

ALIEN HOMINID™



The Behemoth Entertainment



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. 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 TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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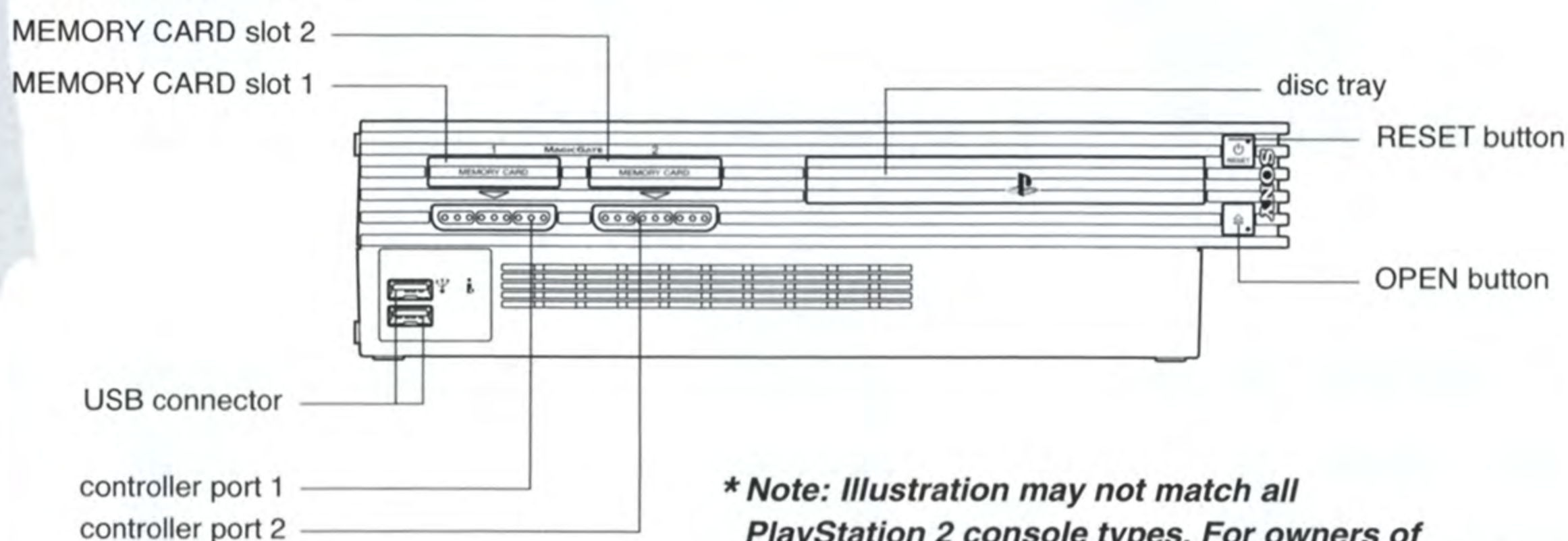
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A special note from the Behemoth:

Thank you for purchasing Alien Hominid. None of this would be possible without your support.

PLAYSTATION®2 SETUP



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **Alien Hominid** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

About Progressive Output

Higher video quality can be enjoyed if a component AV cable for PlayStation®2 (SCPH-10100U) and a progressive scan (480p) television set with component video input are used. If a television set without progressive scan (480p) capabilities or a connection other than with a component AV cable is being used, the picture may not display properly in progressive scan mode.

For instructions on how to use the component AV cable to connect the PlayStation®2 to a television set, please consult the instruction manual for the PlayStation®2 or the diagrams included with the component AV cable. Furthermore, please set the Component Video Out settings on the PlayStation®2 to Y Cb/Pb Cr/Pr under System Configuration. Some television sets with component video inputs may not be progressive scan (480p) enabled. Please consult the television set's instruction manual or contact the manufacturer to confirm.

