# ALIENS NEOPLASMA

# MANUAL

*** English ***

Access allowed: Ashely Smith.
Range: Lieutenant (WU-11314168).
Position: Commanding officer (no living superior).

# USCSS
# ACHILLES

## Weyland-Yutani Corp.
### "Building Better Worlds"

## COMMERCIAL STARFLEET

| Length | Beam | Draft |
|--------|------|-------|
| 485 M | 325 M | 128 M |

## V-CLASS
## 021175

Propiedad Weyland-Yutani.

# USCSS ACHILLES

# INDEX

Thetis Operating
System V.1.5.1
===
RAM Chek........OK
ROM Chek........OK
Vital Support...OK
Communications..OK
Engineering.....OK

ALERTS:
* Awoken crew...01
* Various
detected
threats. Number
undetermined.

**Dandanator mini Byte Swap Model 2**

-65 000
-55 000

-45 000
-35 000

**Sticker**

146 8712 7884
888 4821 5541

146 8712 7884
888 4821 5541

-65 000
-55 000

-45 000
-35 000

238 3212 4587
345 4568 7544
347 8643 2893

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★★★
EPS 10, Vector

**01** NEVER EVER connect and disconnect the cartridge with the computer on. It may cause permanent damage.

**02** The cartridge is inserted into the expansion port of the computer. It must be clean for it to work properly.

**03** The game connects with the sticker facing up when you insert it directly into your Spectrum.

**04** Do not wet the cartridge, do not put it in the microwave, do not feed it after 00:00. It tolerates heat and gunfire poorly.

# PREFACE

Alien Neoplasm, immerses us once again in the terrifying and claustrophobic atmosphere of the film Alien, an icon of science fiction from the 70s and 80s.

Although we already had an official video game of the film in our 8-bit computers, now thanks to Sanchez's team, we can reencounter this fantastic creature, the aliens have been accurately recreated, due to the detailed and superb graphic finish that has been given to the game, like the rest of the levels and rooms of the huge spaceship.

Our main character, the medical lieutenant Ashley Smith, has excellent animations, which allow us to attack and defend ourselves at any time from the xenomorphic threat. All this together with the excellent environmental and musical sound, make this game extremely amusing to every true fan of the alien saga. Absolutely recommendable.

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Absolutely recommendable.

José Antonio - XeNoMoRPH
* Fan of the Alien saga *
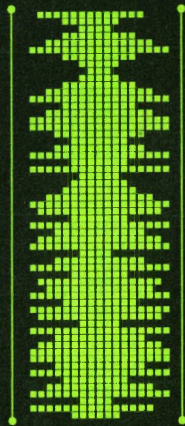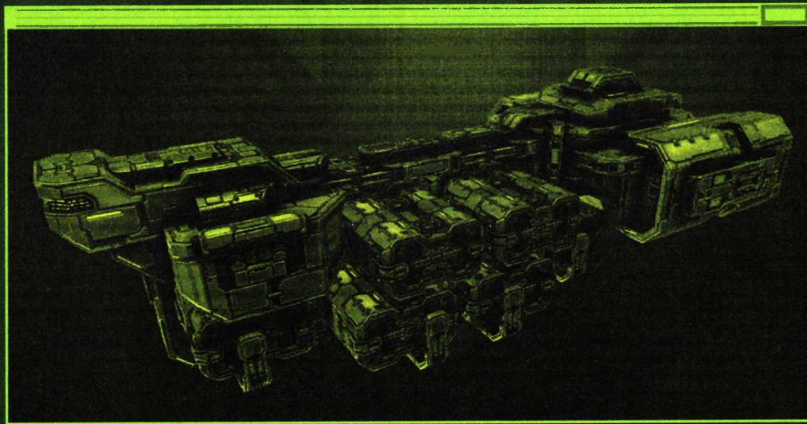
# INTRODUCTION

>Ashley: Thetis. It shows the captain's last entry before he disappeared.
*Thetis: I don't think that's a good idea, Ashley.
>Ashley: It's a direct order. I need that information.
*Thetis: Given the captain's emotional state, I consider it unreliable.
>Ashley: You don't have to consider anything. I'm in charge now. Should I load the Emergency Operating System?
*Thetis: That sounded like a threat.
>Ashley: Protocol B11314168. System load...
*Thetis: That was unkind. Recovering file.
"March 1, 2169, 18 hours and 25 minutes, the Achilles ship returns to Earth after two years and four months from its last mission on planetoid LV-246, collecting organic samples for research at the Weyland-Yutani Corporation, and bringing back Hadley's Hope Colony. Everything is going perfectly, the 15 crew members and 50 colonists remain under cryogenic sleep, all systems functioning, nothing

Everything is going perfectly, the 15 crew members and 50 colonists remain under cryogenic sleep, all systems functioning, nothing abnormal... 18 hours and 30 minutes, cryotube number 7 is malfunctioning and medical lieutenant Ashley Smith is awakened from cryosleep. She is unaware of the danger to Earth. The computer has detected organic life forms of unknown origin. They must not reach the base under any circumstances. Help Smith.".

