



STAR TREK: THE MOTION PICTURE

Long long ago . . . in a distant galaxy on a distant dying planet the last of the guardians prepare their starship for its final journey, all the library's, records and knowledge have been stored aboard the vessel, along with the very best of their cryogenically preserved race.

The planet's end draws near as the last vital piece of equipment is loaded aboard, activated and the hatchways closed. The ULTIMATE evolution ALIEN 8 cybot whirs into an artificial cybernetic rush of intelligence.

All hatchways are sealed, as the starship prepares for its long uninterrupted journey into the inky void of space

THE JOURNEY

Eons pass and still the ALIEN 8 unit is functioning perfectly, gliding swiftly and silently around on multi-sealed-thermotion bearings in waxolights shrouds. The very pinnacle of robotic development from a now long dead planet continues its immense task of keeping the cryogenically immersed cryonaughts alive by preserving and maintaining their life support systems and waiting . . .

The long journey is near completion as the central computer alerts you the ship is approaching the pre-destined solar system. The dust of eons lies heavy on the aging data banks of the central computing core, tired from centuries of repetitive computing and re-computing it at last activates the final landing sequence operations.

The craft begins its final deceleration maneuver several hundred light years from the destination planet and almost immediately the starship slows to sub-hyper warp speeds which leaves it vulnerable to attack.

All the starship main defense systems have remained off-line as all available power is routed to the reverse polarity negative ion thrusters that battle and strain to halt the enormous bulk of the ship. The main computer reports Intruder penetration in almost all areas of the ship and all life support systems have become damaged and deactivated. All cryogenic systems must be reactivated before auto phase thrusting systems maneuver the ship into its semi-cyclic planetary orbit at 0 light years from the planet.

Your programming insists that you complete the mission and restore all cryogenic life support systems to operation.

THE STARSHIP

- A. The starship is at risk to Alien intrusion at lower than hyper warp speeds. As lesser beings have not yet developed the mental ability to contemplate travel at this speed, hyper warp is relatively safe and untroubled. Once the starship's speed falls below hyper warp speed during its approach several hundred light years from the planet, it will become vulnerable to attack and Alien intrusion.
- B. Once the starship has slowed down into sub-hyper war speeds and enters semi-cyclic orbit the ship will not have enough fuel to recover.
- C. The starship is equipped with indestructible multi-control directional robodroids.

ALIEN 8 Programming

- A. All 132 cyronaughts must remain alive.
- B. Locate and recover all thermolec valves and ALIEN 8 replacement packs.
- C. Ensure all thermolec valves are in the correct sockets to re-activate cryogenic life support.
- D. Locate and activate all 24 cyrogenic chambers.
- E. All cryongenec chambers must remain activated prior to the planet being reached for the cryonaughts to survive the effects of the final landing sequence.
- F. You have been issued with 5 initial ALIEN 8 replacement packs, other packs may be located throughout the starship, these will prolong your existence upon damage from collisions, etc.

Failure to complete any of the above will mean:

That you have not fulfilled your programming, and you may be subject to re-programming.

Should you fail to fulfill your programming then the ship and all cryonaughts will be lost.

CONTROLLING ALIEN 8

NOTE: Keyboard controls are not available on this Coleco ADAM version of ALIEN 8.

At the input selection menu use the following to start the game:

Fire	Joystick Select
Arm	Directional Control Select/Unselect
*	Start Game

NOTE: These controller choices were made to allow newer alternative Colecovision joysticks that only support Fire, Arm, 1 and *.

JOYSTICK CONTROLS

Alien 8 can be fully controlled by using the JOYSTICK.

Fire: Jump

Arm: Pause/Un-pause

Left: Turn Left

Right: Turn Right

Up: Move forward

Down: Pick-up or Drop Item

*See the included map showing all 129 rooms in the game and some other useful information.