

Alien 3 FAQ/Walkthrough

by obishawn

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Game: Alien 3

Platform: Super Nintendo Entertainment System

FAQ type: Complete Walk-through

By: Obishawn

"My mommy always said there were no monsters ... no real ones ... but there
are ..." - Newt

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something quickly?

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I - I N T R O D U C T I O N

"A perfect organism ... Its structural perfection is matched only by its hostility. A survivor ... unclouded by conscience, remorse, or delusions of morality." - Ash

"It's an eight foot creature of some kind, with acid for blood... And it arrived on your spaceship. It kills on sight and is generally unpleasant."

- Superintendent Andrews

If you look at this FAQ, please contact me. If there are any other fans of this game or movie, I would love to know it. So why make a FAQ for this long forgotten game? Two reasons:

1 - No one else has done so.

2 - I'm pretty passionate about the game and the movie.

Game Basics

The game is loosely based on the movie. They are both set on Fury 161 at the prison, there are aliens running around, and Ripley is bald. As far as similarities go, that's about it.

Unlike the movie, Ripley actually has weapons, there are many, many more aliens roaming around, and you, as Ripley, have to fulfill certain objectives before moving on to the next stage. Long story short, if you are looking for plot consistency for the over all story, do not rely on this game.

At certain points in a stage, you will find a computer terminal from which you can choose from different objectives before you can move on to the next stage. The layout of the walk-through will be divided by stages, then those will be divided by each mission objective in each stage.

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II - S T O R Y

Before I explain the game's story, I'll provide a bit of back story, based on the movies.

A - Alien -

A ground breaking movie for the horror and sci-fi film industry back in it's day, the crew of the Nostromo are returning to earth when the ship picks up on unidentifiable beacon that repeats itself. On company orders, the Nostromo sets down on LV-426, a small planet of no significance.

The crew find the source of the beacon, a derelict space craft. After entering and searching the derelict ship, one crew member found a cargo of alien eggs. After it attaches itself to him, the crewmen return to the Nostromo and evacuate the planet.

Once on board the ship, the crews worst nightmares are realized when the alien is born. One by one, crew members die until the final showdown with Ripley.

B - Aliens -

Fifty-seven years after the events of the first movie, Ripley's escape pod is discovered and recovered by a deep space salvage team. She is still alive after being kept in stasis in cryosleep. During this time, The company, Weyland/Yutani, set up a colony on LV-426 to set up atmosphere processors.

After a trial is held in an attempt to place the responsibility of the destruction of the Nostromo on Ripley, Burke, a representative from the company, sends a survey team on LV-426 to search out the derelict space craft.

Like Kane 57 years before, the survey team discovers the alien eggs and after a face-hugger attaches itself to one of the people, they bring him back to Hadley's Hope, a settlement made by the colonists. When contact between Gate Way Station and LV-426 is lost, the Colonial Marines are sent as a precaution to investigate the situation.

The Marines, along with Ripley and Burke, find the colony deserted and after further searching, they find out why. All hell breaks out as the Marines fight for their lives against an army of vicious aliens.

Few survive, but they manage to escape the planet.

C - Alien 3 -

Picking up where Aliens left off, and in consistency with the movie, Ripley ends up on Fury 161, a planet reserved for a maximum security prison, when she is automatedly put into an E.E.V. (Emergency Escape Vehicle) and jettisoned into space.

And thus, the game begins with a gun in your hand . . .

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III - C O N T R O L S

Y - Flame Thrower
B - Jump
A - Machine Gun
X - Grenade Launcher
R & L - Scroll through your ammo.
Select - Motion Tracker
Start - Pause

D-pad:

Up - Aim up, climb up ladders
Down - Aim down, climb down ladders
Left & Right - Move in that direction

Note: You can also aim diagonally.

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IV - E N E M I E S / W E A P O N S / A M M O & H E A L T H

A - Ripley's Bad guys

1 - Eggs -

The pod-like eggs house face-huggers. If you do not destroy an egg, it will continue to spawn more face-huggers. They only take damage when they are open.

