

# S.T.A.A.R. POINT TEAM MISSION DEBRIEFING

MISSION CODE NAME: AREA 51

MISSION STATUS: URGENT!

**TOP SECRET**

**CLASSIFIED**



**MIDWAY**  
Distributed by  
GT Interactive Software

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## SYSTEM REQUIREMENTS

### Minimum Requirements:

- WINDOWS '95
- PENTIUM PROCESSOR
- MOUSE
- 8 MB RAM
- 1 MB AVAILABLE HARD DISK SPACE
- SVGA GRAPHICS, WITH 1 MB VIDEO RAM
- 2X CD-ROM DRIVE

### Recommended Peripherals:

- SOUNDBLASTER OR 100% COMPATIBLE SOUND CARD
- 16 MB RAM OR MORE

DEPARTMENT OF NATIONAL DEFENSE  
S.T.A.A.R. DIVISION  
LIEUTENANT GENERAL G. ILOVEWAR  
COMMANDING OFFICER



From: G. ILOVEWAR, LGEN, USMC  
To: S.T.A.A.R. Team Troops  
Re: Alien Invasion

What you are about to read is a confidential file drafted three days ago. It was recently E-mailed to an unknown source in the CIA and has found its way into our hands. Its origins are unknown at this time, but it is believed that it originated at a secret military base known as Area 51. This base is so top-secret that it officially does not exist.

Area 51 is located in a remote valley 90 miles outside of Las Vegas. It is one of the most well-guarded bases in the world. Rumors and eyewitness accounts also suggest the base harbors a deeper, more secret purpose. Secret biological testing has been reported, as well as experiments on alien bodies taken from a spacecraft which crashed near Roswell, New Mexico in 1947.

Over the course of the last 48 hours, the base has become overrun with mutating alien creatures, and all contact has been lost.

Security around the base is tight and so critical that it isn't handled by the military. Instead, it is contracted out to

a privately run paramilitary force. We now know that this force and all of its weaponry has also been overtaken.

The invasion did not take place from the air. Instead, an alien infection has spread out of the underground laboratory area to other parts of the base. The infection brings forth three separate, very painful stages of a gruesome alien transformation. The human body is used as an incubator to grow a new combination of human and alien DNA.

The product of this alien transformation is now our enemy. (See **The Enemy**, pg. 23 of this document for details on the three mutation stages and photos).

This file was obviously drafted by a highly trained soldier in the last hour of his life. It describes a detailed method of invading the base to attempt an extermination of the alien presence. Follow the instructions in this file to the letter. Portions of the document have been edited by S.T.A.A.R for security purposes. The fate of humanity hangs in the balance. Good Luck.

*G. Ilovewar*

G. ILOVEWAR  
LGEN, USMC



## YOUR MISSION

Your gear is strapped on, your gun is loaded and now you're ready to clean house. As soldiers in the Special Tactical Advanced Alien Response (S.T.A.A.R) Team, you have been trained to deal with this exact situation. Your assignment is to penetrate the security of the air base and eliminate all threat of the deadly alien infection that has spread throughout the base. You can't trust any base personnel - you must assume that all of them have been exposed to alien infection. The personnel may act in a hostile manner and may mobilize the base's resources against you.

S.T.A.A.R Command has already sent the extra supplies that you will need. These have been air-dropped in and can be found scattered through the base along the route you will be taking. As you infiltrate the base, you'll move through various hangers, rooms and areas outside. Shoot anything that moves, but be careful not to hit your fellow S.T.A.A.R Team members.

You can't go into this firestorm blind, so the following information is being provided to help you survive. READ IT! NOW!:

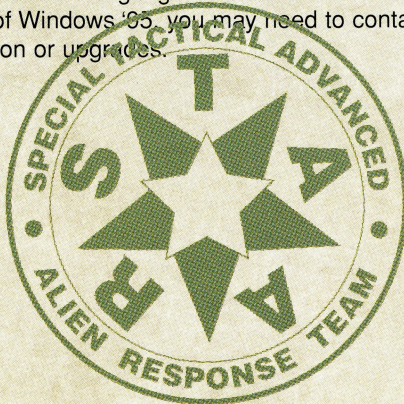
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# GETTING STARTED

## INSTALLATION

Here's how to run the "Setup" program and install a small amount of files on your hard drive:

- With Windows '95 running, Insert the CD into your drive. After a short time, the Autorun Installation Screen will appear. The Install Shield Wizard program within Windows '95 will automatically open the "Setup" file to begin installation.
- Follow on-screen instructions to complete the installation.
- Once the game is installed, select AREA 51 from the Program Menu, or double click on the CD-ROM drive that holds the AREA 51 CD. The game will automatically run.
- If your choice of language for installation is not available for your version of Windows '95, you may need to contact Microsoft for further information or upgrades.



