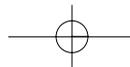
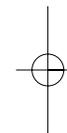
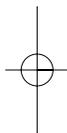


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PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing videogames can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

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MENU CONTROLS

At the Title Screen, press the **A Button** and the Main Menu will appear. From here, you can access the following:

NEW GAME

Create a new character or import a saved character to start a new game. For more information, please refer to the **Starting A Game** section of the manual on page 9.

LOAD GAME

Loads a previously saved Single or Multiplayer game.

TUTORIAL

Displays basic and advanced controls for using the Wii Remote and Nunchuk. You can also access the Tutorial screen from the Pause Menu during gameplay.

OPTIONS

Allows you to change various game settings. For additional information, please refer to the Options section on page 5 of the manual.

CREDITS

Selecting this will play the game credits for *Alien Syndrome™*.

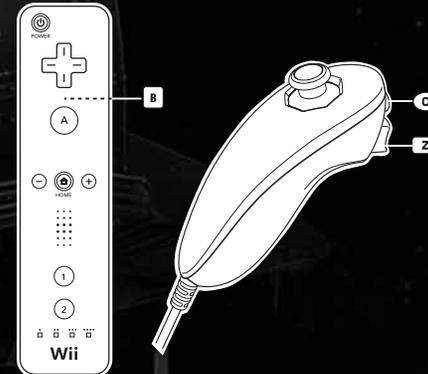
⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*

BASIC GAME CONTROLS



- Power Button:** Turns the Wii™ console ON or OFF.
- Home Button:** Return to the HOME Menu.
- Pause Menu** **+ Button**
- Inventory Screens:** **- Button**
- Moving:** **Nunchuk Control Stick**
- Pick Up Items/Action:** **Z Button**
- Map:** Press Up on the **+ Control Pad** to toggle the full screen Map.
- Shield:** Press the **C Button** to toggle your shield on or off. The Energy Bar must be at least 50% filled to turn on your shield.
- Health Kits:** To use a Health Kit to restore health, press Right on the **+Control Pad**.
- Recharge Packs:** To use a Recharge Pack to restore energy, press Left on the **+Control Pad**.
- Shooting:** With a ranged weapon equipped and your ranged weapon(s) selected, aim with the Wii Remote Pointer and press the **B Button** to fire. Press the **A Button** to fire your secondary weapon.
- Melee Attacks:** With a melee weapon equipped and your melee weapon selected, press the **B Button** to perform Light Attacks or swing the Wii Remote to the left or right to execute Heavy Attacks. See Advanced Controls and the Melee Combat section for details.
- Selecting Ranged & Melee Weapons:** Pressing Down on the **+Control Pad** toggles between your ranged and melee weapons.
- Equipping Weapons:** Go to the Weapons screen by pressing the **- Button**, then highlight the weapon you wish to equip and press the **A Button**.
- Camera Zoom:** Press the **1 or 2 Buttons** to cycle between camera zoom positions.

ADVANCED GAME CONTROLS

Camera Control: Tilt the Nunchuk to the left or right to rotate the camera.

Heavy Attack: A wide arcing attack that is designed to deal with multiple targets. Slower than Light Attacks but deals twice the damage and causes stun and knock back hit reactions.

To perform the Heavy Attack, aim the Wii Remote at the screen, then quickly swing the Wii Remote to the left or right.

MELEE SPECIAL ATTACKS

Aileen has a variety of special attacks at her disposal when wielding a melee weapon. These moves are more powerful than standard attacks and can bail Aileen out of the most intense situations.

Stab Attack: Aileen lunges forward and thrusts her weapon, causing more damage than a standard attack plus the added bonus of stunning the enemy for a moment. Great for getting into melee range and attacking simultaneously.

To perform the Stab Attack, aim the Wii Remote towards the screen, then thrust the Remote quickly towards the screen.

Stun Attack: A 360 attack that stuns all enemies within close proximity to Aileen. Useful against multiple aliens to either buy time to run away, or to set up Aileen's next attack.

To perform the Stun Attack, aim the Wii Remote towards the screen and move the Wii Remote in a clockwise or counter-clockwise circular motion.

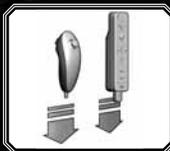
Knockdown Attack: A mid level attack that hammers Aileen's staff into the ground, knocking down all enemies within close proximity.

To perform the Knockdown Attack, lift the Wii Remote upward, then quickly hammer the Wii Remote down.

Finisher: When an enemy is near death, the Finisher can be performed to reward additional bonuses. Use this move with caution. Aileen can easily be interrupted and prevented from completing the Finisher.

When near an enemy that is in its death throes, hold the Wii Remote and the Nunchuk like a sword high in the air, with the Wii Remote pointed up and the Nunchuk underneath it. Thrust downward towards the ground while in this position to perform the Finisher.

Note that only certain monsters enter a near-death state before dying.



OPTIONS

This screen allows you to access *Alien Syndrome* Settings and Controls options.

SETTINGS

Allows you to change various game settings. The available options are as follows:

SUBTITLES

Allows you to turn Subtitles on and off. With Subtitles set to Enabled, all spoken dialog will be displayed. With this option set to Disabled, the Subtitles will not be displayed.

SOUND EFFECTS VOLUME

Allows you to adjust the Sound Effects Volume, including environmental, enemy, weapon and dialog sounds. Setting the volume to its lowest setting turns the Sound Effects off.

MUSIC VOLUME

Allows you to adjust the Music Volume. Setting the volume to its lowest setting turns the Music off.

CUT SCENE VOLUME

Allows you to adjust the volume during Cut Scenes. Setting the volume to its lowest setting turns the Cut Scene Volume off.

MINI-MAP ROTATE

Allows you to turn the Mini-Map Rotation on and off. With this option set to Enabled, the Mini-Map will rotate as the camera changes direction.

CAMERA

Camera Zoom Level – This setting toggles the distance of the camera view from the action. This setting can also be toggled during gameplay by pressing the **1** or **2** button.

Auto Zoom – This setting toggles Auto Zoom on and off. With this setting set to Enabled, the camera will automatically zoom in and out to afford the best view of the action.

Auto Follow – This setting toggles Auto Follow on and off. With this setting set to Enabled, the mini-map will automatically rotate to follow the player.

SKIP MOVIES

When this option is Enabled, all movie-style cut scenes are skipped and you will be taken direction to the action.

CONTROLS

Allows you to change the controller configurations. There are two controller configurations to choose from. Select the desired configuration by pressing Left or Right on the **+Control Pad**, press the **A Button** to confirm.



GAME INTRODUCTION

Thousands of years from now, humankind is driven by an insatiable thirst for knowledge and a strong will to explore the farthest corners of the galaxy.

Earthling explorers armed with the ability to terraform entire planets and make them habitable will prepare these frontiers for human colonization.

At one such remote frontier sits the Seti-Alpha 5 Terraforming Station (SAT5), a facility preparing its assigned planet for human habitation.

It has been some time since the last interstellar communications were received from SAT5 and the top brass at Earth Command are concerned.

The CICEC (Commander in Chief, Earth Command) has decided to send the Starship USS Logos to investigate.

YOU ARE PART OF THIS MISSION.