2 - Face-huggers -

These are the spider-like aliens that you will see crawling on floors and ceilings. If a face-hugger attaches itself to you, press right and left to shake it off or enter a near by door quickly so that you won't take damage. Also, you can jump just before the face-hugger leaps for your head and avoid the creature all together.

3 - Chest-busters -

These are small like the face-huggers, but look like their full grown brothers. These move along the floors and stop to spit acid at you.

4 - Warriors -

These are the medium sized aliens. They are a bit larger than the chest-busters and spit acid as well.

5 - Bambi-busters -

These are the larger aliens you see that sometimes travel on the ceilings. This is THE alien from Alien 3. These also spit acid, charge at you, and just like in the movie, they explode when they die.

6 - Queens -

Queens are the largest of the alien species. Make sure you have adequate fire-power when confronting this bad mamma.

Other harmful things

1 - Acid puddles -

You will come across these occasionally. They drip from ceilings and through the floors. Simply jump over the puddles on the floor and dodge it as it drips from the ceilings.

2 - Hot lead -

Fury 161 was a lead works and you can still find pits of molten lead throughout the stages of the game. You can jump across most of the pits, but there will be times you must use the elevated platforms or monkey bars to cross the larger pits.

B - Weapons

1 - Flame-thrower -

Press the Y button to incinerate the alien hordes with this trusty weapon.

2 - 30 millimeter pump-action Grenade Launcher -

Pressing the X button will fire off devastating grenades. They bounce off of hard surfaces but explode when they come in contact with an alien.

3 - 10 millimeter M-41A Pulse Rifle-

Press the A button to send out a volley of bullets and make Swiss cheese out of any alien in your path.

C - Ammo & Health

1 - Red, Green, and Blue containers -

These refill the fuel for the flame-thrower. The different colors represent different strength. Red is the weakest, Green is the mid-range, and blue is the most potent.

2 - Grenade Ammo -

These are what look like bundles of white capsules.

3 - Magazines -

These are green and add a clip of 100 rounds to your machine gun ammo reserves.

4 - Health Packs -

These are red boxes with a large white cross, snag one to restore health.

=====

V - W A L K - T H R O U G H

A few pointers before we get started . . .

- This guide is based on the "Normal" difficulty setting.
- The main area in each stage has a name as seen when you look at the blue-prints. It is always called "Corridor #__." I have used the names of the Corridors in this FAQ. The name for Corridor is given next to the stage number in each section and can also be seen in the Table of Contents.
- At any time, you can access a terminal to read the objective briefing again.
- At any time, you can access a terminal to view the blue-prints. This is

very handy since it is easy to get lost. And speaking of getting lost, I will provide general directions to specific rooms for each objective. Do yourself a favor and familiarize yourself with the area and be sure to plan your path to the rooms using the blue-prints.

- Ammo and health pick-ups respawn when you begin the next objective.
- Once you have completed an objective, you will hear a continuous beeping similar to that of R2D2 until you access the terminal again. This beep signifies that you have completed the objective.
- Many of the objectives require you to make repairs, seal doors, and do some welding. All of these functions are performed by standing in front of or next to the object you wish to work on. Then press and hold the Y button until the percentage meter shows 100%.
- In every stage, there are objectives where you must locate and release the prisoners. To do so, once you find one, simply touch the prisoner and he will fall to the ground, then move on to the next prisoner. To help you locate the prisoners, you can do three things:
 - 1 - Review the blue-prints. The prisoners are pin-pointed in each area.
 - 2 - Use the motion tracker. Prisoners show up as a red dot.
 - 3 - Listen for their cries for help. If you are close enough, they will call out to you.
- After completing all of the objectives in a stage, return to a terminal to proceed to the next stage.
- Explaining where to go in this game is rather difficult. You will have to rely on using the blue-prints, or you can use Orpheus314's maps found on the FAQs and Guides page, or just use this link:

<http://www.gamefaqs.com/console/snes/game/8827.html>

=====

A - S T A G E 1 - C O R R I D O R #12

Number of Terminals: 3
Password to this Stage: It's the first Stage, so there isn't one.