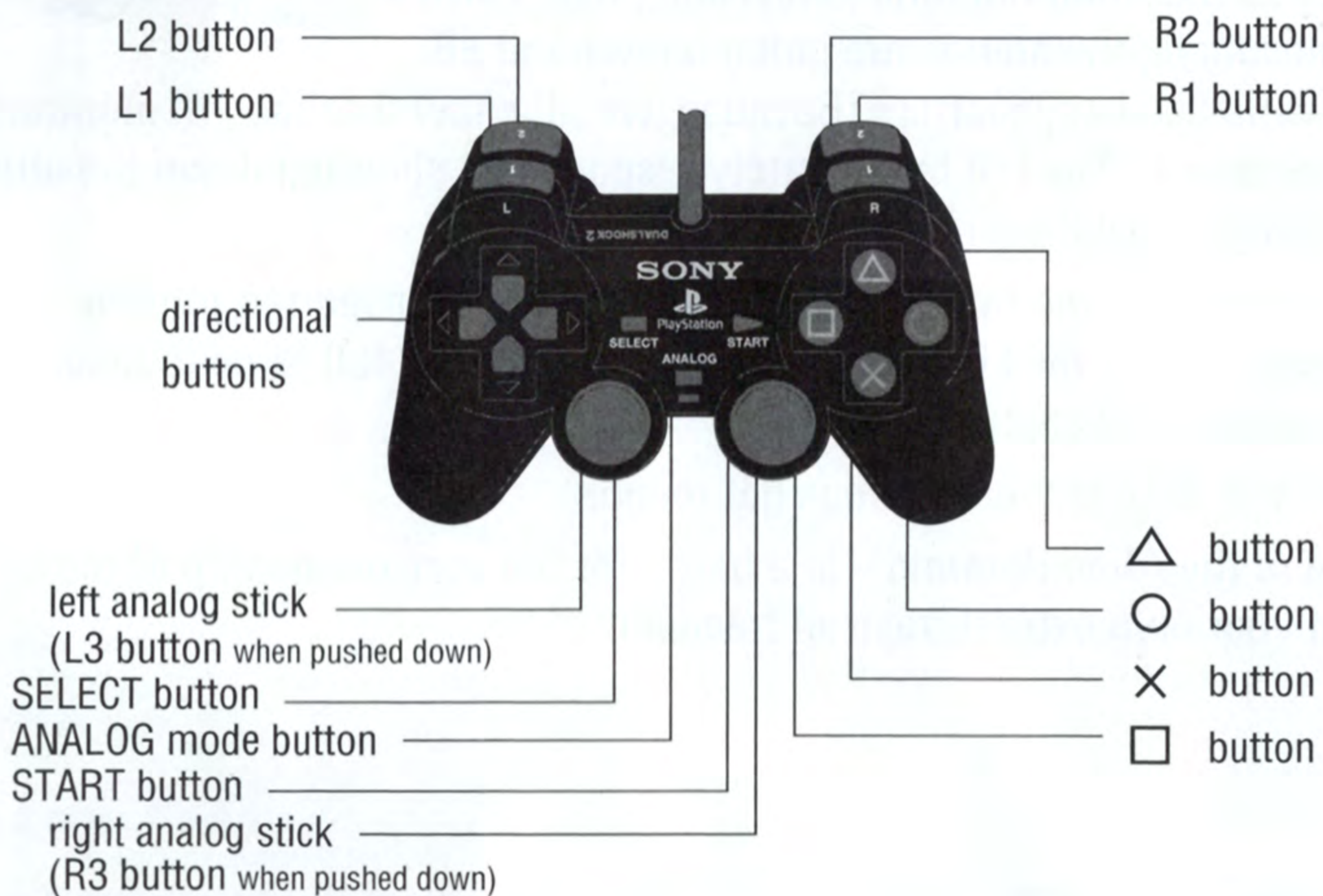
Selecting Progressive Mode

Hold down the **X** button and the **Circle** button while the game is booting, and the following prompt will appear: "Change to Progressive Mode?" Carefully read the warning on the screen. Select "Yes" with the directional buttons and confirm with the **X** button to switch to progressive mode. If the screen displays correctly, select "Yes" once again. If the screen is scrambled or otherwise displays incorrectly, please press the Reset button on the PlayStation®2 to reboot and enjoy the game in Normal Mode.

CONTROLS:

DUALSHOCK®2 ANALOG CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Move

left analog stick or directional button ◀ or ▶

Duck

left analog stick or directional button ▼

Roll Left

L1 button

Roll Right

R1 button

Jump/Freak

× button

Grenade

○ button

Fire

□ button

Use

△ button

Respawn

START button

THE STORY



It was like any other day in space...

Just as the Alien Hominid is joyriding over Earth's atmosphere, the alarms are going haywire at FBI surveillance headquarters (Because, we all know that the FBI monitors outer space). The FBI immediately responds by shooting down the alien, sending the UFO soaring towards planet Earth.

Once crashed, the Hominid's UFO is taken and transported into the sneaky grip of the FBI agents. They soon return in full force to take the Alien Hominid captive as well!

