.
3. Select YES and press the ✖ button to confirm. The credits are deducted and all units of that type are upgraded.
  - To exit the Uplink menu, press the R1 button.

### Moving Sentry Guns

The Synthetic is the only unit capable of carrying and deploying a sentry gun.

To deploy a Sentry Gun:

1. Select the Synthetic and highlight the Sentry Gun. The cursor changes to a hand icon.
2. Press the ● button to order the Synthetic to pick up the Sentry Gun. The Synthetic carries the weapon.
3. To deploy the weapon, select the Synthetic and press the R1 button. The Sentry Gun is deployed.

### Healing

The Medic is the only unit that heals injured Marines.

To heal:

1. Select the Medic and highlight an injured Marine. The cursor changes to a green cross.
2. Press the ● button to heal the Marine. The Marine is healed over time.



- Medics automatically heal friendly units within range.

## MOTION DETECTION

- The Synthetic and a deployed Sentry Gun can detect moving objects that cannot be seen, such as cloaked Predators.
- The Synthetic can detect moving objects outside normal visual range. Markers on the playing field indicate where unidentified moving objects are located.
- An upgraded Sentry Gun responds to ranged attacks from enemies beyond its view.

## PREDATORS

Get tips on playing as a Predator clan.

### HONOR POINTS

Earn Honor Points (currency) by killing enemies and collecting trophy skulls.

- Each enemy killed earns Honor Points.
- Earn Honor Points by collecting enemy skulls.

To collect a fallen enemy's skull:

1. Select a Predator and highlight a dead body. The cursor changes into a hand icon.
2. Press the **●** button. The skull is collected and you are credited with Honor Points.
- To command a Predator to automatically collect skulls, select that Predator and press and hold the R2 button and then press the **▲** button.
- The corpses of enemies with worthy skulls show up on the mini-map in yellow.

## SHRINES

The Predator Shrine is the only unit that can order new members and purchase upgrades.

To order more units:

1. Select the Shrine and press the R1 button. The Shrine Ordering menu appears.
2. Directional button to highlight the desired unit and press the **✖** button. The unit is added to the order.
3. Press the **■** button to order the units. The units arrive and the cost is deducted.

To upgrade:

1. Select the Shrine and press the R1 button. The Shrine Ordering menu appears.
- If an upgrade is available, an icon appears next to the unit's name.
2. Highlight the upgrade icon with the directional button and press the **✖** button. You are asked to confirm the upgrade purchase.
3. Select YES and press the **✖** button to confirm. The credits are deducted and all units of that type are upgraded.

## CLOAKING

Most Predators have the ability to cloak, or become invisible.

- Cloaking expends energy and may drain a Predator dry if used continuously.
- Although cloaked, a Predator can still reveal its presence by attacking an enemy, pulling skulls or healing.
- Some enemies have vision or motion detectors that can sense a Predator's movement even when cloaked.
- To toggle cloaking ON or OFF, select a Predator and press the R1 button.

## RECHARGING YOUR ENERGY

Energy powers a Predator's environmental suit and enables it to cloak and heal.

- Energy is slowly replenished over time.
- Energy is quickly replenished near the Shrine. An aura around your Predator indicates the replenishment.

## HEALING

A Predator's suit can heal injuries.

- To heal a selected Predator, press and hold the L1 button and then press the R1 button.
- Healing drains energy.
- Predators must be stationary to heal.

## PREDATOR VISION MODES

Vision modes facilitate enemy detection and ranged attacks.

THERMAL VISION	Detects humans and wildlife.
ELECTRO VISION	Detects Aliens and Marine units like Synthetics, Exosuits and Sentry Guns.
PREDETECH VISION	Detects other Predators and equipment when cloaked.

- Predator vision modes are purchased in the same manner as upgrades.

## ALIENS

Learn how to play as an Alien hive.

### INFESTATION POINTS

Earn Infestation Points (currency) by killing enemies and impregnating hosts.

- Each enemy killed earns Infestation Points.
- Earn Infestation Points by impregnating hosts.

### BREEDS

- Praetorians are purebreds that spawn from any host. They can transform to create Queens, Carriers and Ravagers.
- Transbreeds spawn based on the host type.

OSWOCS	Drones
KURN/KRILLIC	Runners
HUMANS	Warriors
PREDATORS	PredAliens

## Life Cycle

Every Alien starts with an egg.

- To create an egg, select the Queen, press and hold the L1 button and press the R1 button. The Queen creates an Egg Sack and begins creating eggs.
- The Queen cannot lay eggs if the area around her is blocked.
- To distribute eggs, select an adult Alien, highlight the Queen, and press the ● button. The alien proceeds to move eggs.

To create an Alien:

1. Lay an egg. The Facehugger hatches from the egg and implant on a nearby host.
- To manually eject a Facehugger from an egg, select the egg and press the R1 button.
2. After a short time a Chestbuster emerges, cocoons itself, and becomes an adult Alien.
- The type of Alien it becomes is determined by the host type.