=====

Objective 1 - Hunt or be Hunted

Ripley's briefing -

The scanners have picked up a quantity of PDT's (Personal Data Transmitters). Some prisoners must be trapped in Cell Block #3 and Cell Block #4. Let's get down there and rescue them all!

Directions and notes -

Go through Assembly Hall #1 to reach Cell Block #3. The door to Assembly Hall #1 is to the right of the first terminal, just past the duct work. To reach Cell Block #4, from the first terminal, drop through the duct work, ignore the path to the right, follow it to the left and down into the second level. Cell Block #4 is to the right, next to the terminal.

Objective 2 - Pressure Point

Ripley's briefing -

Multiple pipe fractures are being reported from Mine Area #22. Their repair is vital to the entire cooling system. We need to locate and repair them all ...

Directions and notes -

Make your way to Mine Area #22 and locate the 4 pipes that need repairing. The pipes will have a yellow crack. Stand in front of the cracks and use the Y button (Flame-thrower) to weld the pipe back together until the meter reaches 100%.

To get to Mine Area #22, go down the duct work next to the first terminal. It will branch off to the right and to the left, take the left path. As soon as you drop out of the duct work, take the door in the side wall on the left.

Objective 3 - Heat it up

Ripley's briefing -

It's a blasted nursery down there! We've gotta fry all the alien eggs in Waste Area #3, and Alien Corridor #1, before they hatch.

Directions and notes -

To get to Waste Area #3, you need to go through Mine Area #22. Alien Corridor #1 is located at the top left of the main area, near the terminal where you first start the game.

In Alien Corridor #1, you can use the over head vines to pass over or keep away from the aliens.

Objective 4 - Power Link-up

Ripley's briefing -

There's an ignition unit in Waste Area #2.

Let's grab it and connect it to the generator
in Assembly Hall #1.

Directions and notes -

Waste Area #2 is in the right side wall on the top level.

The ignition unit looks like a mushroom with a blue top. Be sure to search the wall to the right of the ignition unit for a hidden passage that leads to some valuable ammo.

Now, head to Assembly Hall #1, which is on the top level, to the right of the first terminal. Climb the first ladder. Head right and climb the next ladder. Head left and use the monkey bars, then drop to the floating platform when it is underneath you. Ride it to the next ledge. Go down the next ladder and head right. Simply walk in front of the generator to install the unit.

Objective 5 - Crossed Wires!

Ripley's briefing -

There are two blown fuse boxes and a broken junction box in Waste Area #2. This place is falling apart! We'd better get down there and repair them before we lose all power.

Directions and notes -

Waste Area #2 is located in the top right corner in the main area.

The fuse boxes and the junction box are repaired just like the pipes were in Objective 2 - Pressure Point, simply stand in front of the boxes and hold the Y button until the meter reaches 100%.

You can jump through the wall to the left of the junction box as a short cut.

Objective 6 - Closed Doors

Ripley's briefing -

Things are getting out of control. If we don't secure Alien Corridor #1 quickly, they'll totally colonize it, but if we seal this door with the torch, their movement will be limited.

Directions and notes -

You may want to save this objective for last. If you complete it, you will cut off access to Weapons Room #11, which is loaded with 2 fuel containers for the flame-thrower, 5 packs of ammo for the grenade launcher, and 4 magazines for machine gun.

Whenever you do decide to complete this objective, Alien Corridor #1 is located in the top left of the main area. Go to the door that leads to the weapon room and stand in front of it. Press and hold the Y button to use the torch until the meter reaches 100%.

Objective 7 - Power Plus+

Ripley's briefing -

*** Complete power failure ***

All fuse boxes in Bug Wash #12, and Medic Bay #9 have gone down. I have a bad feeling about this one.

Directions and notes -

Bug Wash #12 is located on the top level in the main area. From this direction you can reach two of the fuse boxes. You will have to enter from another way to reach the other fuse box. Luckily, the other entrance is through Medic Bay #9.