MAIN CHARACTERS



LIEUTENANT AILEEN HARDING

A 21-year-old Lieutenant in the Earth Command, standing 5' 6" with shoulder length brown hair and green eyes, Lt. Harding has a lean, athletic build and possesses great agility and strength. Orphaned at an early age, Aileen was raised by her uncle, Captain Trevor James. After spending most of her early childhood living on various military bases, Aileen enrolled in the prestigious Earth Command Space Academy at 13. She easily outclassed those several years her senior with her combat proficiency and graduated with top honors at the age of 16. Assigned to the Starship Kardis as her first post, Ensign Aileen Harding served with distinction and rose quickly through the ranks, becoming the youngest Lieutenant in Earth Command history at the age of 19.



TOM TOBIN

Tom Tobin is an atmospheric engineer who has lived aboard terraforming stations most of his adult life. On a recent furlough, Tom met a young woman and the experience changed him forever. On shore leave for six months while the Starship Kardis was overhauled for repairs, the young engineer met and fell in love with Aileen Harding; a six-month whirlwind romance led to a marriage proposal from Tom. They agreed that when Tom returned from the SAT5 Project in three years they would be married. During the following two years of separation, Aileen and Tom were in constant communication and their close bond grew even stronger.

MAIN CHARACTERS



CAPTAIN TREVOR JAMES

The Captain of the Starship Logos is a dependable and honorable career military man. Known to be friendly and considerate, he nevertheless runs a tight and disciplined ship. Captain James loves Aileen as a daughter and has taken great care to raise her into a loving and compassionate human being. Though strict with others under his command, he never has been able to completely impose his will on Aileen.



COMMANDER IRIS HAYES

In charge of the bridge crew as well as the day-to-day affairs of the Logos, Commander Hayes is a highly organized and diligent professional. She has served Captain James and the crew of the Logos well during her tenure and is renowned for always keeping the ship running in tip-top shape.

THE ALIEN SYNDROME

The Alien Syndrome is a menace whose very touch can mutate man and machine alike into unspeakable alien horrors. Some one hundred years ago, a scouting party of the Alien Syndrome encountered Earth Command forces. Only through the brave efforts of two Earth Command soldiers, Trooper Ricky and Trooper Mary, were the Earth Forces able to repel the attack of the Alien Syndrome. These events are chronicled in the original *Alien Syndrome*.

Nobody could predict when the aliens would strike again, but when they did, Earth Command would be ready. They knew that at some disputed barricade on the frontier of freedom, the time would come to join battle. That time is now. The Alien Syndrome has returned.

STARTING A GAME

You can choose to start a new game or load a previously saved game from the Main Menu. Selecting Load Game will allow you to choose from a table of your previously saved games. By choosing a saved game, you will then be able to continue with your existing character or even create a new character. If you decide to start a new game, the next step is to choose a character.

SELECT CHARACTER

The Select Character screen enables up to four players to start a new game or continue an existing game. Each player can then choose to create a new character or to import a character from a previously saved game. Note that only one player can create or import a character at a time. To load a character, select Import Character from the Select Character screen. You will then be able to select the game from which you want to load your saved character. When you are loading a character from a Multiplayer game, a list of characters to choose from will appear. If a character has been imported to the incorrect player number, you can choose to swap characters by placing your cursor over another player's character and pressing the **A Button**.

If you decide to create a new character, the next step is to select a Soldier Specialty. Use the **-** and **+ Buttons** or the **+Control Pad** to cycle through the various Soldier Specialties.

SOLDIER SPECIALTY

Your Soldier Specialty represents the military training and skills path you have chosen in the Earth Command Forces. There are five different Soldier Specialties to choose from, each with its own unique strengths. Keep in mind that these specialties define just your initial stats, and all Soldier Specialties allow you to build upon any area you see fit. The five Soldier Specialties are as follows:

DEMOLITIONS EXPERT

A combat engineer expertly skilled in use of explosives and grenades, these specialists start with 2 points of ranged grenade weapon proficiency, 2 points of armor proficiency, 1 point of ranged projectile weapon proficiency, and 1 point of melee weapon proficiency. Default weapon is the Bomb Launcher Mk I.

The Demolitions Expert starts with the following base stats:

- Strength:** 10
- Dexterity:** 5
- Accuracy:** 10
- Endurance:** 5



FIREBUG

Experts with all flame and incendiary weapons, these specialists start with 2 points of ranged flame weapon proficiency, 2 points of fire resistance, and 1 point of melee weapon proficiency. Default weapon is the Flamethrower Mk I.

The Firebug starts with the following base stats:

- Strength:** 5
- Dexterity:** 5
- Accuracy:** 10
- Endurance:** 10



STARTING A GAME

SEAL

A combat survival expert who through training and special equipment is more resistant to elemental damage. These specialists start with 1 point in each of the resistances and 1 point of melee weapon proficiency. Default weapon is the Laser Rifle Mk I.

The Seal starts with the following base stats:

Strength: 5
Dexterity: 5
Accuracy: 5
Endurance: 15



TANK

An expert in melee weapons and close combat. These specialists start with 3 points in melee weapons, 2 points in armor, 1 point in quick attack, and 1 point in auto-repair. Default weapon is the Ravager Mk I staff.

The Tank has the following default base stats.

Strength: 15
Dexterity: 5
Accuracy: 5
Endurance: 5



SHARPSHOOTER

An expert marksman and a master of projectile weapons. These specialists start with 2 points in ranged projectile weapons, 1 point in deadeye, 1 point in speedy, and 1 point of melee weapon proficiency. Default weapon is the Gauss Rifle Mk I.

The Sharpshooter has the following default base stats.

Strength: 5
Dexterity: 5
Accuracy: 15
Endurance: 5



STARTING A GAME

BASE CHARACTER STATS

Every character has four base stats: Strength, Dexterity, Accuracy, and Endurance. These stats represent your physical abilities, and can allow you additional carrying capacity, attack speed, or resistance to elemental damage. You will be assigned a specific number of points in each area based on the Soldier Specialty you have chosen.



STRENGTH

Represents your physical strength and vigor. The strength stat affects two other sub-stats: Weight Allowance and Melee Damage Bonus. These sub stats give the following benefits:

Strength Sub-Stat 1: Weight Allowance

Limits how many items you can carry in your inventory. Each item carried in your inventory has a certain weight, which added together cannot exceed your weight allowance. You will start with a base weight allowance that can be increased to grant you additional carrying capacity.

Strength Sub-Stat 2: Melee Damage Bonus

All melee weapons have default damage ratings. If you want to be a strong melee-oriented Trooper, strength is a key stat to improve. Increasing the Strength stat will increase your melee damage. Some items that you equip will further boost the melee damage bonus.

DEXTERITY

Represents your agility. The Dexterity stat affects two other sub-stats: Movement Speed and Melee Attack Rate. Note that ranged weapon attack rates are not affected by the dexterity stat. These sub stats give the following benefits:

Dexterity Sub-Stat 1: Movement Speed

By default, you will start with normal movement speed. As you increase the Dexterity stat, you will be capable of faster movement.

Dexterity Sub-Stat 2: Melee Attack Rate

All melee weapons have a default speed when used in combat, which can vary depending on the size and weight of the weapon. By increasing Dexterity, you can increase your Melee Attack Rate. Melee Attack Rates may be boosted beyond your Dexterity stat by equipping certain items.