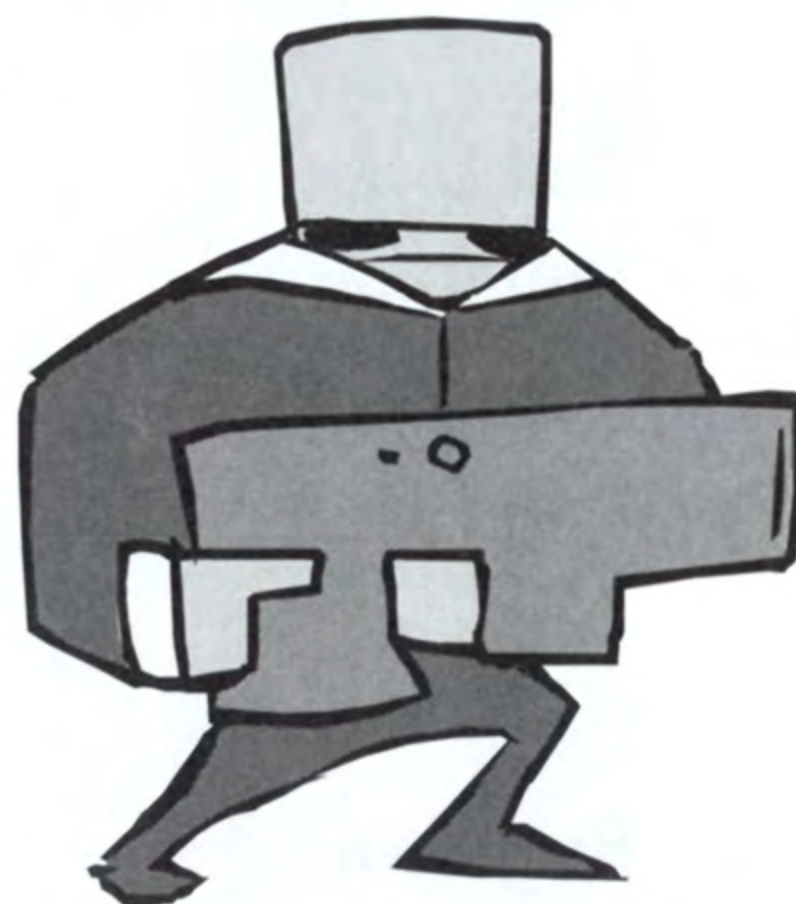
You see, here is where things get rough.

You're the Alien Hominid - In a battle for the very ownership of the UFO and your own extra-terrestrial freedom!!

THE FBI

Yeah, there they are!! They are the ones with your UFO!

The FBI guys are pretty smart. They aren't just attacking on foot. They have built giant urban war machines designed to catch Alien Hominids off guard!!!



GETTING INTO THE GAME



NEW GAME

From the Main Menu select GAME and then NEW GAME. View the tutorial or press **X** button to skip and begin playing the game.

LOAD/SAVE GAME

The memory card is used to store game options, game progress, and user-created PDA levels. If no memory card is present when the game starts, play continues as normal, but game progress, options, and user-created PDA levels will not be stored.

If a memory card is present, as the user progresses through the game, his progress is stored to the memory card after each level is completed. If the user creates custom PDA levels or changes game options, those are also stored.

OPTIONS

Adjust various game settings. See page 12.

BASIC MOVES

These are the default controls.

MOVE

Left analog stick or directional buttons

Move the Hominid ◀ or ▶



JUMP

You can boost your jump by pressing the × button and down on the directional buttons and fire repeatedly while mid-air by pressing the ◻ button!!



PRIMARY ATTACK

Fire at the bad guys! Hold up on the directional buttons and press the ◻ button to shoot upwards! To SLICE enemies in half press the ◻ button while standing next to them.



USE

Hit the △ button near a vehicle to get inside or bail out!



ROLL

Roll under incoming bullets or enemies by pressing the L1/R1 buttons.



GRENADE

Press the ○ button to toss grenades at enemies or obstacles.



DUCK

Duck for cover! Press down on the directional button to dodge enemy fire. You can also crawl in either direction if you are ducked down.





DIGGING

Useful defensive maneuver. By pressing down on the directional button and the  button you can dig underground to take cover. While underground the Hominid can dispatch enemies by pulling them down with him by pressing the  button.



POWER SHOT

Hold the  button down once you begin glowing your weapon is supercharged. Release the  button for a high-powered blast!!!



FREAK ATTACK

While jumping over an enemy press the  button to jump on top of and ride an enemy. Once riding an enemy, the Hominid can control the movement of the enemy with the left analog stick. This move also works with player 2 if playing multiplayer.

L1 roll **R1**

attack

(hold to charge)

move

use/drive



grenade

jump

duck

respawn

ADVANCED MOVES



BACK FLIP

Press the L1 button while facing right to backflip left.
Press the R1 button while facing left to backflip right.



FREAK ATTACK

Bite Skulls, or...

Once the Hominid has entered the "Freak Out" move he can then bite the heads off enemies by pressing the  button.



Carry Them, or...

If the Hominid is in the Freak Out Mode he can also pick-up an enemy by pressing the  button. Once you have them in your grasp press the  button to throw them!



Get a Boost!

While also in Freak Attack Mode Hominid can Jump off the back of their head for some extra height!

MULTIPLAYER

When working with another alien, you can use cooperation to reach new heights or transfer shield points!

- To benefit from these bonuses, you must first Freak Out onto your friend's head!



AFTER FREAKING OUT



Each time you jump on your friend's head, you transfer 1 hitpoint of your shield!

If the alien being ridden jumps, it sends both players extra high into the air!!!



VEHICLES



DRIVING: The Hominid can enter and drive different vehicles. Try it out!

- | | |
|--|--|
| Enter a vehicle (while standing next to it)- |  button |
| Exit a vehicle- |  button |
| Fire Weapon- |  button |
| Throw Grenade- |  button |

FLYING:

- | | |
|---------------|--|
| FLY- | Left analog stick or directional buttons |
| FIRE WEAPON- |  or  buttons |
| THRUST- |  button |
| TRACTOR BEAM- |  button (you can only activate the tractor beam if you are near the ground) |
| AFTERBURNER- | press the  button to accelerate the spaceship |

While inside the spaceship Player 2 can play as the gunner.

