

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET 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
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
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 - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, 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.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- 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.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

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THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.

ALIENS™

INFESTATION

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When you close the Nintendo DS™ system, the system will automatically switch itself to Sleep Mode and save your battery life. By opening the system again, your system will immediately switch to Active Mode.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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Thank you for purchasing *Aliens™: Infestation* for the Nintendo DS™. We hope you enjoy this new approach to the classic *Aliens™* story. Please use the following instructions and content to experience *Aliens: Infestation* to the fullest.



Getting Started

Make sure your Nintendo DS system is turned off. Insert the Aliens™: Infestation Game Card into the Game Card slot on the back of the Nintendo DS system and push until it clicks into place.

Turn the power on. The Health and Safety Screen, shown to the right, will appear. Once you have read it, touch the Touch Screen.

When using a Nintendo DSi™/Nintendo DSi™ XL system, simply touch the Aliens™: Infestation icon to start the game.

When using a Nintendo DS/DS Lite system, touch the Aliens™: Infestation panel to start the game. If the Nintendo DS/DS Lite system's **Start-up Mode is set to **AUTO MODE**, this step will not be necessary. For details, refer to the Instruction Booklet for your Nintendo DS/DS Lite system.**

NOTE: "Nintendo DS system" is a catch-all term which is used to refer to the original Nintendo DS, the Nintendo DS Lite, Nintendo DSi and Nintendo DSi XL systems.

⚠ WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT www.nintendo.com/healthsafety/

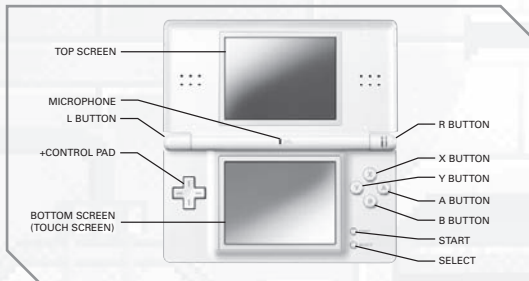
Touch the Touch Screen to continue.



The in-game language depends on the one that is set on the console. In this game you can choose between two languages: English and French. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the Instruction Booklet of your Nintendo DS system.



CONTROLS



Nintendo DS™ Lite

MAIN MENU CONTROLS

Select Menu Item.....Touch Screen or +Control Pad

GENERAL CONTROLS

Move Character.....+Control Pad

Pause Game.....[START] button

Interact/Advance Dialogue.....[A] button

Change Camera Angle.....Tap Touch Screen with stylus

GAME CONTROLS

Fire Main Weapon.....[Y] button

Throw/Plant Explosives.....[X] button

Select Weapons.....Navigate bottom screen with stylus

Tools.....Navigate bottom screen with stylus

Tumble.....Left or Right +Control Pad and [A] button

Jump[B] button

Climb Ladder/Activate Lift.....Up or Down +Control Pad

Cover.....[A] button while next to an obstacle

Run[R] button plus +Control Pad

Lock Feet For Aiming.....[L] button

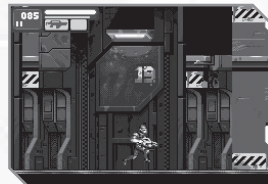




DEEP SPACE DISPLAY

Top screen

Use this screen to navigate the squad of Colonial Marines through various locales scattered among the far reaches of space, from devastated Colonial spaceships to desolate remote planets.



HEALTH BAR: The green bar at the top left displays your Marine's Health. Once the meter has emptied, your Marine will die. However, after your Marine has died, if available, you can select another Marine from the bottom screen with your stylus.



AMMUNITION METER: The number at the left of your Health Bar indicates how many rounds remain in your primary weapon. Beneath the Ammunition Meter, six indicator bars measure your reloads.



PRIMARY/SECONDARY WEAPON: The two slots located directly beneath the Health Meter indicate which primary and secondary weapons your Marines currently have equipped.

Bottom screen

Use this screen to monitor your Marine's equipment. By navigating through the HUD with the stylus, you can manage your Marines.



PROXIMITY METER: The multi-chromatic meter on the bottom left side of the bottom screen emits pulses, which show Marines how close they are to the aliens.



MARINE ROSTER: After a Marine has died, you can replace them with another member of the squad indicated by the Marine icons. Use the stylus to select a Marine.



WEAPON ICONS: The Weapon icons are located beneath the Marine icons. Use the stylus to select primary and secondary weapons. This is also where you can view ammunition quantities.