## CONTROLS

Familiarize yourself with the following Default controls for AREA 51. You can modify these controls if you like (see **Player Select**, pg. 10 for details).

Action	Mouse	Keyboard 1	Keyboard 2	Joystick1/2
<b>Fire Weapon</b>	Left Click	Enter	Ctrl	Button 1
<b>Reload/Start</b>	Right Click	Backspace	Alt Key	Button 2
<b>Grenade</b>	G Key	Spacebar	Tab	Shift 1/Delete 2
<b>Aim Up</b>	Forward	Up Arrow	W Key	Forward
<b>Aim Down</b>	Back	Down Arrow	Z Key	Back
<b>Aim Left</b>	Left	Left Arrow	A Key	Left
<b>Aim Right</b>	Right	Right Arrow	D Key	Right

To continue a game, press the **Reload/Start Button** when prompted to "Continue". To start a game from the Demo, press the **Reload/Start Button**.

Press **Esc** at any time to pause the game. A "**Quit Game - N / Y**" window appears so you may quit the current game in progress or continue.

To quit the program, press **Esc** while in the Demo to view the "**Quit Game - N / Y**" window, then select "Y".

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# MAIN MENU

From the opening sequences and Title Screen, press any key (not **Esc** or **Reload Buttons**) to display the Main Menu. Select from the following options:

## ARCADE

This is it! Throw yourself right into the action. Good luck. I hope you know what you're doing. You'll go to the Battle Selection Screen (see **Battle Selection, pg. 8**).

## PRACTICE

Before you blindly attempt to save the planet, you'll need some training. Select this option to prepare yourself for your suicide mission. Aim and fire at the targets to get used to your weapon's accuracy.

## OPTIONS

You DO have some options that MAY give you a chance against the Kronomorphs. Make this selection to view them (see **pg. 9**).

## VIEW HIGH SCORES

Select this option to view the names and accomplishments of the men and women who performed best in battle against the enemy.

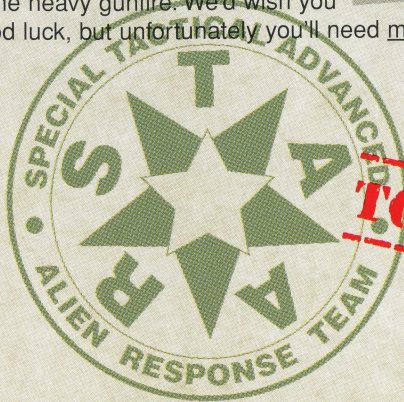
## EXIT

This option quits the game and returns you to the Demo.



# BATTLE SELECTION

You have two choices: You can begin the mission at the **Beginning** or **Warp Ahead** to get right in the thick of the Alien Forces. When you make your choice, move the crosshair over the selection, then click the **Left Mouse Button**. Get ready, you'll be dropped right into some heavy gunfire. We'd wish you good luck, but unfortunately you'll need more than that.



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# OPTIONS

The following options will let you carefully plan your attack on the military base. Study each option and make the changes that best suit your ability. In most cases you will be sent to succeeding pages to effect your changes.

## PLAYER SELECT:

You can go it alone or have someone back you up, thereby joining you in almost certain death. ( **See page 10** ).

## SOUND OPTIONS:

You can modify the sound configuration for the game. ( **See page 14** ).

## ARCADE OPTIONS: ( **See page 13** )

## LANGUAGE:

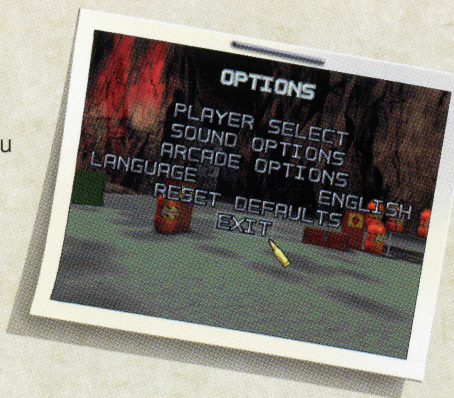
Select the language in which you want all game text to be displayed. The default is English. Select from German, Spanish, French or Japanese.

## RESET OPTIONS:

Click here to reset your ARCADE OPTIONS to their defaults.