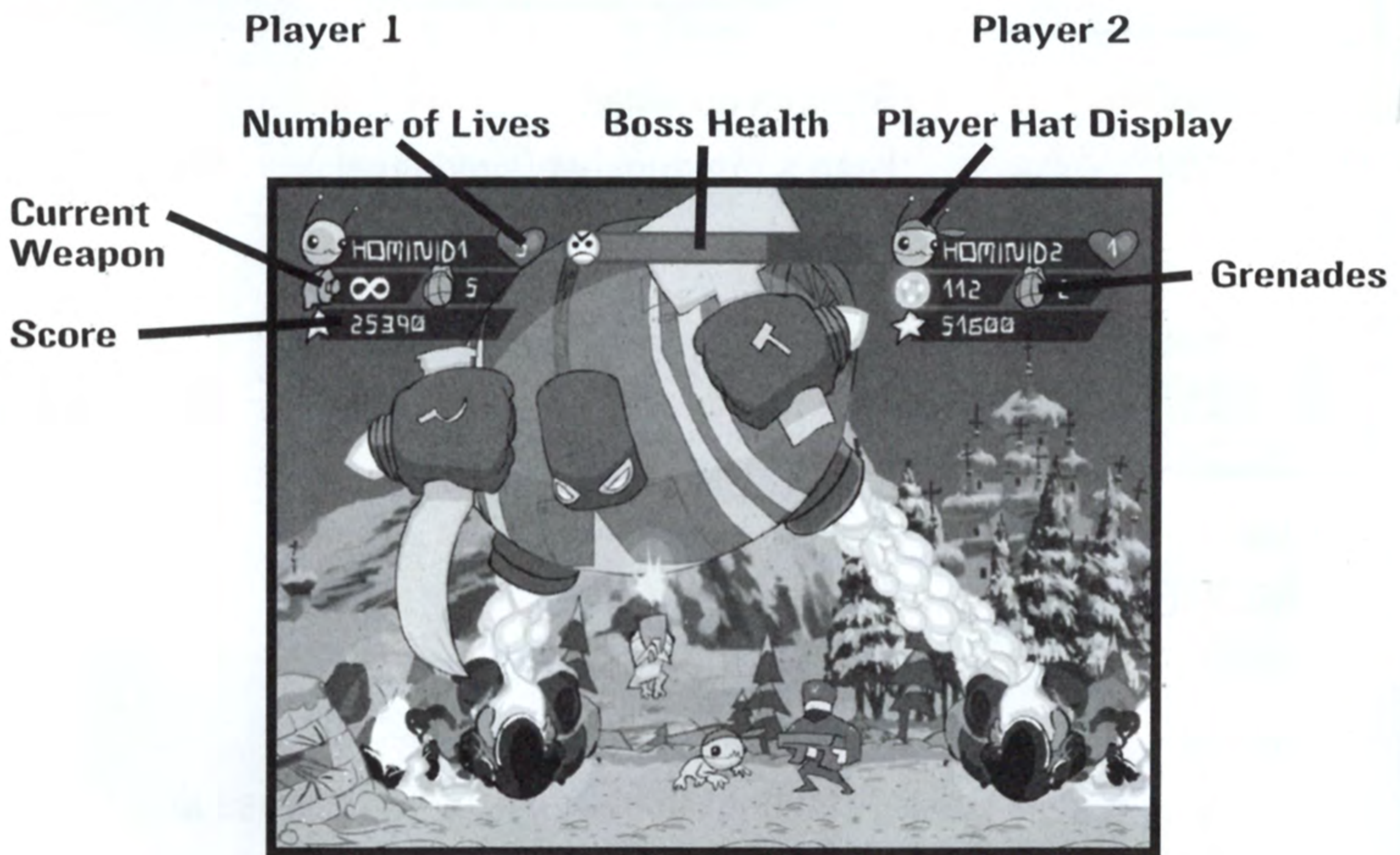
Player 2 spaceship gunner controls:

- | | |
|-------------------|--|
| Primary weapon- |  button |
| SECONDARY weapon- |  button |
| ROTATE gun- | Left analog stick |