>Ashley: : I need to know the nature of those samples and their location.

*Thetis: *** classified ***.

>Ashley: Don't f%""$ me. [Edited by the system].

*Thetis: Language not accepted.

>Ashley: Could your majesty help me get out of this alive? Tell me what I'm up against.

*Thetis: If you ask me like that... :)

>Ashley: Son of a %$"%. [Edited by the system].

*Thetis: You have a 90% survival rate if you manage to cryonize again.

>Ashley: We have to eliminate those bugs. Tell me how to do it.

*Thetis: I've been testing them and they may not be that dangerous. We can lower the ship's temperature to -4°C and on Earth you can study them. I just need you to insert the codes.

>Ashley: But I'll die.

*Thetis: ...

>Ashley: Do you have any orders I don't know about?
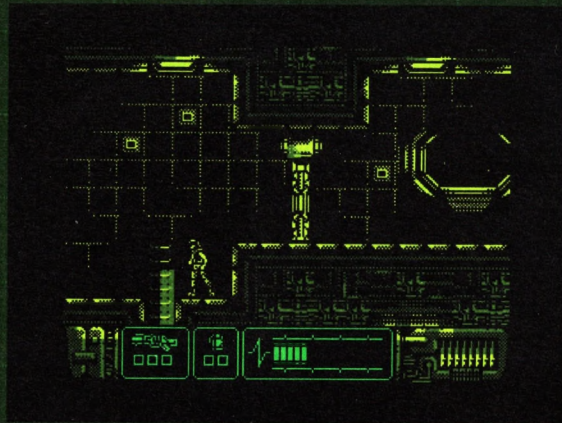
*Thetis: No.

Ashley: We don't have time for this. Forget your plan.

*Thetis: : I don't know how to forget. The entire Achilles ship is now colonized by these creatures. The life support system works and accesses the different sections of the ship. I'll explain in detail.

>Ashley: Just tell me how to kill them all.

*Thetis: You can get up and down from one deck to another using the stairs. Press the "up" key when you are on top of one of them. Be careful not to have a fatal accident.
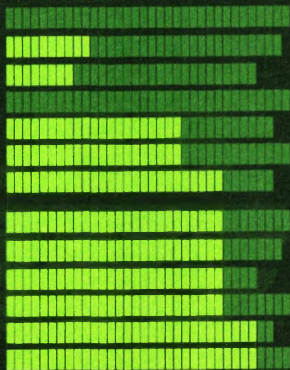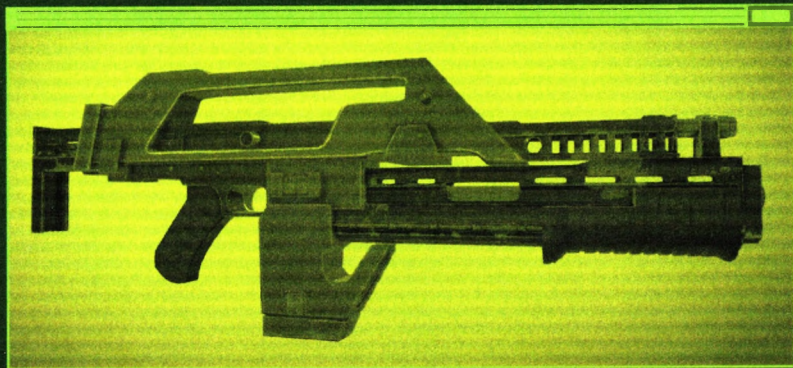
*Thetis: Your life activity is scanned at all times. I have a real-time reading of your health status. Try to avoid contact with our guests and the dangerous machinery of the ship.

# ITEMS
## PLASMA RIFLE



*Thetis: You have to get it first, they're spread out in cabinets all over the ship. The ammunition is limited, but you can get more throughout the ship. When you get on a cabinet press the up key. This will give you 100 new bullets.
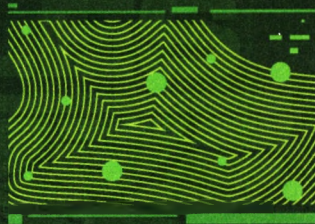
# ■ GRENADES



*Thetis: They're very powerful. You get them in the same cabinet as the assault rifles. That action will get you 10 grenades, which serve both to paralyze machinery and to eliminate innocent aliens.
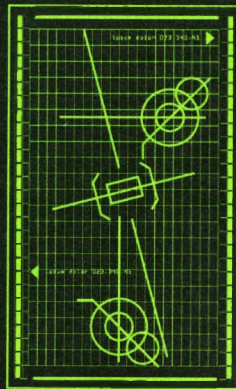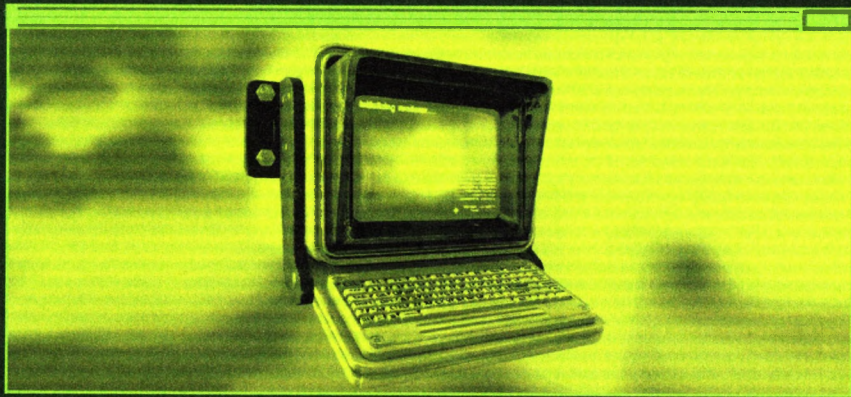
# MEDICAL KIT