ACCURACY

Represents your ability to evaluate a target and land an accurate and deadly hit, and applies to both Melee and Ranged weapons. The Accuracy stat affects two other sub-stats: Critical Hit % Chance and Critical Hit Multiplier. Accuracy is a key stat for Ranged weapon use, since it allows you to do extra damage with Ranged weapons. These sub stats give the following benefits:

Accuracy Sub-Stat 1: Critical Hit % Chance

Every time you land an attack on an enemy, either Melee or Ranged, there is a chance that this hit will be a critical hit. Adding to the Accuracy stat will increase the chance for a critical hit. You can further increase the Critical Hit % Chance by equipping certain items.

STARTING A GAME

Accuracy Sub-Stat 2: Critical Hit Damage Multiplier

When you land a critical hit on a target using either Melee or Ranged weapons, you have hit the enemy at a key spot, thus doing additional damage. For Melee, the Critical Hit Multiplier is always 150%. For Ranged attacks, the amount of Critical Hit Damage can be increased by improving the Accuracy stat.

ENDURANCE

Represents your health and physical constitution. Endurance affects two sub-stats: Health and Elemental Resistance. Health represents the amount of damage that you can sustain before dying, while Elemental Resistance determines your ability to resist electricity, radiation, fire or infection. These sub stats give the following benefits:

Endurance Sub-Stat 1: Health

You will start with a predetermined amount of health, which can be increased by adding to your Endurance stat. When your Health reaches zero, you will perish. You can further increase your Health by equipping certain items.

Endurance Sub-Stat 2: Elemental Resistance

While elemental damage is normally a result of enemy attacks, there are environmental hazards that can hurt you as well. You can increase your Elemental Resistance by adding to your Endurance. Elemental resistance may be further increased by equipping certain items or through proficiencies.

OTHER STATS

In addition to the base stats and their sub-stats, several other stats will affect your combat and survival abilities – they are as follows:

DAMAGE REDUCTION

Every piece of armor has a Damage Reduction value. Damage Reduction reduces the amount of the physical damage that you take by absorbing a certain number of points of damage. Damage Reduction amounts are cumulative; multiple pieces of armor together further improve Damage Reduction. Note that Damage Reduction only applies to physical damage, not elemental damage.

ENERGY

Determines the maximum amount of battery charge you have for using energy weapons and shields. You will start with a base level, which can be augmented with items that grant energy bonuses.

ENERGY RECHARGE RATE

Your battery discharge is automatically recharged over time. The Energy Recharge Rate determines how quickly the batteries recharge. You can increase this rate by equipping certain items.

SHIELD DAMAGE ABSORPTION RATIO

You are equipped with an energy shield that can be activated at any time to block incoming attacks. The shield will then drain energy instead of your Health. Normally, every point of damage drains one energy unit. You can increase the damage absorption ratio by equipping certain items.

DAMAGE TYPES AND RESISTANCES

Damage in *Alien Syndrome* is divided into five different types. There is standard physical damage and four elemental variants: fire, electrical, infection, and radiation. Both the player and monsters in the game can both deal and take damage from any of these types. Having resistance to a particular type of damage reduces the damage taken from weapons and monsters which deal it. Monsters which deal a particular type of elemental damage can also be resistant to it.

PROFICIENCIES

While base stats define your core physical characteristics, proficiencies represent your specialized Earth Command military training. Proficiencies determine what items and weapons you can use, in addition to providing other beneficial effects. You will initially start with only a small number of proficiencies determined by the Soldier Specialty you have chosen, with an additional proficiency point gained every level of character advancement. Proficiencies may be improved multiple times for additional bonuses, though subsequent improvements will cost more points than early ones.

The proficiencies are as follows:

- **Armor:** All players start with this proficiency, which allows them to armor effectively in combat. Additional points allow higher grade armor to be used.
- **Melee Weapon:** All players start with this proficiency, which allows them to use these weapons. Additional points allow higher grade weapons to be used.
- **Ranged Energy Weapon:** Allows you to use ranged energy weapons. Additional points in this proficiency give bonuses to energy weapon damage.
- **Ranged Flame Weapon:** Allows you to use ranged flame weapons. Additional points in this proficiency give bonuses to flame weapon damage.
- **Ranged Grenade Weapon:** Allows you to use ranged grenade weapons. Additional points in this proficiency give bonuses to grenade weapon damage.
- **Ranged Projectile Weapon:** Allows you to use ranged projectile weapons. Additional points in this proficiency give bonuses to projectile weapon damage.
- **Deadeye:** Increases critical hit chance.
- **Speedy:** Increases movement rate.
- **Brawler:** Increases melee damage.
- **Quick Attack:** Increases melee attack rate.
- **Flame Resistance:** Grants additional resistance to flame attacks.
- **Infection Resistance:** Grants additional resistances to infection attacks.
- **Radiation Resistance:** Grants additional resistance to radiation attacks.
- **Electrical Resistance:** Grants additional resistance to electrical attacks.
- **Auto-Repair:** Automatically regains health over time.
- **Auto-recharge:** Improved energy recharge rate.
- **Pack Rat:** Additional weight allowance.
- **Healing Aura:** Heals all players within range. Additional points add to your healing rate and range of aura.
- **Recharge Aura:** Increases recharge rate for all players within range – useful for multiplayer games. Additional points add recharge rate and range of aura.

CHARACTER LEVELS AND EXPERIENCE POINTS

Your character will start the game at Level 1. As you defeat enemies, you will accumulate Experience Points. When you have gained enough Experience Points, you can "level up" your character. In doing so, you will be allotted two points to distribute amongst your base stats. In addition, you will receive one Proficiency Point that can be used to acquire or improve Proficiencies. The maximum Character Level is 99. Keep in mind that the higher the level of your character, the more Experience Points it will take to reach the next Character Level.

When you gain enough experience for a new Character Level, the Level Up icon will appear. You can continue to play the game without leveling up, or do so immediately by accessing the Inventory Screens. Switch to the Statistics screen to distribute the two points amongst your base stats and build on an existing proficiency or acquire a new one by accessing the Proficiencies screen. You will not be required to use your points immediately, and can apply them at any time by accessing the Proficiencies or Statistics tab in the Inventory screen.

GAME OPTIONS

DIFFICULTY

After all players have selected a character, the final step to starting a new game is to select a difficulty. There are three difficulty levels in *Alien Syndrome*.

NORMAL

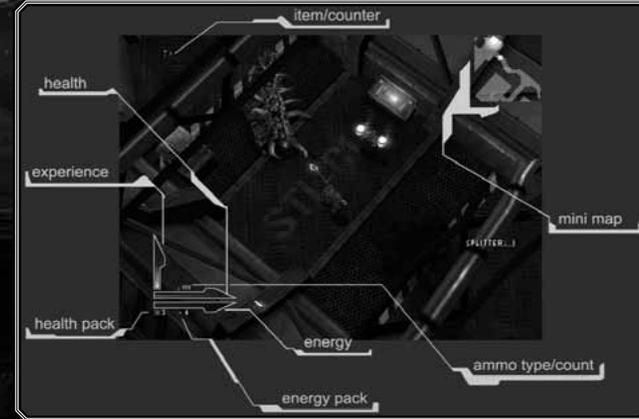
HARD

EXTREME

Normal is the default difficulty setting for *Alien Syndrome*, and cannot be changed until the game is beaten on this setting. Hard difficulty level is unlocked and selectable only after you have beaten the game on the Normal difficulty. Similarly, Extreme difficulty is only unlocked and selectable after the game has been beaten on the Hard difficulty level. Each progression provides a new, challenging experience for the player with increasingly tough enemies and enhanced character abilities.