To create a Praetorian or Queen:

1. Select an egg by pressing the ✖ button. The egg is selected.
2. Press and hold the L1 button and press the R1 button egg. If a suitable host is provided, it eventually becomes a Praetorian.
- If a Queen does not exist, the Praetorian can be morphed into an Alien Queen.
- To morph a Praetorian into an Alien Queen, press the R1 button.

To upgrade:

1. Select the Queen and press the R1 button. The Alien Upgrade menu appears.
- If an upgrade is available, an icon appears next to the unit's name.
2. Highlight the upgrade icon with the directional button and press the ✖ button. You are asked to confirm the upgrade purchase.
3. Select YES and press the ✖ button to confirm. The credits are deducted and all units of that type are upgraded.

To create Carriers and Ravagers:

You must have a Praetorian with the Speciated Metamorphosis upgrade in order to create Carriers and Ravagers.

- To create a Carrier, select the upgraded Praetorian and press the R1 button.
- To create a Ravager, select the upgraded Praetorian, press and hold the L1 button and press the R1 button.

## Spore Sight

Hive Nodes, Runners, Praetorians and Queens emit spores that coat living organisms, allowing you to track them for a limited time.

## Healing

Most Aliens can only heal when standing on Hive-space.

- To generate Hive-space, select the Drone and press the R1 button. A Hive Node is created and it creates the Hive-space.
- Only the Drone can create Hive nodes.
- Facehuggers can move on the Hive-space without losing health.

## GATHERING HOSTS

Since Facehuggers are vulnerable when not on Hive-space, it's better to bring hosts to the Hive-space than infesting them elsewhere.

To gather new hosts:

1. Select an Alien and hold the R2 button. The Command list appears.
2. Press the ▲ button where the hosts are located then move the cursor to where you want the hosts moved to and press the ▲ button again.
3. Release the R2 button and the Alien takes the hosts to the designated area.
- Comatose hosts show up on the mini-map in yellow.

## Pause Menu

Access the Pause menu when you need a breather.

- To access the Pause menu, press the START button.

RESUME	Resume gameplay where you left off.
SAVE	Save your game.
LOAD	Load a saved game.
BESTIARY	Get more information on in-game creatures.
OPTIONS	Adjust sound settings and view the map in Pause Time.
RESTART	Restart the mission from the beginning.
QUIT	Exit gameplay and return to the Main menu.

## Pause Time

Pause time allows you to peruse the game map while gameplay is paused. It also offers more control over the camera to get a better view of what's happening on the game map while the game is paused.

## UNITS

Get data on the species you may encounter on LV-742.

### MARINE

Learn more about the Colonial Marines.

### CommTech



- Orders new troops, purchases upgrades and repairs Synthetics, Sentry Guns, Exosuits and Atmos.
- Carries the MP9 close-assault machine gun.
- Upgrade fires the AURORA space-based assassination system.



## Medic



- Heals one soldier at a time but cannot heal himself.
- Carries the M4A3 Pistol.
- Upgrade heals acid wounds, cystic tumors, nausea and repeat hemorrhaging.

## SynTHETIC



- Runs faster, lifts more and sees farther than humans.
- Detects Predator cloaking.
- Carries the M4A3 Pistol and can deploy Sentry Guns.
- Upgrade has stronger armour, better weaponry and improved sight and movement.
- Upgrade can be brought back to life if repaired shortly after death.

## Infantry



- Basic combat unit of the USCM.
- Carries the M41 Pulse Rifle.
- Upgrade possesses improved armour and a grenade launcher.

## flamethrower



- Attacks multiple enemies at short range with a devastating blast of fire.
- Upgrade uses fuel which causes continuous radiation damage.

## Smartgunner



- Inflicts more damage against unarmoured or lightly-armoured enemies than any other unit.
- Upgrade is better armoured and fires splintering radioactive bullets that inflict sustained damage and stops Alien roaming regeneration.

## Sniper



- Destroys enemies at extreme ranges with armour-piercing bullets.
- Almost useless in close combat.
- Upgrade is equipped with a personal rail gun that shoots slugs that penetrate multiple enemies.

## SADAR



- Light-armoured unit fires long-range guided missiles.
- Its target lock-on capability is most effective when fired continuously from a protected position.
- Upgrade is equipped with SADAR AMAG (aerosol magnesium) which penetrates armour and discharges multiple, mega-thermal warheads.

## EXOSUIT



- Heavily armoured and well-armed for assault in difficult environments.
- Upgrade carries Twin M103 Torrent Cannons that fire simultaneously.

## Sentry Gun



- Well-armoured, heavy-firing auto-cannon that withstands more damage than any human.
- Sensors defeat Predator cloaking and allow nearby Marines to "see" invisible enemies.
- Upgrade is designed to counter long-range attackers.

## Predator

Examine each of the Predator types.

## Brawler



- Savage melee fighter with armour-slicing wrist blades.
- Speed and durability make it an excellent scout.
- Upgrade can deliver a Glory Strike that inflicts extra damage.

## Hunter



- Fires armour-penetrating bolts that explode into damaging plasma shrapnel.
- Upgrade ejects plasma that kills any enemy with a limited number of hits.

