



Aliens vs. Predator

Two monsters fight their way to the bargain bin

Style 1-Player Action (18-Player Online) **Publisher** Sega **Developer** Rebellion
Release February 16 **ESRB** M

Alien came out in 1979 and almost single-handedly defined sci-fi horror. *Predator* released in 1987 and re-envisioned monster movies, creating a new terror for twelve-year-olds to obsess over. This year Rebellion releases *Aliens vs. Predator* for home consoles, and like an antithesis to Reese's Peanut Butter Cups, it proves that two great flavors don't always taste great together.

Set after the events of *Aliens 3*, a group of scientists on planet BG-386 begins breeding Xenomorphs for war. A war party of Predators learns about these experiments and decides the best thing they can do for the universe is to travel to BG-386 and put a stop to this bad idea by wiping out the colony. Players play through three different campaigns, each one telling a different side of the same story.

Each campaign contains its own special set of problems. The human marine section is set up like a survival horror FPS. There are a few good scares within these corridors, but after getting locked inside a room and having to fight off a horde of Xenomorphs for the 100th time, the repetition drowns the experience. It doesn't help that your flashlight is as useful at lighting up dark corners as a laser pointer would be for reading a newspaper in the dark.

The Predator sequences put you behind the heat-visioned stare of a young hunter trying to prove himself to his clan. I had fun using the Predator's iconic

arsenal, but the heavy focus on stealth, limited melee combat, and linear level design made me want to hang up my hunter's dreads.

The Alien campaign plays like a combination of the other two. Like the Predator campaign, it has a stealth focus, and like the marine campaign, it sucks. As an alien bred for war, you fight your way out of captivity, eviscerating marines trained to ignore strange sounds and forget about missing allies. Xenomorphs are supposed to be the deadliest creature in the universe, but considering how many times you have to slash at these wimpy scientists before they fall over, you'd think you were tickling your enemies to death. Worst of all, the Xenomorph's ability to walk on walls makes navigating the world a disorienting affair; your biggest battle in this campaign will be fighting off motion sickness.

Some gamers might appreciate how all three races can go head-to-head in online deathmatch, but nothing else about multiplayer feels fresh, and many of the single-player problems — such as the frustrating alien controls — carry over.

Curiously, Rebellion's 1999 PC release, *Aliens vs. Predator*, was well received, but this update captures none of that game's unique spark. Instead we have a title trying to live off the fumes of two dormant franchises. — **Ben Reeves**

For more screens of *Aliens vs. Predator* in action check out gameinformer.com/mag

5.75

PS3 • 360

» Concept

Three different campaigns and several full-featured multiplayer modes provide plenty of content for those who can put up with the rest of the game

» Graphics

If the lighting was better and the environment a little more detailed, *AvP*'s atmosphere could have been moody. As it stands, it's just plain

» Sound

Listening to the aliens crawl through vents and jump out at you would be scary if your motion sensor wasn't constantly bleating in your ear the whole time

» Playability

Poor melee combat results in a few frustrating encounters, but the game's poor AI keeps things relatively easy. Good thing these marines never figured out how to look up

» Entertainment

The original *Aliens* movies changed film forever, but this game is more derivative than a straight-to-video Steven Segal movie

» Replay Value

Low



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