Once a difficulty level has been selected, your new game will start automatically.

HEADS UP DISPLAY (HUD)



Health Bar: This is the red horizontal bar displayed on the HUD. The bar drains as you take damage - once the Health Bar is empty, you will perish.

Energy Bar: This is the blue bar below your Health Bar, and represents your available energy. The Energy Bar drains as you fire your energy weapon or activate your shield.

Experience Bar: This yellow bar indicates the level of Experience you need to reach the next character level. Once the bar fills completely, you will gain another level.

Ammunition: Ammunition icons are displayed above your Health Bar. There are three types of ammunition: Projectile Ammo, Explosive Ammo and Flame Ammo. Energy weapons such as the Laser Rifle do not use ammo; instead, they use energy.

Timer: The timer displays the remaining time to complete your objectives. It is only displayed during timed missions.

Objective Counter: If the mission objectives include rescuing hostages, killing all the aliens in the level, or finding a number of keycards, a small icon representing the item being counted as well as text describing how many remaining must be rescued/killed/owned is displayed.

Nav Computer / Mini-Map: A translucent map displayed in the upper right corner of the screen. You will always be displayed in the center of the mini-map, represented by a red symbol that indicates the direction you are facing. Checkpoints are represented as white crosses on the mini-map, Tutorial elements are purple question marks, Monsters are shown as cyan diamonds, while other points of interest, such as mission objectives, are represented by orange circles. The mini-map can be toggled by pressing Up on the **+Control Pad**.

Similar to Single Player mode, the mini-map in Multiplayer games will display colored arrows representing the other players - they will only be visible on your mini-map if they are within range. The colors of the arrows are automatically assigned to each player.

Health Kits: Displays the number of Health Kits you currently have in your inventory.

Recharge Packs: Displays the number of Recharge Packs you currently have in your inventory.

HEADS UP DISPLAY (HUD)

ENRAGED ENEMIES

Certain enemies become enraged when they are severely injured, causing increased aggressiveness and a heightened resistance to attack. These enemies are easily identified by a fiery aura and should be taken down quickly before they can cause significant damage.

ENVIRONMENTAL HAZARDS

Alien hordes are not the only thing that you will need to worry about. In many areas environmental hazards come into play. Things such as steam jets, falling rocks, flames, earthquakes, live electrical conduits, acid pools, and other hazards present difficult challenges in addition to blasting aliens. Keep this in mind as you execute your mission objectives.

DESTRUCTIBLE OBJECTS

In addition to aliens, various objects in the environment can also be destroyed. Note that some objects, when exploding, can also do area of effect damage to nearby aliens – and to you. This is not true for all objects; some will explode harmlessly without additional area damage.

As every Earth Command Trooper knows, the main purpose of destroying environmental objects is to search for loot and to destroy any cover for enemies to hide behind.

INVENTORY SCREENS

As you progress through your missions, new weapons, armor and abilities become available. To manage these items and other features, press the **- Button**. The Inventory Screens include the following:

Statistics: This screen displays your statistics, including your current character level and experience points required to reach the next character level. The Auto-Manage option is also available on this screen. When Auto-Manage is enabled, statistics and proficiency points are automatically updated when your character reaches a new level. This will also auto-equip the highest value items when your inventory is full.

Proficiencies: This screen displays your proficiencies. Use the **+Control Pad** buttons to scroll through all available proficiencies.

Mission Objectives: This screen lists your current mission objectives. Note that objectives may change during the mission. You will be notified in-game when your current objectives have been updated.

Armor: This screen shows all of the armor you currently have available in your inventory. Pieces you do not possess will be automatically equipped. For example, if you do not have gloves, when you find some, these will automatically be equipped.

Weapons: This screen displays all weapons currently in your inventory. Weapons displaying a green checkmark are currently equipped. Weapons marked with a blue highlight are your currently assigned "Readied" weapons. The statistics for each selected weapon are displayed at the bottom of the screen.



INVENTORY SCREENS

Misc. Items: This screen displays all miscellaneous items that are currently in your inventory. These include Health Kits, Recharge Packs, Ammo, and other various items.

SCARAB Item Crafting: This screen displays the items that are available for manufacture from your SCARAB robotic escort. Each item displays its type, stats and cost in resource points for manufacture by the SCARAB. The type of items available depends on the specific blueprints the SCARAB possesses. Health Kits and Recharge Packs as well as ammunition can be purchased from the SCARAB. Be aware that the SCARAB can only make kits and quantities of ammunition at a certain rate, so it is possible for some items to be temporarily unavailable.

SCARAB

The small hovering robot that follows you is called the SCARAB. The SCARAB is an Earth Command issued **Sentient Combat And Recycling Assembly Bot**. Armed with an upgradeable LazTech Industries standard Pulse Laser weapon, these robotic units are designed to give combat and logistical support to Earth Command Troopers. One SCARAB unit is generally assigned to escort one soldier or fire-team to assess and engage any physical threats in the immediate area. To provide logistical combat support, the SCARAB is specially designed with the ability to recycle materials and manufacture various items based on its available blueprints. By feeding resource points into the SCARAB, you can "purchase" new items. Items available for manufacture will become increasingly more complex and powerful as you level up your character; but these items will also require large amounts of resource points.

You can customize the SCARAB to suit the needs of your particular mission by equipping SCARAB parts. Only two SCARAB parts can be equipped at any one time. These parts have the following characteristics:

- Damage Increase Range – Pulse Laser upgrade, increasing SCARAB weapon power.
- Refire Rate Increase – A rate of fire (ROF) increase for SCARAB main armament.
- Auto-Repair - The SCARAB heals you slowly over time, based on Health Points per second.
- Auto-Recharge - The SCARAB recharges your battery remotely over time, based on Battery Charge Points per second.



RANGED WEAPONS

The arsenal of ranged weaponry available to Earth Command soldiers is divided into weapon classes. The player must obtain weapon proficiencies in that class in order to use them. More advanced weapons require a greater proficiency level. Each class of weapons is built by a well known arms manufacturer under contract from Earth Command.

ENERGY WEAPONS

LAZTECH INDUSTRIES LASER RIFLE

The **X-d 99 Impulse Laser** by *LazTech Industries* is the standard issue Earth Command Forces assault rifle. A classic weapon from the original *Alien Syndrome*, it fires laser beams with long range and low damage. Energy usage is very low, allowing it to be fired for long durations.



SONIC BLAST

The **LazTech S19 Sonic Pulse Rifle** is a ground support rifle. It fires a sonic pulse that does minimal damage, but can knock and enemy back and stun them. It is an area of effect weapon that can affect multiple targets with each blast. Some targets may be immune to the knock back and/or stun effects of this weapon, particularly boss monsters. It is primarily effective when you are facing overwhelming odds and need a chance to break away or whittle down the opposition while they are stunned.



DISPERSION LASER

Special Earth Command Forces use the **X4-d 01 Quad-Trajectory Impulse Laser Rifle** crowd control rifle. It fires an array of lasers in a cone, doing moderate damage at long range. This gives the Dispersion Laser the best coverage in the game. It is most useful when there are aliens surrounding you as it allows you to hit multiple targets at once.