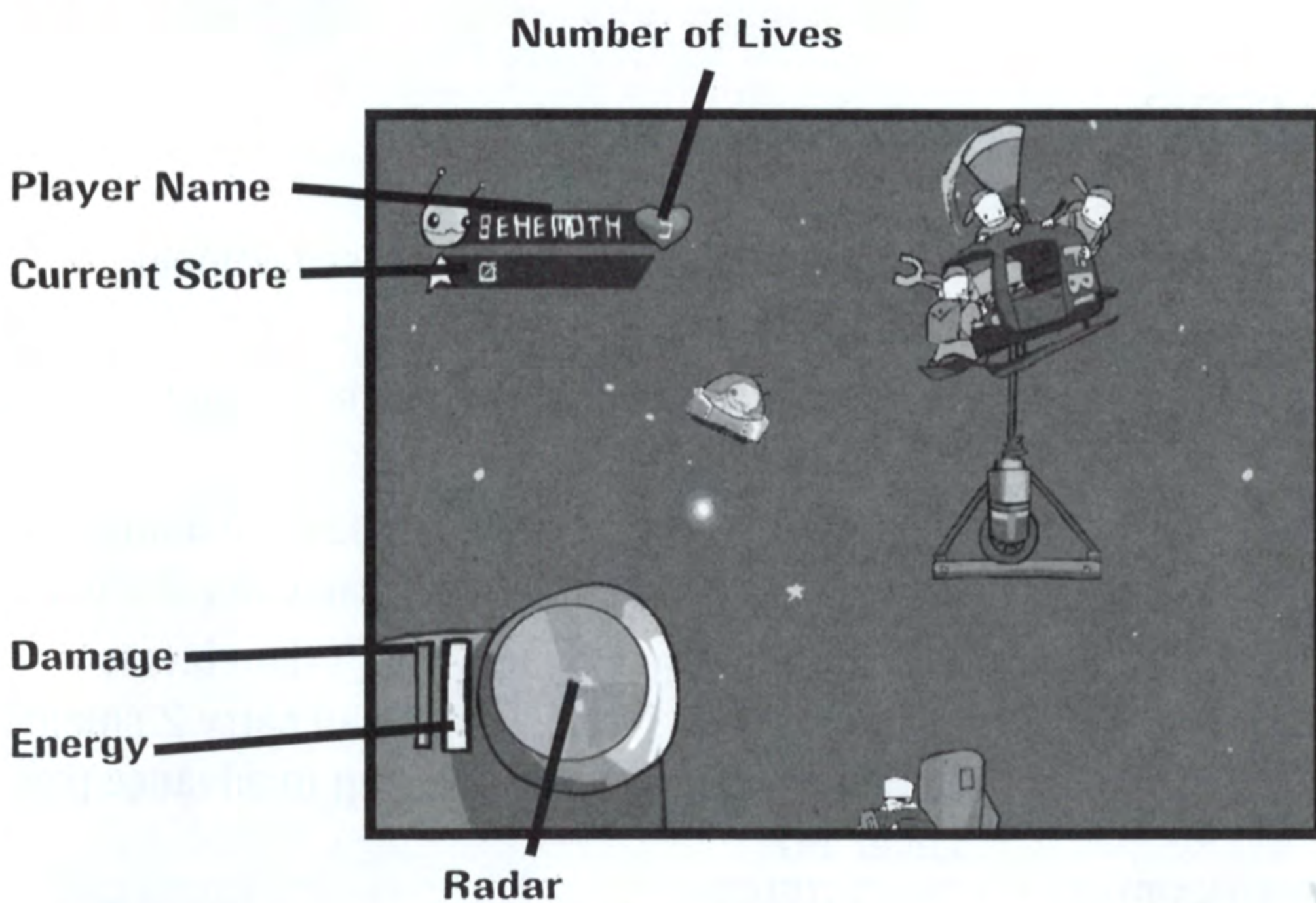
ADDITIONAL VEHICLES CLASSIFIED

H.U.D.

GROUND BASED H.U.D.



SPACESHIP H.U.D.



MENU SCREENS

GAME

NEW GAME:

Starts a new game

LOAD LEVEL:

Load a previously played level

OPTIONS

AUDIO:

MASTER-

Master Volume Level

SFX-

Sound Effect Volume Level

MUSIC-

Music Volume Control Level

Use finger over sliders and hold the  button to increase or decrease the desired level.

Activate ACCEPT to keep changes, Press the  button the to Discard changes and return to previous menu.

PLAYER SETUP:

DIFFICULTY-

Select Player Difficulty

HARD-

2 continues, bullets have reduced damage
Player cannot carry shields

MEDIUM-

3 continues, bullets have normal damage
Player can carry 2 shields

EASY-

5 continues, bullets have increased damage
Spawn with a shield. Player can carry 2 shields

TS (Thumb Sucker)-

99 continues, game ends after urban levels
Spawn with a shield. Player can carry 2 shields
Player must play harder setting to advance past Level 1-5

VIBRATION-
NAME-
CONTROLS-
HAT-

DUALSHOCK® 2 Vibration ON/OFF
Name your Hominid for personalized fun
Select from 3 pre-defined control layouts
Choose from a fashionable range of hats

GORE:

ON - Lots of meaty pieces
OFF - Lots of pretty flowers and sparkles

MINI GAMES

Mini Games Unlock as you play (See Mini Game section)