## EXIT:

Select **EXIT** to get back to the MAIN MENU.



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# PLAYER SELECT

Make this a solo mission or have a buddy join you.

Here are your choices:

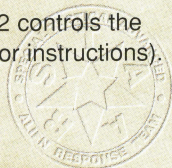
**1P(layer) DEVICE:** Click on this option to cycle through the controls available for Player 1. The controls chosen for Player 2 will not be available as you cycle the choices.

**CONFIGURE 1P:** Select this option to configure Player 1 controls the way you want. (See **Control Configuration**, next page, for instructions).

**2P(layer) DEVICE:** Click this option to cycle through the available controls for Player 2. The controls chosen for Player 1 will not be available as you cycle the choices.

**CONFIGURE 2P:** Select this option to configure Player 2 controls the way you want. (See **Control Configuration**, next page, for instructions).

**EXIT:** Return to the Main Menu.

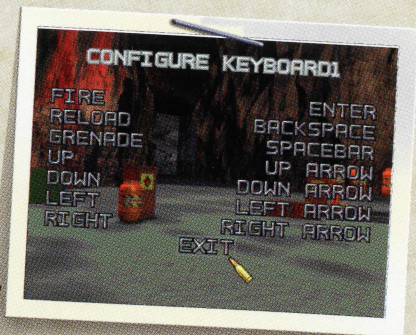


# PLAYER SELECT

## Keyboard Control Configuration

To configure your keyboard the way you want:

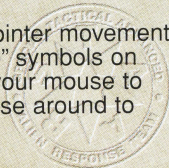
- 1 Move your mouse cursor over the option you want to change, then click your mouse to erase the current option. The current configuration will be cleared.
- 2 Press the key that you want to control that specific function.
- 3 If you change your mind about a new selection, click the mouse again, repeat this process.



You can configure any key on your keyboard (other than **Esc**) for any control function. If you select an input that has already been chosen by a different configuration, an on-screen warning will appear. If you pick a key already being used on your keyboard, your new selection will be placed in that option, and the option you replaced will move to the option that your new selection used to occupy.

## Mouse Control Configuration

Mouse Speed - This option changes the speed of your pointer movement in relation to the mouse. Click your mouse on the "+" or "-" symbols on either side of the slide bar to change the setting, or use your mouse to grab and slide the bar to the new setting. Move your mouse around to test the new setting.



## PLAYER SELECT

**Swap Up/Down** - This option reverses the Up and Down directions on your mouse. On the **NO** setting, your mouse will move up when you push up. Select **YES** to reverse that setting.

To change the button settings for **Fire**, **Reload** and **Grenade**, click the option with your mouse, then press the new button or key to replace the current button.



### Joystick Control Configuration

**Swap Up/Down** - Like the mouse, this option reverses the Up and Down directions on your Joystick. The **NO** setting makes your Joystick move up when you push up. Select **YES** to reverse that setting.

**Method** - Click on this option to cycle through these three settings:

**Accelerate** - The speed of the movement is determined by how much you push the joystick in the direction you want to go.

**Velocity** - The speed of the movement is constant, no matter how much you push the joystick in the direction you want to go. But it accelerates if you continue to push the joystick in that direction. The pointer wraps around on this version - an excellent selection for digital joysticks.

**Absolute** - The location of the pointer is based on the relative location of the joystick. For instance, if you move the joystick into the upper left-hand corner, the pointer will be in the upper left-hand corner.

## ARCADE OPTIONS



**DIFFICULTY** - **AREA 51** has five different difficulty levels to select. Choose from **Novice**, **Easy**, **Medium** (default), **Hard** and **Expert**.

**LIVES** - Set the amount of Lives you can have to make things really difficult. Select from **3** to **5** lives. You'll continue to play until all of your lives are gone, i.e., you're toast.

**CREDITS** - When you run out of Lives, the game will stop. You'll be prompted to Continue the game. If you have credits left, press the **Reload/Start Button** to continue the game. Select from **1** to **5** credits to extend your game. When you're out of credits, the game ends.

**GAME LOOPING** - Set this option to **On**, and the game will loop to the beginning, once you've completed the entire game. Your accumulated points, weapons and ranking will carry over. Select **Off** to have the game end when you've saved the world.