REFLECT LASER

Elite Earth Command Forces are equipped with the **XS-d 89 Supercharged Ionic Deflection Impulse Laser** assault rifle. It fires laser beams with very long range and high damage, but unlike the laser rifle, the reflect laser will reflect off of walls and other obstacles, allowing it to bend around corners, shoot into rooms, and damage aliens without exposing you to their line of fire.



PROJECTILE WEAPONS

KRUGER & THOMPSON

GAUSS RIFLE

Combat in space and extraterrestrial atmospheres required an alternative to the standard gunpowder based bullets used for centuries on earth. The **Kruger & Thompson 12mm Semi-automatic Magnetic Accelerator Rifle** uses electromagnetic acceleration to launch a single bullet at a lethal velocity.



BLASTCANNON

The **10 Gauge Semi-Automatic High Powered Shotgun** packs a powerful punch with short range, but it fires out in a narrow cone so it can hit multiple aliens at once. This is a good weapon to use if there are hordes of enemies nearby and you need to clear them all out at once.



CHAIN GUN

The **Kruger & Thompson 22mm Heavy Repeater** is a Spec Ops issued heavy suppression weapon. This multi-barreled weapon fires powerful and rapid bursts at long range, making it a deadly weapon that can tear through hordes of aliens with ease. Unfortunately, it also consumes ammo very quickly, so it must be used carefully and accurately to be effective.



NANOBOT SWARM

Covert Ops issues Earth Command Forces the **Kruger & Thompson Submicron Nanobot Swarm Launcher**. Like a swarm of angry bees, the nanobots travel from target to target, dealing massive damage to anything they touch. The swarm can be a bit unpredictable, however, as it cannot be aimed at any one particular target; the nanobot swarm will choose its own target. Because of this, the weapon can be hard to use when you have a specific target to eliminate. The swarm lasts for a short duration and it does its damage over time. Because of this, it is not useful for clearing out large amounts of enemies quickly. However, it can be fired and forgotten so it requires less skill and can be used in combination with other weapons.



RANGED WEAPONS

EXPLOSIVE WEAPONS

BLASTCORP INC.

BOMB LAUNCHER

The *BlastCorp* **Ti-E Isotope Gravity Dispenser** is a Demolitions weapon issued to Earth Command Forces. The bomb launcher fires like an artillery shell that detonates when it lands doing area of effect damage. Because of its artillery like nature, it will not hit things that are nearby but it can shoot over obstacles that other weapons cannot. The bomb launcher is very useful for clearing out entrenched enemies that cannot be attacked with conventional weapons.



MINE LAYER

Demolitions issue the *BlastCorp* **Xv-10 Proximity Detonating Mine Layer** to Earth Command Forces. The mine layer is a useful defensive weapon. It detonates when an enemy steps on it, doing area of effect damage. A limited number of mines can be laid out at any one time, and the mines also have a limited duration after which they self detonate. This weapon can form a useful barrier for offensive or defensive purposes.



MISSILE LAUNCHER

The *BlastCorp* **DX-1 Homing Missile Launcher** fires a large rocket with limited ability to track its target. Once the homing missile acquires a lock, it will follow the enemy until it detonates. The missile's guidance system is good enough that only the quickest and most agile of aliens will be able to avoid it. Its homing capability requires less skillful aim, making it a good fire and forget weapon.



QUANTUM RIPPER

The most powerful explosive weapon, the *BlastCorp* **Xw-74 Quantum Ripper**, fires a magnetically enclosed quantum singularity. High powered electrical discharges damage any nearby enemies as the main projectile moves, allowing it to deal large amounts of damage to all enemies along its flight path. Woe to any enemy that actually gets hit by the quantum singularity itself.



FLAME WEAPONS

PYROBLAST TECHNOLOGIES

FLAMETHROWER

Spec Ops issue Earth Command Forces the *PyroBlast Tech* **PB-1 Flamethrower**. The flamethrower is the base weapon of the flame weapon tree and fires a continuous stream of flame in a cone pattern. Anything caught in the stream will take immediate damage from the active flames and continue to disintegrate over time as it continues to burn. It does moderate damage and is useful for clearing out enemies nearby. Note that its short range makes it unsuitable when aliens are attacking from a distance.



FIREBOLT

The **PB-2 Incendiary Plasma Fireball Gun** fires a small fireball-like projectile that travels great range and does moderate damage to the target. Its larger projectile makes it easier to land a hit than thin projectile weapons like the bullet types or some of the lasers. The firebolt is a good multipurpose weapon useful in any situation.



FRAGMENTATION FIREBALL

The **PB-3 Incendiary Fragmenting Plasma Fireball Gun** is similar to the Firebolt. It fires a large fireball-like projectile that travels great range and does moderate damage. However, when the fireball hits, it splits into three smaller fireballs aimed at nearby targets. This allows the Fragmentation Fireball to damage a large number of enemies at once.



FLAME GEYSER

The last and most powerful of the flame weapons is the *PyroBlast Tech* **PB-4 Incendiary Geyser**. It detonates at a medium range from the player. Spectacular pillars of flame shoot up from the floor upon detonation engulfing any aliens in its area of effect for massive amounts of damage. Because of the delayed detonation, it is unsuitable for close quarters combat.



MELEE COMBAT

All Earth Command Troopers (ECT) are extensively trained in melee combat, being taught various attacks for different situations. The majority of these weapons are available in different grades – in general, the higher the grade, the more advanced the melee weapon. There are rumors that extremely rare unique melee weapons were lost by Earth Command Special Forces in the last *Alien Syndrome* invasion.

MELEE ATTACKS

Light Attacks: A quick, short ranged attack. Focuses on striking the target directly in front as fast as possible, inflicting half the damage of a Heavy Attack. Best used as an opening attack. Use the speed of this attack to combo into harder hitting moves.

Heavy Attacks: A longer ranged, wide arcing attack that is designed to deal with multiple targets. Slower than Light Attacks but deals twice the damage.

Melee Special Attacks: With a Melee weapon equipped, you can perform the Stab Attack, Stun Attack, Knockdown Attack, or the Finisher. Each special move consumes energy, but is much stronger than a standard Melee attack. For more information, please refer to the Advanced Controls section of this manual.

Melee Combo Attacks: With a Melee weapon equipped, you can perform a Melee combo attack by pressing combinations of the **B Button** and swinging the Wii Remote to the left or right. Combine the best aspects of Light and Heavy Attacks to destroy enemies. Use a Light Attack to quickly hit an enemy before they hit you, and then follow up with Heavy Attacks to deal massive damage. Use a Heavy Attack when surrounded by enemies to deal damage, stun and knock them back, then combo into Light Attacks to change your direction and attack high priority targets to ensure their demise.