To reach Medic Bay #9, while in the main area, go through the air ducts until you reach the second level of the main area. After climbing down the ladder, it will be the first door on your right.

Objective 8 - Total Control

Ripley's briefing -

These blue-prints are a life saver. It seems we can isolate Medic Bay #8 by sealing this door from Corridor #12 and this door from Cell Block #4. If we seal these doors, with the torch, it will seriously curtail their movement.

Directions and notes -

Assuming you are at the terminal near the door to Cell Block #4, enter Cell Block #4. The door to Medic Bay #8 can only be sealed from the Cell Block #4 side. Stay on ground level in Cell Block #4 and run to the right, use the torch to seal the door, then return to the main area.

The door between Corridor #12 and Medic Bay #8 can only be sealed from the Corridor #12 side. Using the blue-prints, make your way to the door and seal it up with the torch.

The easiest path would probably be to go through the air ducts in the floor.

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B - S T A G E 2 - C O R R I D O R #10

Number of Terminals: 2
Password to this Stage: QUESTION

=====

Objective 1 - Power to the People

Ripley's briefing -

We need to collect the power pack from
Hangar Bay #4 and hook it up to the
generator in Weapons Room #8.

Directions and notes -

The power pack is located at the top of Hangar Bay #4. Go as high as you can,
and as far left as you can. A long, thick chain will be hanging there, use
that to climb up to the upper level.

When you enter Weapons Room #8, simply climb the first ladder and then go left.
Walk in front of the generator to install it.

Objective 2 - Depths of Despair

Ripley's briefing -

That's strange... The pressure is down
in Bug Wash #8. Some of the pipes must
have burst. Let's get down there and
repair them.

Directions and notes -

Bug Wash #8 is located on the top level of Corridor #10. Inside the Bug Wash,
you can stay on ground level or jump on top of the pipes.

Objective 3 - 360 Degree Action

Ripley's briefing -

Check out Alien Corridor #2. It's wall
to wall in there. Let's torch the eggs
and weld this door shut. They'll infest
the whole complex.

Directions and notes -

Alien Corridor #2 is located in the middle and far right of Corridor #10. After entering the corridor, turn around and weld the door. Wipe out the eggs and exit stage left.

Objective 4 - Mercy Mission

Ripley's briefing -

Those poor souls in Furnace Area #7! We've got to free them all before any more of those things are created.

Directions and notes -

To get to Furnace Area #7, you will need to pass through Cell Block #5, which is located at the top and far right of Corridor #10.

Objective 5 - On a Short Fuse

Ripley's briefing -

There's an electrical short in Medic Bay #3. The fuses must have blown. We'll need to repair all fuse boxes.

Directions and notes -

There is a wall dividing Medic Bay #3, meaning there are two entrances. One is located on the bottom level of Corridor #10, on the left side. The other is at the very top and left of Corridor #10.

Objective 6 - Mission Impossible

Ripley's briefing -

These things are like machines! More prisoners are being held in Furnace Area #6. Time to waste some more aliens.

Directions and notes -

Furnace Area #6 is located on the top level and to the left in Corridor #10, near the door to Medic Bay #3. It too has a second entrance that you must use. Luckily, it too is located on the top level, but on the right side, just after the terminal.

Objective 7 - Watch Your Back!

Ripley's briefing -

That's all we need, a power outage in
Assembly Hall #2! We'll have to repair
the fuse boxes!

Directions and notes -

The Assembly Hall #2 is located on the middle level of Corridor #10 on the left
side of the terminal. When you enter the Assembly Hall from the right side,
to the left of the levitating lift is a secret wall leading to some goodies.

To get to the other side of Assembly Hall #2, you will need to go in the door
right next to the terminal in Corridor #10, which leads to Hangar Bay #4. You
must pass through this area to get to the other side of Assembly Hall #2.

=====

c - S T A G E 3 - C O R R I D O R #17

Number of Terminals: 1
Password to this Stage: MASTERED

Objective 1 - Ready and Waiting

Ripley's briefing -

There is a Mother Alien in Surface Area #6
preparing to nest. We'll have to take care
of her before the whole area is infested.
Stay cool!