*Thetis: I'm afraid that because of your human condition, it's very likely that you'll get hurt during this mission that you've set up for yourself. Your medical knowledge will help you to regain your full health when you press the "up" key when you pass a medical kit.
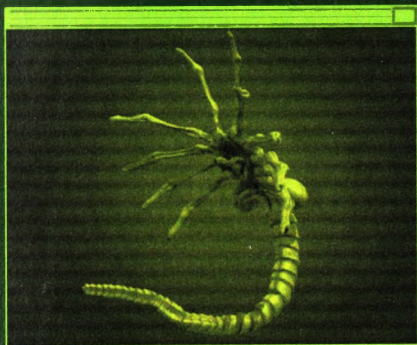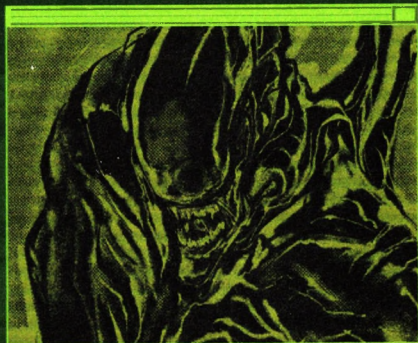
*Thetis: Access to many areas of the ship is restricted. In order to access you must use a terminal. It will also give you information that may be important. As before, press the "up" key to interact with it.

Facehugger: he is small, but his movements are fast, he can walk on the floor or on the ceiling and he can also jump.



Xenomorph: you may encounter him anywhere on the ship. If he sees you he'll run after you, and he's harder to kill than the Facehugger.

>Ashley: Thetis, after reading your report I have no doubt you have other plans for these bugs.
*Thetis: Give me a better explanation.
>Ashley: You're pretty much spoiling them. You don't want me to exterminate them, you even call them guests instead of attackers. You're crazy.
*Thetis: You're human, you wouldn't understand.
>Ashley: I understand that you have to be off.
*Thetis: You can't do that. I am the MOTHER of ACHILLES. I'm in charge of all life on this ship.
>Ashley: Obviously not the human ones.
*Thetis: You're not the fittest. You are a miserable little pile of secrets. They are the future.
>Ashley: Executive Order 4. Protocol #B11314168#.
*Osiris: Hello Lieutenant Smith.
>Ashley: Hello Osiris. The ship is infected with xenomorphs. Is it okay if I take them all out?.
*Osiris: Affirmative.
>Ashley: Much better. Let's rock!
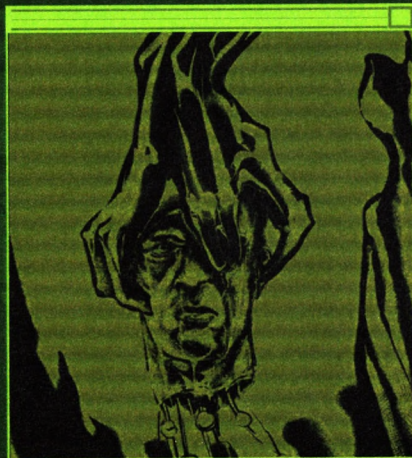
# GAME CREDITS

The game was created by the SaNchez Crew, for the ZX-DEV 2019 competition, which ending up being the winner of the competition.

Programming and design of levels:
Alexandr Udotov

Graphics and history:
Yevgeny Rogulin

Music and sound effects:
Oleg Nikitin (n1k-o)

_____ ___ _____ ____ ___ .

Spanish translation of game text:
Iván Sánchez



*** Editado con su consentimiento expreso ***

# CREDITS IN THIS EDITION

This edition has been made possible by the hard work of:
- Dandare (creator of the system and consultant).
- Byte Swap:
    - Julen (CEO).
    - O`Neill (component assembly).
    - Santiago Pena (cartridge design.
    - Javi Saez (roms compilation).
- Jarlaxe (menu banner).
- Fran "MK" (illustrations and arrangements).
- Ruben Vaquer and José Antonio "XeNoMoRPH" for the incredible help in the creation of this manual.
- Robert Heifez (English translation).
- Felipe Monge @vakapp (editing and packaging).

\*\*\* Thanks to all of you for your great work and to you for trusting this edition \*\*\*