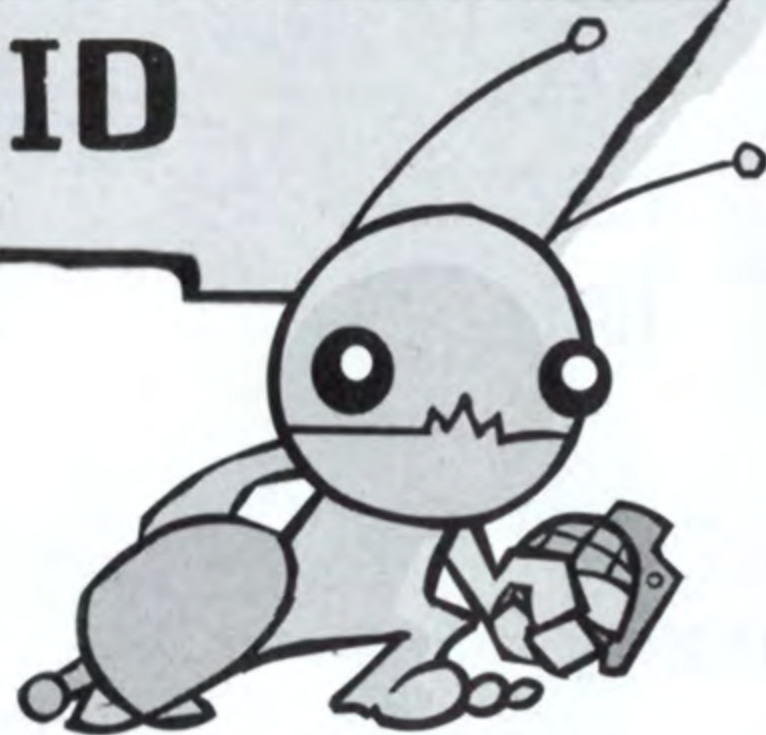
CREDITS/SCORES

CREDITS
SCORES

See who we are
High scores



THE HOMINID



SHIELD: The Hominid has a protective shield (protection depends on difficulty setting - See OPTIONS). Players can swap shield points by using the freak attack on each other.

LIVES: Within each level, the PLAYER is awarded an extra life for the first 10,000 points. The range is incremented by 1,000 each time you receive a one-up within a level, so you will need 10,000 points, followed by an additional 11,000 points, followed by an additional 12,000 points, and so on. The longer the level is played, the harder it becomes to rack up extra lives.



FLOWERS: Dig next to any flower and the Hominid will automatically grab it and add an extra life.

TALLY: Points are awarded for damage unleashed.

ENEMY POINTS-

Damage against enemies

BOSS POINTS-

Damage against large opponents

STYLE POINTS-

Creative Damage - Biting, Grabbing, throwing into other enemies, etc.

POWER-UPS



FAT KIDS:

FAT KIDS give you POWER-UPS such as these:

FIRE SHOT

ICE RAY

PHOTON BURST

ACID BLAST

LASER PULSE

SPREAD SHOT

MEGU CANNON

SECRET ITEMS



Picking up this box will increase your grenade count by 10!

Some mini-games or hats are unlocked during regular advancement through levels. Others are unlocked by doing something specific in the game.

You will know that you have unlocked something when you hear the foghorn sound. It will not announce what is unlocked. You must go back into your menu and look to see what you have earned!

HATS

Hats are unlocked as you play the game or after specific events occur. For example, if PLAYER blows up the Behemoth building in Level 1-4, it unlocks the rooster hat. The PLAYER can also unlock the goggles in Level 1-4 if you manage to defeat the helicopter without losing your tank. Hats unlock as you play...over 30 styles to discover.

Once you have unlocked certain hats, you can choose them in your options menu.



COMBAT TIPS

Shooting down while in the air can get you **extra hang time** when you need it!

Stay calm! A crazed alien is a dead alien!

Focus on the bullets! All it takes is one to turn you into a dead alien. Pay attention to where they are and react!

Charge up in between the mayhem for some screen-clearing action!

Remember to Roll! Rolling forward will roll you right under high bullets! You can roll at enemies after they fire for the quick kill!

Head-bite an enemy in front of other enemies to **scare them!**

Stack power-ups of the same kind to add to your current ammo count!

Bosses usually have **PATTERNS**.

NOTES

MINI GAMES

CHALLENGE STAGES:

Do as much damage while racking up as many points as you can!
Different arenas and objectives mix and match the gameplay!

Modes:

1. Head to Head
2. 1 & 2 player vs. Computer

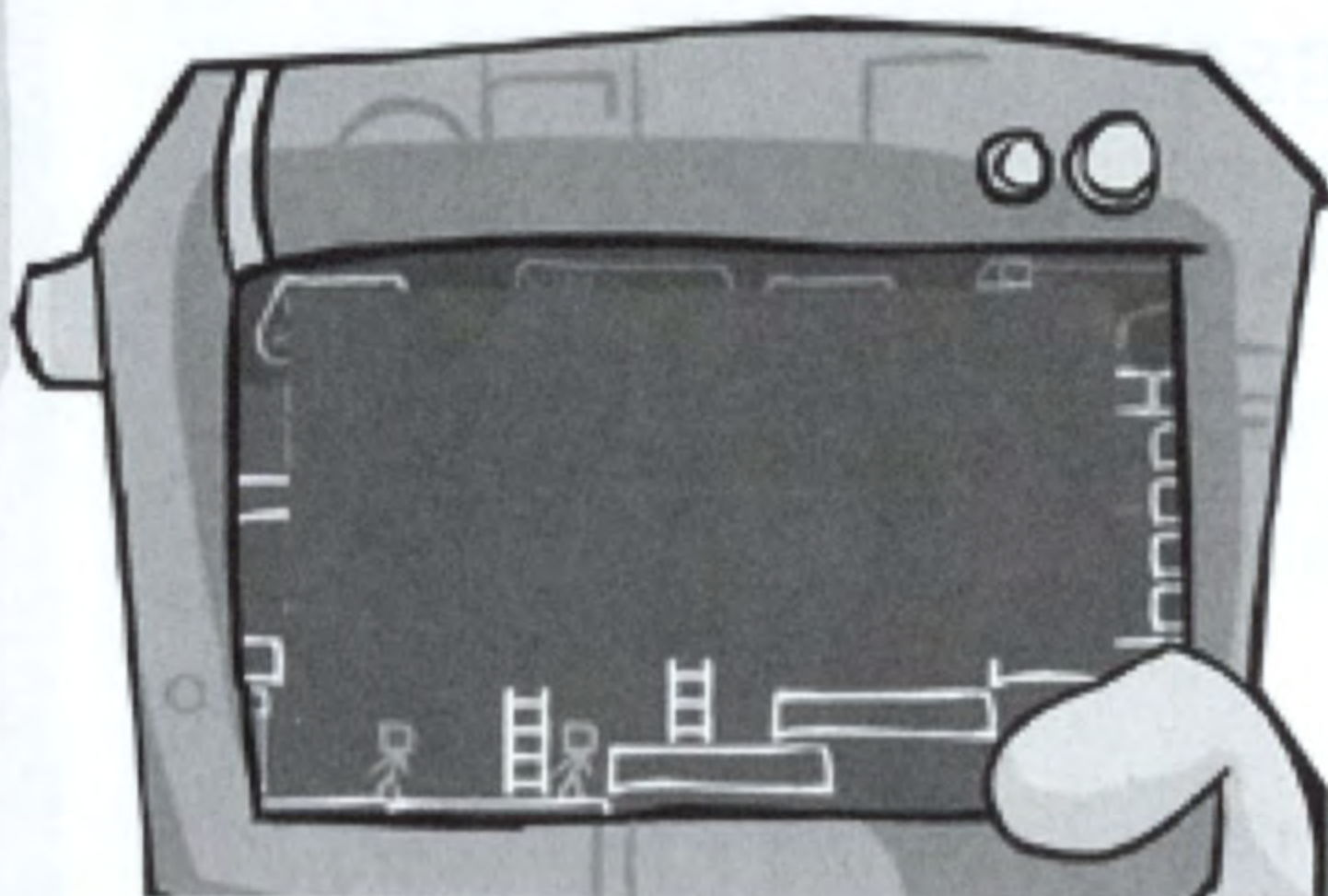
Objectives:

1. Play to Points - First to gather 25,000 points wins.
2. Time Limit - Score as many points as you can before the timer runs out.
3. Survival - How long can you stay alive?

Arenas:

1. Freeway - Takes place in freeway (Level 1-2) Jump from car to car attacking FBI agents and FBI vehicles.
2. Desert - In the desert outside Area 51 Fight your way through deadly scorpions, enormous vultures and menacing whirlwinds.
3. Area 51 - Inside the Area 51 facility Survive by destroying robots and agents.

PDA GAMES



Over 200 levels of 1 to 4 player madness. Easy to pick up, difficult to master, these levels will test your ingenuity and reflexes. Clear the map of enemies to open the exit. "Jump-in-anytime," multiplayer for up to four players!

Move

left analog stick or directional button ◀ or ▶

Jump

⊗ button

Double Jump

⊗ + ⊗ button

Relief

⬆ button

Friendly Fire Attack

⊗ + ◻ button

Use/Grab a ladder

left analog stick or directional button ▲ or ▼

Survival Tips:

Study level before rushing in to die

Ladders are your friends

You can't swim

Boat capacity is 2 players

Beware of spike traps

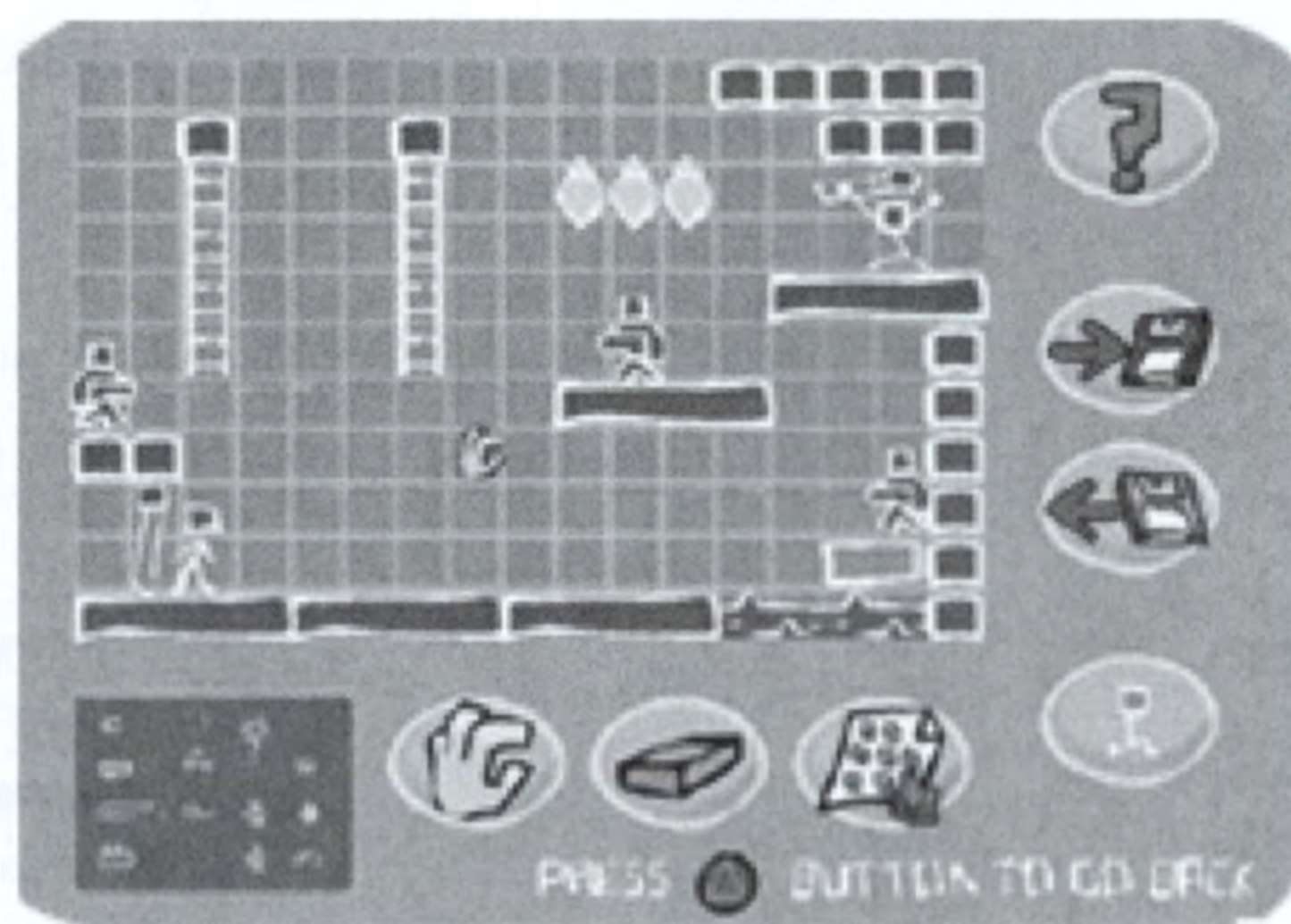


Gunner



Boulder

LEVEL EDITOR



Grab to pick up and move pieces



Erase pieces from the grid



Quickly copy pieces by stamping



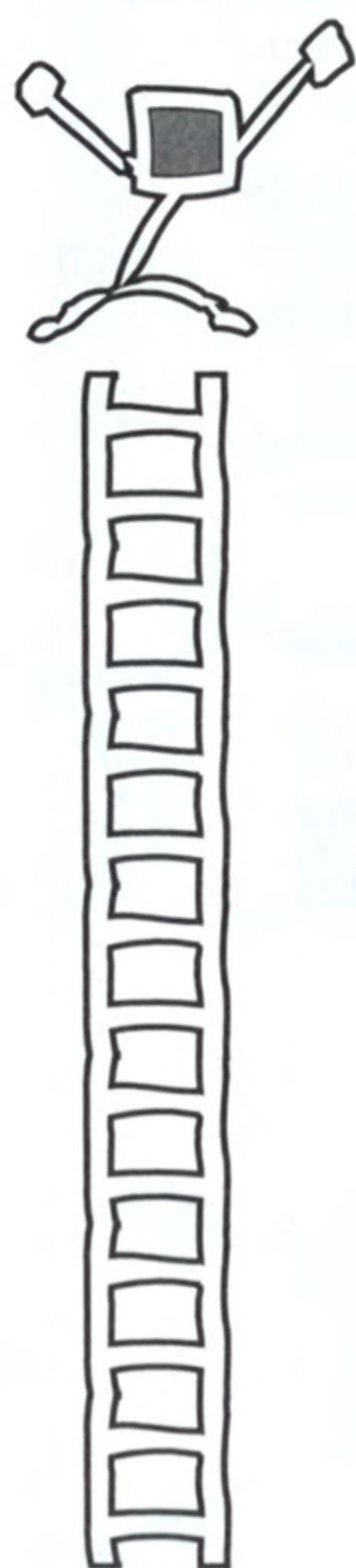
Save your levels here



Load a Saved level



Run and test the current level



Ladder



Patroller



Spike trap

and more!

CREDITS

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Thanks to Newgrounds fans
For playing the prototype
7,011,699+ times
And believing in us!

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NOTES

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NOTES

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