Directions and notes -

Surface Area #6 is located at the top and left most corner in Corridor #17.
After you enter the area, stay on ground level and run to the left. The Queen
Alien will be obvious because she will be the largest Alien you've encountered
yet.

Objective 2 - Operation Rescue

Ripley's briefing -

There are prisoners trapped in Cell Block #6 and Assembly Hall #7. If we don't get them out, they'll be impregnated by the face-huggers!

Directions and notes -

There are two doors to Cell Block #6, one is located just left of the terminal on the top floor of Corridor #17 and the other is located to the right of the same terminal, two doors down. But, there is a door in the main corridor that you cannot open or pass through. Enter the door to the left of the terminal, that way when you finish freeing the prisoners in Cell Block #6, you will be at the air ducts on the other side of the impassible door to head towards Assembly Hall #7.

Assembly Hall #7 is located at the bottom most level of Corridor #17. You will have to travel through the air ducts to get to it. If in doubt about which path to take in the air ducts, go down and left. Use your blue-prints!

Objective 3 - Slaughter 'em High

Ripley's briefing -

A Mother Alien has visited Surface Area #7 and laid a large batch of eggs. Let's get over there, fry the eggs and destroy the Mother Alien!

Directions and notes -

To reach Surface Area #7, you will need to pass through Cell Block #6 again. Surface Area #7 is located on the top level and to the far right in Corridor #17.

Objective 4 - Operation Neptune

Ripley's briefing -

The pressure's down in Mine Area #3. Looks like we have more pipes to repair!

Directions and notes -

Mine Area #3 is located at the bottom level of Corridor #17 and on the right side. Be sure to use the blue-prints to confirm which door is the one you want.

Again, you must pass through Cell Block #6 to reach the air ducts that lead to the bottom of Corridor #17.

Objective 5 - System Failure

Ripley's briefing -

Not again... The power's down in Medic Bay #5 and Bug Wash #14! We need to repair the blown fuse boxes, otherwise we'll be fighting by torch light.

Directions and notes -

Once again, pass through Cell Block #6 to reach Bug Wash #14. It is the door to the immediate left of Cell Block #6, once you exit. Be prepared to encounter her royal majesty. Then, to get to Medic Bay #5, take the air ducts down, then left, then down again. Once you are out of the ducts, take the door on the far left.

Objective 6 - Down Town

Ripley's briefing -

Ok, Let's secure Alien Corridors #3 and #4 by welding these doors shut. It won't be easy though... The corridors are all covered with resin and the aliens will be well camouflaged.

Directions and notes -

Alien Corridors #3 and #4 are both located on the bottom level of Corridor #17. Alien Corridor #4 is on the left side and Alien Corridor #3 is on the right.

No matter which Alien Corridor you choose to do first, when you are finished with your welding job, as soon as you step out of the Alien Corridor, go straight until you come to a side door. Enter this door and pass straight through. This will lead you to the other side putting the next Alien Corridor directly in front of you.

=====

D - S T A G E 4 - C O R R I D O R #26

Number of Terminals: 2
Password to this Stage: MOTORWAY

You start off Stage 4 no where near a terminal. There are two in this stage, and from this point, one is about as equally accessible as the other. This first path is probably the easiest way.

One can be reached by taking the air ducts above you. If you do, go up until

it turns to the right. Keep going right until you have no choice but to go down. If you go down at the other two points, you will make a circle. Once you drop out of the ducts, you will be next to a terminal. For the sake of reference, I will call this one "Terminal A."

The other path to take from the starting point is to take the air ducts down. Follow the path until you have no choice but to go up. Keep following the path until you can resurface into the main area. Once you step out of the air ducts run to the left to find the terminal. For the sake of reference, I will call this one "Terminal B."

Also, unlike the previous stages, there is only one level to this area, as opposed to the three levels we have seen: upper, middle and lower levels. The only paths off of this main level are air ducts that allow you to access parts of the level that are blocked off. All of the doors to the different rooms are found on this one level.

