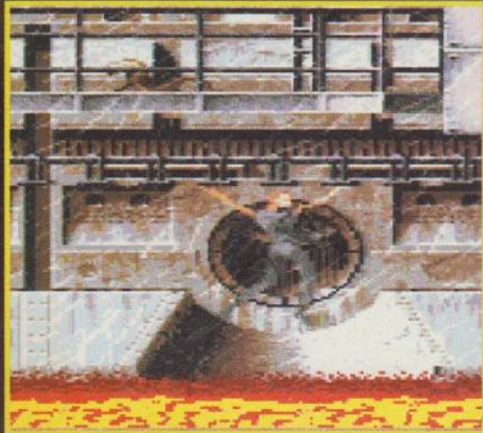


# ALIEN 3

CHECK OUT TIMOTHY GOOD'S ALIEN LIAISON - A STONKING BOOK WHICH CHRONICLES THE US ARMY COVER-UP OF CAPTURED ALIEN SPACECRAFT.



Ever the athletic type, Ripley stops off for a spot of limbering - *Superstars* style. Erm...



Go on, ask your mates. Catch 'em at a particularly contemplative time. Preferably when they're on a high over something - in a talkative, opinionated mood. "So, then. These alien thingies. Do you reckon they exist, or what?" You'll tend to get a healthy variety of response.

1. The Sceptic. Chuckles smugly and proclaims something like, "There's no such thing. It's not rational," or "If they existed, then they'd have surely made themselves known to us by now."
2. The Romantic. "Oh yeah! They're peaceful, clinical, super-intelligent beings and they live in an as-yet undetected parallel galaxy. Actually, they're not 'orrible slimy monsters, they're quite attractive, friendly creatures who merely desire some form of meaningful interaction with us."
3. The Paranoid. "Oh, God. They're here already, you know. They're mingling amongst us as, even as

we speak - assimilating and taking over. By the year 2000, we'll be ruled by them. Have you seen 'They Live'? Etc... etc..."

H R Giger had other ideas. H R Giger is an artist. A chirpy, easy-going sort of geezer, who, after watching a particularly revolting episode of 'Your Life In Their Hands', sat down and sketched out his own ideas on the subject.

Stuff all the little green men with big eyes and Mekon-like green heads, he thought. Aliens are hideous, organic, slimy things with corrosive acid for blood. They breed by laying eggs which incubate and release hordes of slightly differing species - one of which is partial to impregnating human beings for purposes of further incubation. They're viciously hostile to other life-forms, chillingly adaptable, alarmingly intelligent and very, very difficult to kill. So, wouldn't it be a good idea to stick them, and a bunch of humans, in an enclosed environment and make a series of films documenting the ensuing mayhem? The rest, as they inevitably say, is history...

The story so far... Alien: Ripley - intelligent, resourceful, quick-witted and, refreshingly female - is the sole survivor of a single alien intrusion into the freight ship, *Nostromo*. She successfully ejects the alien and places herself in suspended animation, pending future rescue.

Aliens: Ripley leads a crew of mercenaries into an alien-infested colony. All the soldiers fall victim to the aliens in various messy ways apart from Ripley, a young girl named Newt and love interest, Corporal Hicks. Everyone is, erm, placed in suspended animation for the journey home.

Alien 3: A rogue alien causes a fire in the cryogenic compartment and Ripley and friends are detached in an escape pod which crash-lands on *Fury 161* - a low security prison planet. The alien escapes and Ripley - the only survivor of the crash - has to brave the claustrophobic horrors of the prison complex to rid the universe of the nasty slimy gits, once and for all.

Despite its name, *Alien 3* is actually based loosely on a combination of the best bits from all three films. It's much, much more than the dreaded bog-standard platform game with a few aliens in it.

## KILL, KILL, KILL!



Ripley has a handy multiple gun-thingy at her constant disposal, which can be used to fling the following in the general direction of anything slimy and non-human...



The flame-thrower has three levels of power...

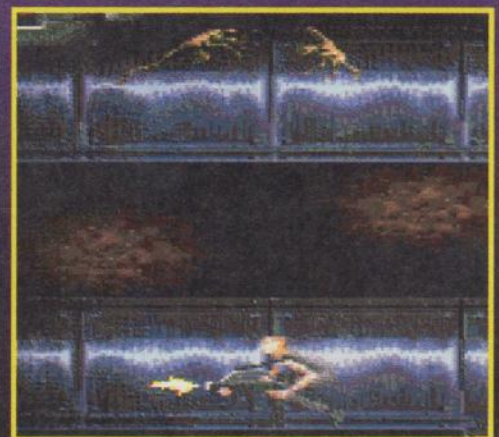
- 1 **GENEROUSLY BROWND**  
A general purpose jet for that subtle "heated up" effect. Good for muffins and Sainsbury's teacakes.



- 2 **GET SCRAPING**  
Slightly more lethal. Reserved for those delightful occasions when the setting on your toaster is slightly too much for the Happy Shopper ultra-bleached loaf.



- 3 **BLOODY HELL. OPEN THE WINDOW!**  
Toast! In - ahem - every sense of the phrase. Think charcoal death. Think shifting plumes of impenetrable, thick, black smoke. Great!



Seeking her lost nose-ring, Ripley crawls furtively through the prison sewers. Perhaps.