## SPEAR MASTER



- Uses its spear to parry melee attacks, hit leaping Facehuggers mid-flight and strike surrounding enemy attacks.
- Armour is resilient to fire, energy and radiation.
- Recharges its energy supply when struck by fire or energy-based attacks.
- Upgrade wields a double-bladed staff of white-hot plasma that burns through enemy armour.

## STALKER



- Has the longest attack range of all Predators and can remain cloaked for the longest time.
- Does not reveal its position to enemies when attacking.
- Upgrade carries a barbed harpoon-like Bleeder Spear that drains their victim's blood.

## DISC MASTER



- Hurls up to three razor-edged discs that attack three targets before returning.
- Upgrade carries a set of nine nanovibronic discs that tear through armour and can activate a "haywire mode" that shreds enemies from within.

## VANGUARD



- Well armoured with a scythe that kills enemies within four hits.
- Upgrade carries a Killscreen Generator that vaporises incoming enemy projectiles.

## HYDRA



- Heavy-armoured and wields armour-piercing guided missiles.
- Upgrade possesses missiles containing multiple warheads that can attack up to three enemies each.

## BLAZER



- Well-armoured and inflicts extensive fire damage on multiple targets.
- Upgrade carries Dual Blazers that incinerate more enemies.

## PREDGUN



- Heavy Plasma Cannons spew armour-penetrating plasma bolts and shrapnel.
- Self-healing when not under attack.
- Can pack up and deploy itself but cannot shoot while packed up.

## SHRINE



- Only Predator unit that can order troops, upgrades and vision modes.
- Mobile, tough and well armed with a multi-beam heat gun that targets multiple enemies.
- Rapidly recharges the energy of nearby Predators.
- Self-healing when not under attack.

## ALIEN

Study these members of the Alien species.

### Queen



- Only Aliens that can create eggs or order upgrades.
- A Hive may only have one Queen at a time.
- Upgrade is tougher and can deflect all but heavy munitions. She also causes nearby Transbreed Aliens to go into a combat frenzy.

### PRÆTORIÆN



- Possesses a durable exoskeleton and armour-piercing claws and sprays acidic blood.
- In the absence of a Queen, a Praetorian can morph into a Queen.
- Upgrade can transform into a Carrier or Ravager.

## FACEHUGGER



- Impregnates host life forms with a Chestbuster.
- Very vulnerable if not on Hive-space webbing or a Carrier.
- Upgrade causes the Chestbuster it carries to split into twins when producing simpler Aliens like the Drone and the Runner.

## DRONE



- Excellent for dragging hosts back to the Hive for impregnation.
- Not armoured and vulnerable to all weapons.
- Only Alien capable of creating Hive Nodes.
- Upgrade spits a cyst-filled acidic froth on potential hosts. Aliens grown from these cystic acid hosts are tougher.

## RUNNER



- Lightweight, fast and ideal for scouting.
- Leaps at enemies, causing extra damage.
- Heals quickly when not under attack.
- Explodes violently if destroyed by fire.
- Upgrade injects poisonous spores that weaken its victim over time and allow it to track the victim.

## WARRIOR



- Fast, tough and savage. When killed it drenches nearby enemies in acid.
- Upgrade can penetrate armour, function after extreme amounts of damage and regenerate lost limbs when on Hive-space.

## PredALIEN



- Inflicts extensive damage but lacks armour.
- Heals even when away from the Hive but not when attacked or near radiation.
- Upgrade has a tougher exoskeleton.

## CARRIER



- Transports up to six Facehuggers.
- Has no armour and is vulnerable to fire.
- Upgrade can carry 12 Facehuggers. When killed by anything except fire it hurls its Facehuggers and spews acid.

## RAVAGER



- Powerful death machine with hull blades for hands that slice through armour.
- Kills its prey outright, rather than rendering them comatose for impregnation.
- Upgrade deflects medium calibre weapon fire and enters a cataleptic state when near death that allows it to rebuild itself and return to battle.

## SAVING and Loading

Save or load files with these instructions.

**Note:** Your campaign progress is automatically saved at the end of each mission. If the game is started without a memory card (8MB) (for PlayStation®2), autosave is disabled. Autosave is re-enabled by saving a game or creating or loading a Profile.

**Note:** This game only supports MEMORY CARD slot 1.

**To save a game during gameplay:**

1. Press the START button. The Pause menu appears.
2. Select SAVE and press the ✖ button. The Save Game menu appears.
3. Select a game save slot and press the ✖ button. The game is saved.


**To load a game from the Main menu:**

1. Select LOAD GAME from the Main menu and press the ✖ button. The Load Game menu appears.
2. Select the desired game save and press the ✖ button. The Mission screen appears.
3. Press the START button. Gameplay resumes.

**To load a game during gameplay:**

1. Press the START button. The Pause menu appears.
2. Select LOAD and press the ✖ button. The Load Game menu appears.
3. Select the desired game save and press the ✖ button. The Confirmation screen appears.
4. Select YES and press the ✖ button. The Mission screen appears.
5. Press the START button. Gameplay resumes.





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