=====

Objective 1 - Machine Mania

Ripley's briefing -

Does anything work in this place? Some
fuse boxes in Waste Area #11 are damaged.
Let's get on it!

Directions and notes -

Now, to locate Waste Area #11, go back to the starting point of the level and it will be the door just after the air ducts to the right.

Objective 2 - Free and Fry

Ripley's briefing -

The aliens are breeding in Cell Block #10.
We've got to free all the prisoners in there
and destroy any eggs we find.

Directions and notes -

Cell Block #10 is just to the right of Terminal A.

Objective 3 - Super Search

Ripley's briefing -

The generator has gone down. Our only hope is to get an ignition unit from Mine #18 and connect it to the generator in Weapons Room #14!

Directions and notes -

Mine #18 is in the side wall on the far left of this level. Weapons Room #14 is just to the left of Terminal A, past the air ducts.

Objective 4 - Electric Storm

Ripley's briefing -

There are junction boxes down in Assembly Hall #4! We need to get them back on line.

Directions and notes -

Assembly Hall #4 is located to the right of Terminal B. The door is there as soon as you pop out of the duct work.

Objective 5 - Salvage and Scorch

Ripley's briefing -

The generator in Assembly Hall #4 has a blown power pack. There's a spare one in Surface Area #2, we need to pick up the power pack and get it back to the generator in Assembly Hall #4, this is going to be tight!

Directions and notes -

Though you just came out of Assembly Hall #4, you have to get to Surface Area #2 first. Go to Terminal A, then go in the door in the side wall on the right, which is Alien Corridor #5. Surface Area #2 is on the other side of Alien Corridor #5.

Once you snag the power pack return to Assembly Hall #4 install it. Again, Assembly Hall #4 is located to the right of Terminal B.

Objective 6 - Fit to Burst

Ripley's briefing -

Some pipes have burst in Bugwash #19. Let's get over there and patch them up!

Directions and notes -

Bug Wash #19 doesn't branch off of Corridor #26, you'll have to enter either Weapons Room #14 and pass through Medic Bay #1 to get to Bug Wash #19, or you can enter Assembly Hall #4 and after passing through that room, you will be in Bug Wash #19.

Weapons Room #14 is just to the left of Terminal A, past the air duct. And Assembly Hall #4 is located to the right of Terminal B.

Objective 7 - Hot Toast

Ripley's briefing -

There are a lot of eggs in Medic Bay #1.
Let's take care of them quick!

Directions and notes -

The fastest route to Medic Bay #1 is to enter Weapons Room #14 from the main corridor (Corridor #26) and after passing through the weapons room, you will be there.

=====

E - S T A G E 5 - C O R R I D O R #20

Number of Terminals: 1
Password to this Stage: CABINETS

The game designers prove their hate towards you with this Stage. There are two levels to this stage; one at the very top, and one at the very bottom. The bottom level holds the only terminal. In between the two levels is a huge maze of duct work, and as you might guess, the only things flowing through the ducts are aliens.

The fastest way to get from the top to the bottom level is to drop down the only duct entrance on the top level. Once you reach the bottom of the duct, you will go left a short distance, then you will climb up. At the top, the duct makes a 90 degree turn to the left. Not far past that turn is a path leading down and one that keeps going left. Keep to the upper path and follow it until it makes another 90 degree turn, which will be down.

Drop all the way to the bottom. You will see that in doing so, you will pass up a path that leads to the right. Ignore this. It leads back to the other duct you passed up a few seconds ago. When you reach the bottom of the duct, just follow it out and you will exit right by the terminal.

=====

Objective 1 - Multi-Rescue

Ripley's briefing -

They've trapped more prisoners in Assembly Hall #5 and Mine Area #2. Let's get them out before they are used as alien incubators!

Directions and notes -

Assembly Hall #5 is on the top level in the left side wall near the place where you start the Stage. Once you finish in this room, take the door in the left side wall which brings you to Cell Block #12. You must pass through the cell block to reach Mine Area #2.