**SECRET ROOMS** - Default is **On**. Turn this option to **Off** to play the game without entering any Secret Rooms.

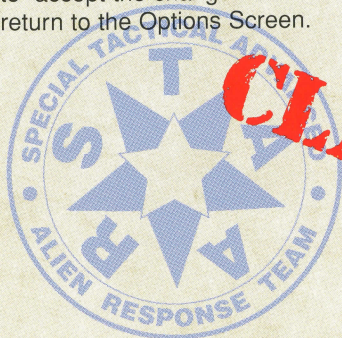
**GORE** - Default is **On**. Turn this option **Off** for no blood.

**EXIT** - Select to return to the **OPTIONS** menu.



## SOUND OPTIONS

The sound levels for **EFFECTS** and **MUSIC** can be modified. Click your mouse on the “+” or “-” symbols on either side of the slide bar to change the setting, or use your mouse to grab and slide the bar to the new setting. Select **EXIT** to accept the changes and return to the Options Screen.



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## THE TERRAIN

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AMMO

HEALTH  
&  
LIVES

GRENADES

PLAYERS 1 & 2 CREDITS



Inside the base, as you scramble for your life, you'll have a constant view of your Ammunition, Health, Grenades and the base. The amount of Credits for you and your buddy are also displayed.

### Ammunition

You are issued the standard ammunition for the mission, but you can accumulate two other types of rounds. Shoot every Power Up (see **Power Ups**, pg. 12 ) you see to accumulate these other types of rounds:

**Machine Gun Shells** - When you pick these up, hold the trigger down and watch the aliens bite the dust. Be aware, though, your ammo will go fast. Reload as often as possible.

# THE TERRAIN

**Shotgun Shells** - These are powerful and great to have. The downside is the amount of rounds per clip. Reload as often as possible. If you hit another Power Up while you're using these, you'll fire automatic rounds if you hold down the trigger.

**Note:** These two types of ammunition are limited in quantity. Be aware that they will run out, and you'll have to use your standard rounds until you pick up more.

## Health and Lives

Your heart rate is always monitored. The faster your heart rate, the closer you are to "checking out". Stay low and shoot them before they shoot you. The amount of Med Kits displayed represent the amount of direct bullet hits you can take. You can adjust this amount (see **Lives, pg. 13** ).

## Grenades

To possibly find grenades, shoot any Ammo Crates (see **Ammo Crates, pg. 18** ) you see . These come in handy when an area gets too hot. If you find yourself surrounded, shoot the grenade. It will take out anything around you, except those ugly Purple Kronomorphs. You've got to plug them full of holes before they go down. The amount of grenades on your person is displayed on the grenades read-out.

## Credits

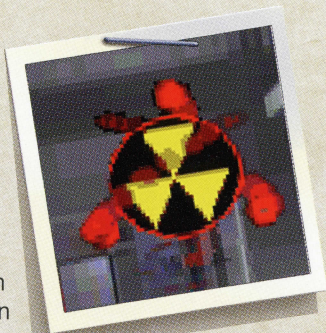
The amount of credits remaining in your mission is displayed for you and your buddy. You can modify this amount (see **CREDITS, pg. 13** ).

## PRIMARY TARGETS

The obvious targets are the Kronomorphs and Zombies, but you're under orders to shoot many other items as well. Study these things carefully before you begin:

### Power Ups

You'll find these hovering in the air as you move throughout the base. Shoot them to acquire larger, more powerful ammunition. When you hit a Power Up, your ammunition will change to Shotgun or Machine Gun rounds. You can achieve an automatic Shotgun by hitting a Power Up while you still have remaining Shotgun Shells.



### Barrels

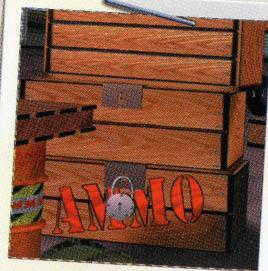
Yellow barrels are scattered throughout the base. These are favorite hiding places for the Zombies, so shoot as many as you can. They explode and take out anything in proximity. Destroying them adds to your Streak (see **Streak**, pg. 20) performance and may also unlock secret rooms.



# PRIMARY TARGETS

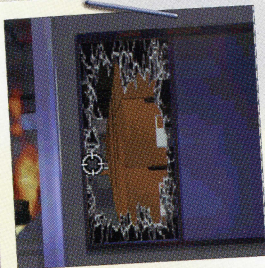
## Ammo Crates

Locked ammunition crates are found all over the base. Shoot them open to recover grenades or extended ammo clips. The clips come in handy when you don't have much time to reload.