Wow! This game is really good. Dare I say it: the best platform game I've ever played on the SNES. There, I said it.

Andy, yet again, is right. The game is tough, well designed, and gorgeous to look at and the sound is terrific too. If there has ever been a game that I've waited for, it's this one. I'm such a huge fan of the Alien genre, I was just chuffed to bits when I saw this. I'll certainly be spending the long summer nights shouting "Oh you want some too, and you eh?" dressed in full combat gear. This game has to be seen to be believed. Oh yeah, and the Aliens are really here. Ask to visit the USAF's Dreamland airbase and read Above Top Secret.

**ADRIAN PRICE ■**

**FOR - SNES**  
**FROM - ACCLAIM**  
**AVAILABLE - JUNE**  
**PRICE - £45+**  
**MEMORY - 8MBIT**  
**STOP ■**

The action is divided into eight, increasingly treacherous missions, and sees our newly shaven-headed and fantastically animated heroine legging it from corridor to corridor, frying nasties, repairing switches and fuses to maintain power, sealing doors to curtail the movement of the aliens, and powering-up weapons and medical supplies.

If you don't have a problem with the basic platform format, and you know your stuff when it comes to exploring and - ahem - possibly making maps, then you may well find yourself locked away with *Alien 3* for a very long time indeed. You need to carefully plan each move with the conservation of ammunition and your (one) energy bar firmly in mind... and this overall toughness can only be a good thing.

It's a game with bags of ominous, cinematic atmosphere and sudden and genuinely unnerving surprises. Superb graphics, appropriately creepy music and loads to explore and discover. If you're a fan of Giger, the Alien movies or just sci-fi in general, it's thrilling and unmissable.

**ANDY LOWE ■**

## GAMES MASTER TIP



**GREETINGS!**  
 Before (or after) reviewing the missions at the terminal, pop through this door...



Now, head carefully through the alien corridor...

## OH NO NOT AGAIN

After disposing of the Mother Alien (in *Aliens*) Ripley, Newt and Hicks drift off into deep space... again... and - here's what happens.



Her spaceship was minding its own business - drifting gently through the void...



...when, erm, a large spider decided to attach itself to Ripley's cryogenic pod.



Then, someone slapped a red filter onto the camera.



A vital chunk of an observation satellite fell off...



... and a morose gentleman pondered his lack of hair.

## LET'S GO TO WORK

The eight missions, in order of appearance...



**1** Hunt Or Be Hunted - rescue cocooned prisoners and stuff.



**2** Heat It Up - Go around frying all the alien eggs. Oooh, fun!



**3** Crossed Wires - Fix all the fuseboxes - it's fab, honest.



**4** Closed Doors - Stop alien movement by closing doors.



**5** Pressure Point - sort out all the burst pipes and things.



**6** Power Plus - See an alien and run away very quickly.



**7** Power Link-Up - Erm, attach something to a generator.



**8** Total Control - Seal one of the doors and beat the game.

## GAMES MASTER TIP



**GREETINGS AGAIN!** You will enter the weapons room where, apart from the light rain, all is fine and lovely and overgrown with lots of ultra-sexy weapon power-ups. It's a very good idea to pick these up and, erm, use them.



Who'd have ever thought that a bunch of face hugging, acid leaking parasites would turn into a multi-million-dollar industry. Still, the latest attempt at cashing in on this phenomena ain't half

bad. The game is packed with atmosphere right from the intro. Cracking graphics and endless playability. One of the toughest SNES games for a long time. An absolute corker. **LES ELLIS ■**



## ALIEN DEVELOPMENT

Right. Pay attention. Sci-fi biology lesson time... Here's how the aliens grow from tiny little parasites into the hulking great slimeballs you see over there... you know in the big, scary picture.

Well, first the mummy alien meets the daddy alien and, erm, they kiss each other very hard. Then, nine years later, the mummy alien gets a fat tummy and the daddy alien gets all proud and buys up a load of second-hand football annuals and starts to decorate the spare room with blue wallpaper. Then, the mummy alien lays an egg...



The egg pulsates and squelches for a bit. Then, it spits a bit of green goo and...



...this little chap emerges - the Face-Hugger. He attaches himself to a human host and...



...the Chest-Burster emerges from the unfortunate victim's, um, chest. He grows into...



...the Bambi (honest!) - a nasty git who spits a lot and who eventually develops into...



... the fully developed alien. He eats people and has a major attitude problem.

OPTIONS - N/A

LEVELS - 8 MISSIONS

DIFFICULTY - 3 SETTINGS

PLAYERS - 1

SAVE GAME - NO

END ■



### GRAPHICS



Stunning. The backdrops range from sleek, metallic zones to gooeey, misty sections where the aliens hide behind the scenery.

### SOUNDS



Superb music piles on the atmosphere and alters in relation to the current mission. Jolly good gun fire and shrieks from the aliens.

### PLAYABILITY



Not hugely varied, but it's the sheer depth of exploration and experimentation that pushes it above the usual film license blandness.

### LASTABILITY



It's tough. Very tough. One life one energy bar, no continues. Careful planning and strategy are required. Definitely a real challenge.

## OVERALL

Terrific atmosphere and some superb game design. It manages to maintain the spooky, what's-around-the-next-corner appeal of the movies without skimping on the blasting skills and the hectic feet-on-platform action. Excellent.

**ANDY ■**

# JUDGEMENT

91%