Objective 2 - Electro-Shock

Ripley's briefing -

I don't know which is more dangerous; the aliens or the electrical system! We have to repair the fuse boxes in Furnace Area #8 and Cell Block #12.

Directions and notes -

Furnace Area #8 is in the right side wall past the terminal.

To get to Cell Block #12, you must pass through Assembly Hall #5, which is in the left side wall on the top level.

Objective 3 - Burning Desire

Ripley's briefing -

The sensors have picked up a lot of alien activity in Waste Area #10. It looks like a mother alien is getting ready to nest. Let's take care of her before there are too many aliens for us to handle.

Directions and notes -

I told you the game designers hate you. Waste Area #10 has to be reached by passing through Assembly Hall #5, which leads to Cell Block #12, which leads to Mine Area #2, which finally brings you to Waste Area #10.

Objective 4 - Tip Toe Special

Ripley's briefing -

Look! They've spread to Bug Wash #15. Let's take care of those eggs before the face-huggers inside can hatch.

Directions and notes -

You have to pass through Medic Bay #15 to reach Bug Wash #15. The medic bay can be found on the top most level in the right side wall.

Objective 5 - Hunt High and Low

Ripley's briefing -

The generator in Medic Bay #15 is off-line. We'll have to get the power pack from Surface Area #9 and take it back to the generator.

Directions and notes -

Before you venture to Medic Bay #15, you'll have to visit Surface Area #9. You can reach Surface Area #9 by passing through Alien Corridor #6, which is located just to the left of the terminal.

Again, Medic Bay #15 is on the top most level in the right side wall.

Objective 6 - Amp Camp

Ripley's briefing -

The junction box in Weapons Room #10 has fused. It's a good thing we have a torch to repair it!

Directions and notes -

To reach Weapons Room #10, first you'll have to pass through Medic Bay #15, then through Bug Wash #15. Again, Medic Bay #15 is on the top most level in the right side wall.

F - S T A G E 6 - C O R R I D O R #35

Number of Terminals: 1

Password to this Stage: SQUIRREL

As per usual, you start out at the top level and must work your way down to the terminal on the very bottom level. Fortunately, the duct work is simple to get through.

When you begin this Stage, run to the right. Take the air duct and drop all the way down. You will land on so good pick ups. Climb back up to the intersection in the duct work and take a left, follow it until it turns down, then drop. You will land on the middle level. Keep dropping down the duct and follow it out. When you land on the bottom level, run to the left to access the terminal.

Objective 1 - Black Out

Ripley's briefing -

We need to repair the junction boxes in
Furnace Area #1. Otherwise, we'll lose
all power in that sector.

Directions and notes -

Make your way through the duct work to the top level. Once you reach the top, run to the right. If you go left, there is a door that leads into Furnace Area #1, but you cannot access all of the room. So, run to the right and it is the second door from the duct.

Objective 2 - Rapid Rescue

Ripley's briefing -

The aliens are relentless! they've trapped
more prisoners in Assembly Hall #10 and
Waste Area #15. Let's get on it!

Directions and notes -

Waste Area #15 is on the way to Assembly Hall #10. Go through the duct and when you come out on the middle level, it is the door there in the left side wall.

Assembly Hall #10 is in the right side wall right next to the door to Furnace Area #1, the room you just came from on the top level.

Objective 3 - Secure and Torch

Ripley's briefing -

We need to destroy all the eggs in Alien Corridor #7 and secure this door before they over-run the facility.

Directions and notes -

Alien Corridor #7 is on the top level, next to the door to Furnace Area #1. There are two doors leading into the alien corridor, once on each side of the top level, so it doesn't matter which one you use.

Once you are in there, you will need to weld the door shut on the right side of the room.

Objective 4 - Smash and Grab

Ripley's briefing -

As soon as we get most of the systems back on line, the aliens trash something else! We have to get another ignition unit from Hanger Bay #2 and hook it up to the downed generator in Furnace Area #1.

Directions and notes -

Hanger Bay 32 is easy enough to reach, it is on the middle level in the right side wall.