Placing proficiency points into the Melee Aptitude Proficiency unlocks the ability to equip higher grade weapons in addition to unlocking the following combo variations:

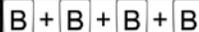
MELEE APTITUDE LEVEL I

- Right Hook Attack: 
- Left Hook Attack: 
- Backhand Cross Slash: 
- Jumping Spin Heel Kick: 
- Leap Right Stab: 
- Slash: 
- Reverse Slash: 

MELEE APTITUDE II

- 2H Shove: 
- Cross Slash: 
- Left Uppercut: 
- Down Slash Slam: 
- Flying Jump Kick: 

MELEE APTITUDE III

- Left Overhand Attack: 
- 360 Slash: 

MELEE APTITUDE IV

- Leap Airplane Attack: 
- 360 Reverse (Backhand) Swing: 

RAVAGER

The standard issue ECT Melee weapon. Though damage is low, it makes up for it with light weight that allows the wielder to make rapid attacks. There are multiple other types of Melee weapons that can be picked up throughout the levels, or manufactured using the SCARAB. Keep an eye out for them.



ARMOR

Armor is equipped by the player to provide protection from attacks. Armor pieces soak damage, absorbing a certain amount of physical attacks before you do. For example, the lowest grade of Hermes chest armor absorbs one point of damage, so if an enemy does two points of damage, you will only take one point of damage to your health.

Each Armor set is made up of five pieces: Helmet, Chest Plate, Gloves, Leggings and Boots. Basic Armor pieces have 10 quality grades ranging from Mk I to Mk X, with the higher grades offering increased protection. Some of the standard armor sets available in the game are described below:

ARMOR TYPE 1: HERMES

Description

The lightest ECT armor. Made of thin polycarbonate molding and advanced Kevlar-type fabric, this armor is designed to allow for maximum movement in exchange for minimal protection from attacks. Normally, this is for urban riot suppression or infiltration missions where large bulky armor would be inappropriate. The armor pieces are designed to cover only vital organs, leaving joints and appendages vulnerable.

Hermes Quality Grades

There are 10 quality grades of Hermes armor: Mk I though Mk X. The lower grade Hermes armor is little better than the standard Police-issued Kevlar-type body armor. At the highest grade, Hermes armor is comprised of exotic nano-fiber moldings that automatically form fit to the wearer.



ARMOR TYPE 2: TRITON

Description

A step up from the Hermes, this heavy infantry armor is the bread-and-butter of the ECT arsenal and is used in most combat situations by the troops on the front line. Like the Hermes, Triton armor pieces are strapped on over a uniform and provide little joint coverage. However, Triton armor provides better protection for the appendages and features heavier plating overall. The Triton is a cost effective armor that provides moderate coverage while maintaining a high degree of maneuverability.

Triton Quality Grades

There are 10 quality grades of Triton armor: Mk I though Mk X. Each grade of Triton armor provides heavier and heavier plating while still respecting the coverage zones outlined.



ARMOR TYPE 3: MAGNI

Description

A light, full body power armor that provides a significant step up in protection from the Triton. Featuring an Integrated Hydraulic Suspension System, IHSS, and Integrated Hydraulic Grip System, IHGS, it retains a fair amount of mobility despite the heavier plating and integrated power supply. Magni armor is too valuable to be wasted on grunts, so typically only Special Forces use it.

Magni Quality Grades

There are 10 grades of Magni armor: Mk I though Mk X. At the lowest grade, it resembles the Triton with armored joints. At the highest grade, the plating is thicker and the powered joints are bulkier.



ARMOR TYPE 4: TYRANT

Description

The most fearsome armor type that an ECT can wear is the Tyrant. Like the Magni, Tyrant armors are full body suits that cover the wearer from head to toe. However, this armor is much bulkier with extremely thick energy dispersing ceramic alloy plating. To compensate for the extra bulk, Tyrant armor features the Artificial Muscular Locomotion System, AMLS, which uses synthetic muscle fibers in place of hydraulics or motors. This heavy suit is completely mechanized and is controlled by the operator using Neural Guidance System, NGS. Very few people are trained in the use of the Tyrant, as it is reserved only in the most extreme combat situations.

Tyrant Quality Grades

There are 10 quality grades of Tyrant armor: Mk I though Mk X. The lowest grade is very similar to Magni armor except for the AMLS replacing the IHSS. At the highest grade, Tyrant armor is more mechanized robotic suit than body armor.



ARMOR

UNIQUE ARMOR SETS

Unlike the regular armor sets, unique sets do not have grades; instead, each has a specific set of attributes. Unique armor pieces are usually very powerful, often possessing special attributes that normal armor pieces do not.

UNIQUE HERMES ARMOR SET: S.P.U.D.

Description

This unique armor set is part of the light armor class, so its design gives more to speed and mobility than defensive capabilities. This armor protects well enough, although not as well as most of the heavy types of armor, but its main strength lies in the speed boost it gives the player.



UNIQUE TRITON ARMOR SET: PROTEUS

Description

Proteus armor is composed of a thick polymer of suspended nano-polycarbonate and nano-alloy particles. Because these hard nano-particles are suspended in this thick liquid, under non-stress conditions, this material is highly flexible, light, and much easier to maneuver in than conventional light armor. Once a projectile strikes the armor, however, the material immediately transitions to a rigid material, preventing the projectile from penetrating the armor and the soldier. The primary purpose of this armor set is for melee combat as it confers protection and Melee bonuses.



UNIQUE MAGNI ARMOR SET: AILEEN'S SORROW

Description

The original Aileen armor from the prototype forms the basis of this unique armor. The primary purpose of this set is to improve Ranged Weapon Combat.



UNIQUE TYRANT ARMOR SET: THE STORM FIST

Description

The Storm Fist armor set is the unique light power armor set. The pieces are designed with bird-like features and the purpose of the set is primarily to confer elemental advantages to the wearer.



SPECIAL ITEMS/DEVICES

Devices are items that you collect in your inventories that grant random bonuses without having to be equipped. There are five grades of devices. Devices are the only way that shields can be upgraded, but due to the dynamic properties of these devices, shields may not always be enhanced. Devices can potentially grant bonuses to other areas, but vary in the specific bonuses that are given. The later grade devices are heavier, but give bigger randomized bonuses to your character.

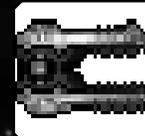
NEURAL ADAPTERS: PYRAMID SHAPED, GRADES I, II

Capable of adapting neural process efficiency, thus increasing the neural adaptation factors, this process is only available through the proper employment of Neural Adapter Technology.



REVERSE POLARITY DEFLECTORS: CUBE SHAPED, GRADES III, IV

Provide deflection capabilities by reversing polarity. This complex process of polarity reversal and related deflection can only be achieved by the Reverse Polarity Deflector.



CORTAL ADJUNCTS: CYLINDER SHAPED, GRADES V, VI

Provide an external addition to the outer layer of the cortical functions. Only Cortal Adjuncts can provide this unique enhancement.



TRISILENIUM OBFUSCATOR: SPHERE SHAPED, GRADES VII, VIII

Features advanced technology allowing for the obfuscation process of trisilenium elements. Without this, trisilenium elements cannot be effectively obfuscated.



LUX CAPACITOR: DODECAHEDRON SHAPED, GRADES IX, X

Designed to store Lux Energy in specialized elements, these elements, generally consisting of two metallic plates separated and insulated from each other by a dielectric, are sometimes referred to as condensers. Only the Lux Capacitor can provide this advanced capability.



SPECIAL ITEMS/DEVICES

MINI-GAMES

STANDARD ITEMS

In addition to Special Items, there are multiple standard items to be found in each level that can be added to your inventory. These include the three types of ammunition, Health Kits, Resource Points, Ranged Weapons, Melee Weapons and Armor. Alien creatures will drop some items when they are killed, while some may appear when crates and other objects are destroyed. Some crates and objects may contain aliens, so keep this in mind as you smash objects in search of loot.