MAP: Use the stylus to adjust the map and view your progress throughout the levels. The Marine in play is shown on the map by a pulsing dark blue indicator, while enemies are depicted by light blue indicators that continuously fade in and out. Locations that the Marines have explored are indicated on the map in light blue, and all lifts are a slightly darker shade. Marines must find special items, such as headlamps or access key cards, in order to enter areas that are shaded dark blue. Black areas are spaces that have yet to be discovered. Note that by using Flares and reaching Checkpoints, additional flashing indicators will appear on the map.



WELDER: When you encounter a door that's been sealed, use the Welder with the stylus to cut your way through the barrier.



WRENCH: Use the Wrench to make repairs to broken pipes and mechanisms.



SECURITY ACCESS KEY: Picking up the various levels of Security Access keys increases your Marine's ability to enter restricted areas and use restricted lifts. You can view your security level by examining the Key Card icon located directly to the right of the Weapon icons.



CAMPAIGN

After receiving a distress beacon from the Colonial ship, *Sulaco*, a squad of Colonial Marines is dispatched to investigate. Upon arriving, the Marines find nothing but carnage and death within the hulking spacecraft. With no leads on who, or what, caused the complete wipeout of the *Sulaco*'s crew, the squad sets out to search the ship for clues. The Marines go in, armed to the teeth, each knowing that their next move could be their last.



START A NEW CAMPAIGN

At the Start screen, press start or touch the bottom screen to begin. Select the first file to create a new campaign. Please note, you can only create a new campaign if you haven't set up Save Data files.



CONTINUE CAMPAIGN

After commencing a campaign, select the campaign file after the Start screen to continue it.

DELETE CAMPAIGN

To delete an existing campaign and start a new one, select the campaign file, then tap the Delete icon on the bottom left of the screen. This will delete all previously saved game data.



SAVE/LOAD

Save the game by accessing Communication Rooms that are scattered throughout the various space outposts. Press the [A] button at the computer console to the left of the entry door to save your game. The game restarts at the most recent Save Point after all available Marines are killed. Once a game has been saved, there is no way to start a new campaign until all data is deleted.





ARMORY



PULSE RIFLE

The Pulse Rifle is a Marine's most efficient weapon; it is good for mid- to long-range combat and its ammo is freely available throughout the world. Learn to use the Pulse Rifle well, as it's a Marine's main go-to weapon.



PISTOL

Learn to love the Pistol - it may save your life one day. It does very little damage, but makes up for this weakness with its unlimited ammo. When all other weapons have been depleted, use the Pistol to fend off enemies...then run.



GRENADES

When the chips are down and a Marine needs to clear a room instantly, use a Grenade to cause massive damage to any enemies in the wake of its blast. Be careful though: Grenades cannot differentiate between friend and foe, and can damage or kill the Marine if they are too close to the blast.



GRENADE ROUNDS

Grenade Rounds grant a Marine all the destructive power of a Grenade without the limits of its range. Grenade Rounds can be used in the Pulse Rifle to fire Grenades at enemies from a distance to inflict serious pain.



FLARES

Flares may not help a Marine fight off hordes of Aliens, but they are still an invaluable asset. Flares are used to mark a place that the Marine may need to remember - these flares show up as flashing red dots on the Marine's map.



EXPLOSIVES

Explosives are used mainly to complete objectives by destroying the enemy's tools - after planting the explosive, make sure the Marine is at a safe distance before blowing the fuse.



SHOTGUN

Slow to reload, quick to kill. Marines should use the shotgun with caution, as it has a smaller amount of ammo and a longer reload time, which may leave the Marine temporarily defenseless. However, when fully loaded, few weapons can match the sheer damage caused by a devastating shotgun blast. Keep the shotgun around for close encounters.



PICK-UPS



AMMUNITION CRATES

Replenish your ammo by picking up crates.



ACCESS KEYS

Use Access Keys to open restricted areas and roam freely through various sectors.



GUNS

Grab new guns for different attack strengths.



LIMITED WARRANTY

SEGA of America, Inc. warrants to the original consumer purchaser that the game disc or cartridge shall be free from defects in material and workmanship for a period of 90-days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or cartridge will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original, or a photocopy, of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact SEGA to obtain support.

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SEGA of America, Inc. 350 Rhode Island Street, Suite 400, San Francisco, CA 94103

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