When you are ready to bring the ignition unit to Furnace Area #1, use the door on the left side of the top level (it is the second door from the duct).

Objective 5 - Confused

Ripley's briefing -

The power's off in Mine Area #5. More fuse boxes must have blown. We'd better check it out.

Directions and notes -

To get to Mine Area #5, you can choose between two paths: through Alien Corridor #8 or Surface Area #10. Alien Corridor #8 is a straight and short shot, but there are many, many eggs. The aliens aren't as numerous in Surface Area #10, but the path is much longer. Either way sucks.

Alien Corridor #8 is in the left side wall beside the terminal.

Surface Area #10 is the first door to the right of the terminal.

Objective 6 - Red Hot

Ripley's briefing -

You have to destroy the mother alien in
Surface Area #10. This is it... if she
gets past me here, it's game over. Let's
make this count!

Directions and notes -

Surface Area #10 is the first door to the right of the terminal.

VI - S E C R E T S

A - Passwords

Enter passwords on the password screen. After you enter it, select "OK" to
begin the game. You obtain the password for the next stage by completing the
one you are on. For example, you get the password for Stage 2 when you
complete Stage 1.

Stage 2 - QUESTION

Stage 3 - MASTERED

Stage 4 - MOTORWAY

Stage 5 - CABINETS

Stage 6 - SQUIRREL

To view the ending - OVERGAME

B - Push-Button Cheats

You will need two controllers to perform these. While playing the game (do not
pause the game), on controller 2 press A,B,Y,X. Do not hold them down, but
press them in that order.

Then with controller 1, press A for invincibility, B to increase the damage
dealt to the aliens, or X to give yourself infinite ammo.

You can use all of these cheats at one time, but they must be entered
separately.

Here they are again, just to simplify things:

Controller 2 Controller 1

A,B,Y,X then A for invincibility
A,B,Y,X then B for increased damage
A,B,Y,X then X infinite ammo

C - Game Genie Codes

Sorry if it is an inconvenience, but I will not be posting the codes here. Instead, I am providing a link to GScentral.com. This link will take you directly to the Alien 3 page.

<http://www.gscentral.com/codes.pl?dev=gg&sys=snes&game=alien3>

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VII - V E R S I O N H I S T O R Y

- 09-09-06 - Minor spelling errors fix and the guide was proof read just to keep it up to date.
- 08-05-05 - Small editions made, clarifying a few things.
- 11-26-04 - Finished the guide, including spell checking.
- 11-25-04 - Finished Stages 4 and 5.
 - Minor touch ups, including making the directions to locations more specific.
- 10-15-04 - Finally found and bought the game!!!
 - Began working on the walk-through.

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VIII - C R E D I T S & T H A N K S

- CjayC - Do I really need to say why?
- Ridley Scott - Directing the first movie and setting the standard for those to follow.
- James Cameron - Continuing the legacy, ushering in a whole new generation of fans while catering to those won over by Ridley.
- ***David Fincher*** - He is the man! I am overly biased of course, but that doesn't diminish his worth as a director at all. Alien 3 was his directorial debut, excluding many commercials and music videos. He's gone on to direct many other

successful films, such as: The Game, Se7en, Fight Club, and Panic Room. Alien 3 is by far my favorite of the Alien films.

H.R. Giger - He introduced us all to the Necronomicon. Such a beautiful creature.

Game Crazy - After years of searching for this game, looking in my local area for up to 200 miles and even looking on line, I found the game at this store only 20 miles away.

Orpheus314 - For his maps of this underrated, old school game.

Dark - Your email meant more than you'll ever know. Some may say, "It's just a game." But to know that you benefit from this like you do is very encouraging.

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IX - L E G A L D I S C L A I M E R / C O N T A C T I N F O R M A T I O N

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B - Contact Information

I doubt I get any replies to this, but if for some reason you feel like you need to reach me, my email address is:

ObiShawn@Hotmail.com

If you do email me, PLEASE put "Alien 3" in the subject. I get a lot of spam and junk mail so if you do not clarify the subject, your email will most likely get deleted.

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