Some of the common items appearing in *Alien Syndrome* are as follows:



Projectile, Explosive, Flame and Missile Ammunition.



Health Kits – Can be used by the player to instantly restore a set amount of Health. Higher grade Health Kits restore greater amounts of Health.



Recharge Packs – Can be used by the player to instantly restore a set amount of Energy. Higher grade Recharge Packs restore greater amounts of Energy.



Resource Points – The player can collect Resource Points throughout the game. Resource Points can be spent to craft items with the SCARAB. The player can also use the SCARAB to scrap unwanted items in exchange for Resource Points.



Ranged Weapons



Melee Weapons



Armor



Key Cards – Key Cards are necessary to open certain doors and access various areas throughout the game. Keep in mind that these may appear in different colors.

Exploring secret chambers and defeating powerful bosses can lead to great benefits. Hidden chests, DNA-altering alien stations, and rare artifacts are scattered throughout various regions. Interacting with these objects will trigger a mini-game that can provide improved abilities and equipment.

CORRUPTED CHESTS

Locked chests containing valuable loot have been infected by the Alien corruption. As the infection spreads, you must quickly cleanse the locking mechanism of corruption in order to gain access to the valuable items inside.

Use your standard equipped NIL (Nanite Influencing Laser) to gain influence over Cleansing Nanites and lead them to corrupted pylons. Once a pylon is reached, fire your NIL again to start the cleansing process. Time is a factor, however, and predatory Alien Syndrome Nanites actively seek out and devour Nanites influenced by your control.

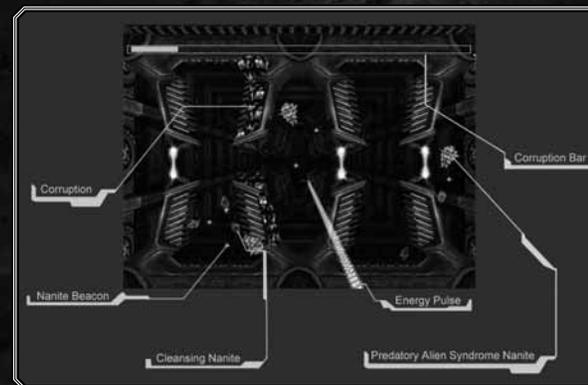
Each corrupted chest will contain one or more pairs of pylons and each corrupted pair must be restored before the chest can be opened. Failing to cleanse just one of these pairs will permanently corrupt the locking mechanism. Once all infected areas have been cleansed, the locking mechanism becomes functional and the loot inside the chest is yours for the taking. In Multiplayer games, loot is distributed by the amount of points earned during the mini-game; with the player scoring the most points receiving the best item.

INSTRUCTIONS:

A Button: Fire a laser to take control of the Nanites or to initiate the cleansing of Nanites already under your control.

B Button: Drops a Nanite Beacon that attracts Nanites within range.

Hammer down on the Nunchuk to fire a destructive energy pulse that destroys Nanites.



Cleansing Nanite – energize over corruption to cleanse.

Predatory Alien Syndrome Nanite – consumes smaller Nanites.

Corruption

MINI-GAMES

BIO-AUGMENTATION STATIONS

The Alien corruption is spreading and a number of alien Bio-Augmentation Stations have formed in infected areas. Accessing a station's interface provides a microscopic view of your DNA, allowing you to augment your Strength, Dexterity, Accuracy, and Endurance. If you are lucky, you may even gain an extra proficiency point.

Using your modified NIL, guide Bio-Enhancement Particles (BEPs) towards Receptors on your DNA helix. Once you have activated the Manipulator beam on a BEP, you can slowly drag the particle towards your DNA. If you move your pointer too quickly, you will lose your lock on the particle and send it flying in the direction of its current motion. Note that the DNA helix is constantly rotating and BEPs can only attach to Active Receptors in your DNA when the Receptors are properly aligned.

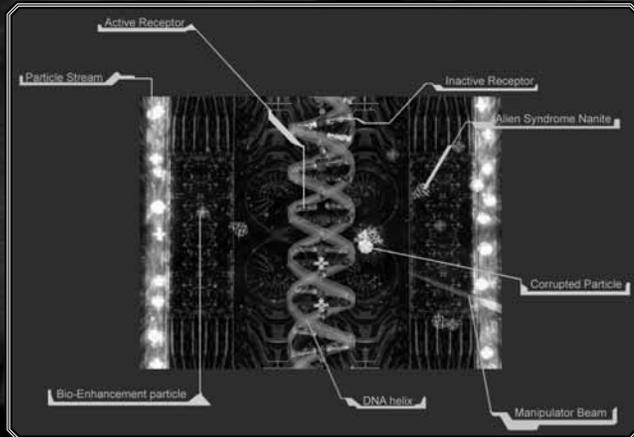
Be aware that accessing these Bio-Augmentation Stations allows Alien Syndrome Nanites to enter your system, which will corrupt BEPs and carry them to your DNA. Corrupted particles that attach to your DNA helix will have a negative affect on your DNA. You can defend against hostile Nanites by using your Kinetic Beam to push them around. If you can push them into the energy streams or keep them from bringing a particle to your DNA for long enough, they will be destroyed.

Once all DNA receptors have been filled, either by enhanced or corrupted particles, any positive or negative influences on your abilities will take affect.

INSTRUCTIONS:

Press and Hold A Button: Activates the Manipulator Beam that can take hold of a particle. While the Manipulator Beam is active, drag a particle with the Wii Remote towards an Active Receptor.

Press and Hold C Button: Activates a Kinetic Beam with the ability to repel Nanites. While the Kinetic Beam is active, flick the Nunchuk to knock Alien Syndrome Nanites away.



Predatory Alien Syndrome Nanite – corrupts Bio-Enhancement Particles.

ARTIFACT RESTORATION

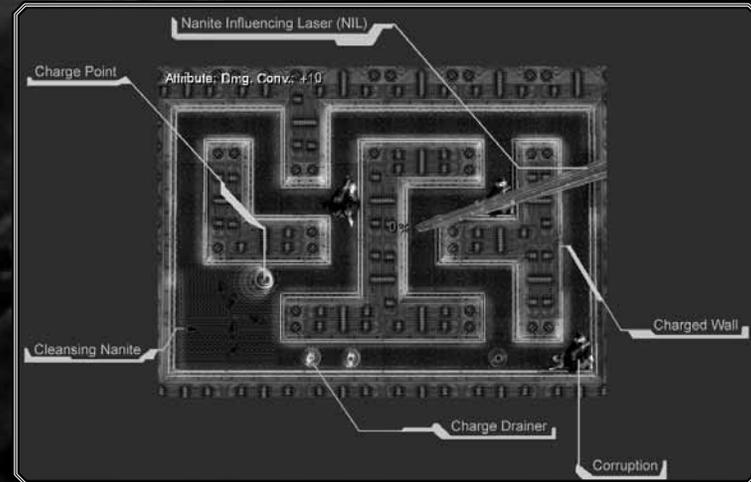
Rare weapons can occasionally be found in chests or when dropped by an enemy. However, these artifacts have been corrupted by the Alien Syndrome and are useless until they can be restored.

