

NINTENDO PRO REVIEW



By Earth Angel

It's a now familiar but still horrifying tale. Ripley, heroine of three chilling space movies, is stranded on a remote mining planet where her ship, the SULACO, has crash-landed. To make matters worse, the planet is now a deserted prison. Well, not quite deserted. A desperate crew of space criminals is incarcerated within the grim tunnels and cells of Fiorina 161, but this band of hard-core thieves, rapists, and murderers are the least of Ripley's problems. The Company's out to breed a vicious race of ravenous Aliens and use them to control Earth. If Ripley doesn't destroy them, our world is doomed.

The Future Is Now

Alien 3 is a one- or two-player (alternating) shoot-n-run action thriller that does a good job of capturing the suspense and excitement of Alien 3, the movie. This six-level, multi-scrolling cart combines simple, but slick, game play with jazzy tunes from the movie. It's a game that's just plain fun. Naturally, the cart can't hold its own in comparison to the incredible Genesis version of Alien 3, but it's just what NES gamers have been hungering for.

As Ripley, your task is deceptively simple: rescue all of the hostages in each area of the mining colony. Of course, you're gonna have to find them all first. This means that you've got to roam the dark, dank tunnels and passageways of Fiorina 161.

Crisp 8-bit graphics with nary a flicker in sight set the mood in this maximum security prison. Although Ripley's a tiny sprite, the scale of the graphics and the clever rendering of the subterranean tunnels are very effective.

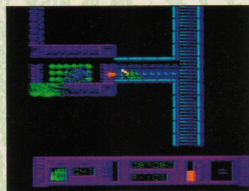
The colony's passageways twist and turn and are fraught with danger, including deadly pits, precarious platforms, locked barriers, and...well, THEM! It seems the Aliens have crash-landed on



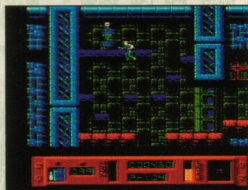
PROTIP: Fry pods the second you see them, because they generate Face-Huggers. If a Face-Hugger grabs your mug, rapidly tap Left and Right to shake 'em off.



PROTIP: Watch out for Aliens that spit acid. They'll knock you flat on your...er...holster.



PROTIP: When you're crawling down a tunnel, fire a shot every few seconds to take out any nasty surprises that may be waiting out of sight!



PROTIP: You don't have to climb all the way up to a hostage on an overhead platform. Jump from below to snag 'em.

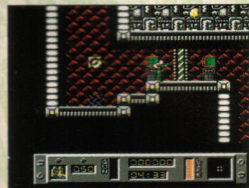
the planet along with Ripley. They're looking for a snack, and they prefer human meat. The greedy scavengers



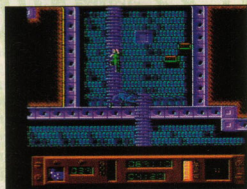
lurk around every corner, and Ripley's got to defend herself against them if she's to have any chance of success in her mission.

Assassinating Aliens

Fortunately, Ripley's armed and dangerous with an arsenal that includes a Machine Gun, a Flame Thrower, a Grenade Launcher, and Hand Grenades. The ammo for each weapon is limited, so part of the game's strategy is to decide what weapon to use and where. It's important to look down every passageway, since additional ammo, as well as extra lives, are hidden throughout the prison colony.



PRO TIP: Use your Grenade Launchers sparingly. You'll need them to open doors located throughout the levels.



PRO TIP: If a hungry Alien's waiting below you as you climb down a ladder, drop a carefully timed Grenade to blow it to smithereens.



PRO TIP: The acid-spitting Alien Guardians at the end of each area usually fight with an easy-to-decipher pattern. For example, in Level 2 stand to the far left near the door and fire at the Alien when it's on-screen.

Since Ripley can only use one weapon at a time, you'll swap between them with a simple but frustrating button press. All too often you'll find yourself jumping or shooting when you want to swap weapons. To select the weapon you want, you've got to watch an item box at the screen's lower left corner. It's easy to figure out what to do, but sometimes it's tough to pull it off when an Adult Alien is rocketing down a passageway towards you. Other than that, Alien 3's standard run 'n' gun controls are easy to master.



PRO TIP: You may not always have time to fire when an Alien comes running at you. Try to leap over them.

In Space, No One Can Hear You Scream

Alien 3's adjustable challenge makes it fair game for beginner to advanced space commandos. A time limit for each level combines with unexpected Alien attacks to keep your pulse pounding. There's no time to relax in this seek-and-destroy mission, and that's just the way it should be.

Alien 3 reminds us of what the NES does well – entertain! The formula for success here is a great story line, uncomplicated game play that pumps your adrenaline level, decent graphics, and movie-style tunes. You can do it for Newt, but if you're an NES fan, do Alien 3 for yourself!

Alien ³ by Acclaim				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.5	4.0	4.0	Adjustable
\$49.95	Available January	Action		Two-Players