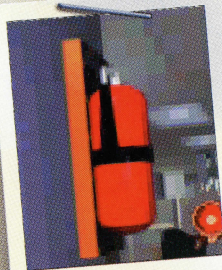
## Windows

This is a simple order: See a window? Shoot it! Windows unlock secret rooms and add to your Streaks (see **Streak**, pg. 20). Shoot out the windows in vehicles and in rooms.



## Fire Extinguishers

Shoot Fire Extinguishers when you can. The force of the explosion will take out an Alien close by. It will not, however, kill the purple Kronomorphs.



# PRIMARY TARGETS

## Paintings

It may sound irrational, but you are under orders to shoot the paintings, too. For some reason, they may give you grenades or access to secret rooms.



## Machinery

Destroy all computer equipment and any other items on desks and tabletops. We need to cut off their contact to the outside world.

## Secret Rooms

**AREA 51** has many of these rooms. Unfortunately, there's no information available at this time regarding their location and quantity. We strongly suggest that you shoot everything in sight. The rooms will present themselves if you've hit the right combination of targets.

# MISSION STATUS REPORTS

**RANK** - You can keep track of any promotions by looking at your Mission Status Reports. Your rank will be displayed at the top of the report.

**ACCURACY** - The ratio of Shots Fired and Targets Hit is tallied during each stage. Your hit percentage is recorded.

**KILLS** - You better have a lot of these. Each time you make a Kill, it is counted on your report.

**STREAK** - As you shoot and destroy, you are rewarded for accuracy. When you hit your targets without a miss, the amount of targets you hit in a row will be displayed. This skill is taken into account when your Rank is determined.

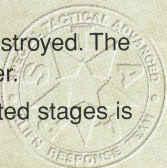
**SHOTS** - The amount of shots fired is accumulated during battle. Keep your Shot count down and your Kill count up to receive the highest points toward a promotion.

**DAMAGE** - This number represents the objects you've destroyed. The more barrels, crates, etc. you shoot, the higher the number.

**TOTAL SCORE** - Your cumulative points for any completed stages is given.



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# THE S.T.A.A.R. TEAM

## A BRIEF HISTORY:

Formed in 1958 at the height of the Cold War, the creation of the *Special Tactical Advanced Alien Response* (S.T.A.A.R.) was a direct response to the threat of armed alien invasion.

In the years after World War II, as US and USSR pilots continuously set new high altitude and performance records, an increasing number of strange aircraft sightings were reported near the boundary of Earth's stratosphere. Most of these were written off to the extreme effects of high-altitude navigation, which can cause hallucinations and "gray-outs," often causing pilots to see light. Some of these pilots, though, were adamant in their belief that there was something else "out there" in space, watching us.

A S.T.A.A.R. Point Team has been dispatched for the assault on **AREA 51**. The team's soldiers wear bright blue and are clearly marked with "S.T.A.A.R." on their uniform. Do NOT slip up and shoot them. Friendly Fire costs Lives.



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## THE ENEMY

The Kronomorphs were designed to quickly and rapidly accept the latest “weapons” codes that the Kronn geneticists have developed. As a result, they are hot-beds for fast DNA assimilation and replication, integrating DNA into their systems and using the information in a matter of days or even hours. They are creatures that can adapt to their environment with rapid speed, adopting the best traits of the various species around them.

Still, for all of their genetic abilities, the Kronn scientists have kept the Kronomorphs deliberately stupid, and they have remained that way, obeying the orders of their Kronn masters as if they were a strange combination of warrior and mind-controlled slave.

Study these profiles very closely. You'll know these creatures when you see them, but you'll need to know this background information before going in.

### ZOMBIE

#### Metamorphosis: Stage 1

Human flesh turns gray and begins rotting from the body, drooping into large folds. An alien larva begins growing within the body, roughly taking the shape of the human skeleton.



# THE ENEMY

## UNKNOWN

### Metamorphosis: Stage 2

We have word-of-mouth reports about Stage 2, but no documentation or pictures. It is a short, very painful transitional stage where the alien literally explodes out of the incubating human sac.

Because of the rapid speed of genetic replication, the host body needs a large source of raw bioplasma, and at this stage the mutants must feed voraciously. In addition to being replicatory hosts, humans are also a source of food. Reports have come in about a room called the Chow Palace, where Stage 2 aliens may have been sighted. We can't confirm any information at this time.

## KRONOMORPH

### Metamorphosis: Stage 3

Stage 3 is the full blown alien stage. The alien is heavily armored and extremely fast, and can grow bioplasma weapons from its own flesh. These include a plasma based particle beam and hardened calcium carbonate projectiles.