Use your standard NIL to guide Cleansing Nanites through the item's circuitry to the areas of corruption. Avoid touching the walls at all costs as touching them will lose charge over the Nanites under your control and destroy any Nanite that comes in contact with them. To make matters worse, predatory Alien Syndrome Nanites also navigate the circuitry and will devour any Cleansing Nanites in their path.

Each restorable weapon will have three attributes corresponding to three circuits to cleanse. Each cleansed circuit will activate that corresponding attribute only. Failure to cleanse a circuit will result in that attribute becoming permanently unavailable.

INSTRUCTIONS:

A Button: Fires the laser to energize the Cleansing Nanites and have them follow your laser. As you drag your laser over corruption, the last Nanite in your chain detaches and begins cleansing.



Cleansing Nanite – they follow your laser when energized.

Predatory Alien Syndrome Nanite – consumes smaller Nanites.

Walls – Touching walls cause your laser to lose charge. As you lose charge, Nanites will be less likely to follow your laser.

CHECKPOINTS AND SAVED GAMES

Checkpoints are located at predetermined points in each level, and are displayed on the mini-map for ease of reference. You will need to walk over a Checkpoint in order to activate it. Once activated, a Checkpoint will animate to signify that the save has occurred. When you perish in the game and load from the Checkpoint, you will be instantly teleported back through time to the last Checkpoint that was activated. Any aliens killed or puzzles solved after activating the Checkpoint must be redone. Any items or experience acquired after the Checkpoint will be lost.

In Multiplayer games, Checkpoints also act as a means to resurrect your fallen teammates. If any of your companions perish, run and stand over a Checkpoint to revive them.

MULTIPLAYER

Alien Syndrome supports up to four players, and features robust cooperative gameplay. This allows you and other players to experience the entire campaign together. To start a new Multiplayer game, follow the steps outlined in the **Starting A Game** section of the manual. You can also load a previously existing Multiplayer game from the Load Game option in the Main Menu.

In a Multiplayer game, each character's movement is confined to the game screen. To differentiate one player's character from another, a color-specific icon will appear above each character. You must work as a team to overcome your enemies and complete the mission.



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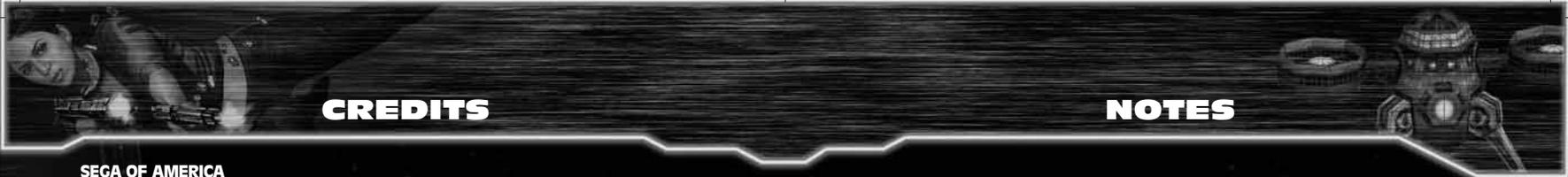
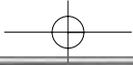
Lisa & Olive for their love & support.

Mario & Maryrose Ribau, Mario & Elvira Pimenta

Maggie, Blake, Katie, and the Roo

To my wife Lisa and our son Alexander

The Acero and Delgado-Mendez families



CREDITS

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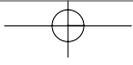
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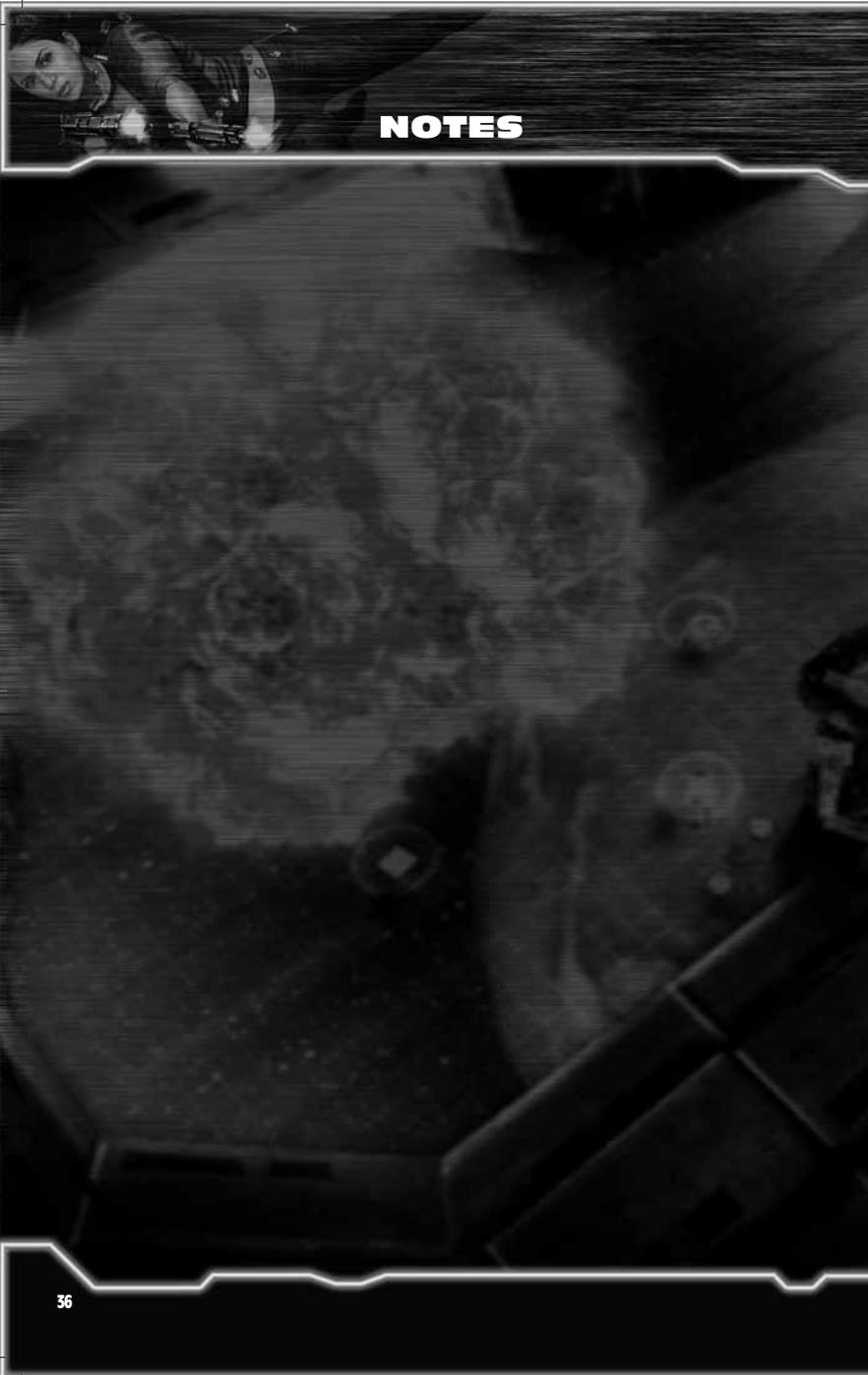
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NOTES

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