The alien has one large eye in the center of its head, which can project light as well as scan terrain for heat patterns. Two smaller eyes in the middle of the head monitor our conventional light spectra. Aliens feed through a large mouth in the center of the chest, assisted and protected by six functional arms that fold over when not in use. Reports have surfaced about purple Kronomorphs that can withstand multiple rounds of fire. Pump some lead into these guys, and they should go down.



**Kronomorph** - the virulent evolved form; quick and lethal.

# SAVING THE PLANET

No information or guidance available re: this subject. We DO have reports (see attached message) that there is an Alien Spacecraft somewhere on the base. We suggest you destroy all alien beings, then concentrate on destroying that ship; if it exists. You'll only have your guns to work with, so make every shot count.

OUTGOING CLASSIFIED MESSAGE			
<small>INCLUDE ROUTING PRIORITY URGENT</small>	<small>OFFICE OF ORIGIN</small>	<small>EXTENSION</small>	
<b>PRECEDENCE</b> <b>URGENT</b>	<b>S.T.A.A.R.</b>	<b>770</b>	
<small>DATE:</small> <b>31 OCT, 1996</b>	<small>NAME OF OFFICER PREPARING</small> <b>LGEM Hlovwear</b>		
<small>CLASSIFICATION:</small>	<input type="checkbox"/> LIMITED	<input type="checkbox"/> INHIBITED	<input checked="" type="checkbox"/> <b>AUREYZONLY</b>
<small>LIST EACH ADDRESSEE SEPARATELY. USE UPPERCASE AND DOUBLE SPACING BETWEEN EACH ADDRESS</small>			
<p>UNIDENTIFIED ALIEN SPACE CRAFT RUMORED TO BE W/I FACILITY PERIMETER.</p> <p>TERMINATE ALIEN BEINGS FIRST PRIORITY.</p> <p>SEARCH &amp; DESTROY VESSEL SECONDARY PRIORITY.</p>			

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cc. Dr. Cook  
cc. Maj. Rowe

(CLASSIFIED) Final transmission  
from AREA 51 personnel.

# THE HISTORY BOOKS

If you survive this suicide mission, the history books will regard you as a hero for all time. Following a successful mission, you may enter your name in the books. Here's how:

- Aim the crosshair over the character you want, then press the **Fire Button**.

- Repeat **Step 1** until you completed your entry. Select the (left) arrow to back up and fix mistakes. Select **Done** to enter your name.

Your name will be displayed as one of the Top Ten S.T.A.A.R. Soldiers to take on the Kronomorphs. Congratulations on a job well done!



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# CREDITS

## MIDWAY HOME ENTERTAINMENT TEAM

Producer  
Test Supervisor  
Lead Tester  
Testers

Print Design & Production

Special Thanks

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Quality Assurance  
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## PERFECT ENTERTAINMENT TEAM

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Quality Assurance

Colin Fuidge  
Matt Stamps



# TECHNICAL SUPPORT

## Assistance Via World Wide Web

Get up-to-the-minute technical information at the GT Interactive Software web-site, at <http://www.gtinteractive.com>, 24 hours a day, seven days a week. In the Support section you'll have access to our FAQ documents, (Frequently Asked Questions) which contains our latest troubleshooting information, our Forums area where discussions with other gamers and strategy occurs via e-mail, our FTP area (File Transfer Protocol) where you can download patches and new enhancements as soon as they become available, a Hints/Cheat Codes area where these will be supplied, if applicable, and other areas where you may be able to get valuable information on GT Interactive Software products.

## Help Via Telephone

For phone assistance, call GT Interactive Software's Tech Support at 716-871-6646. We have an Interactive Voice Response and Faxback system that is available 24 hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 8 AM until Midnight (EST). Please note that live Tech Support may be closed on all major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians including system make and model; RAM; video and sound card data and drivers; and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly.

# TECHNICAL SUPPORT

## Help Via The Mail

In the event our technicians determine that you must forward materials directly to us, please include a brief letter explaining what is enclosed and why, and be sure to supply your telephone number in all correspondences in case we must call you. Your mail should be sent to the following address:

GT Interactive Software  
Attn: TS/QA  
1 Nixon Lane  
Edison, NJ 08817

**IMPORTANT:** Before changing your system or software setup we recommend that you review your system manuals to ensure that your modifications will not endanger any existing information or hardware on your system or networks. Modifying your system or your software setup could cause unpredictable problems.

# WARRANTY

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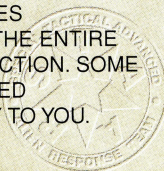
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