



ALIEN³



He'll eat your face, he'll live in your tummy and he'll dribble corrosive slime all over the floor. Andy Dyer's an anti-social chap at best, so we gave him this funky new platformer to review. It didn't improve his looks much but at least he stopped eating off-world colonists.

HISTORY

Before we begin talking about the game, let's give you a brief history of the film. Alien was one of the best (but not the best) sci-fi movies ever made. For lots being a white 'n' shiny glasses at a futuristic spaceship crew who wear dark costumes and say things like "We're getting a festive growth reading from sector Alpha/Charlie/Fred."

Captain, the people and the ship they worked on was a much more realistic affair with dirt in every corner, created better sets, and no doubt some mouthy fellow points called in a small dish on the bridge.

Needless to say, they investigated a crash site, had a lot of an internal war in with a 'thing' were back to their own ship and as a result began to feel somewhat "alienated" if you'll pardon the pun. If you're not — Ed, D3, and the only survivor was Ripley (Sigourney Weaver, princess and her cat).

It can't be long when Ripley wakes up from a 100 year

sleep to discover that a Transforming community had been set up on the planet where the alien were first discovered. Assured by the whole thing, she battles off again to do battle with the vicious Xenomorphs, pronounced Xen-O-Morph if you're British or Xen-O-Mor if you're from the states (Please note however that all Americans say "morally slim" and can't speak properly — Dept Of Sweeping Generalizations). Chapter two

ends up with almost ever young dead and Ripley saves more surviving and looking mighty

manly.
In the final and (we hope) final

instalment, Ripley gets banged up in a high security prison populated by a raggle-taggle bunch of awfully creepy American "white's" who for some curious reason are all called "Ed". I think you're probably referring to Sigourney's "I'm Prisoner Call Block W Brimstone" — Ed, like, okay by this for now then. Ripley travels off to a high security prison on another planet which is not only populated by the most gorgeous bunch of no-fingers since the side of the CP office, but which has also become infested with the alien worm that caused so much "trouble" in the first two films. However, this time the hero discovers that all these foul creatures have come from a giant Queen who also happens to be a chicken (OK for crying out loud, it's obvious you haven't actually seen the film so what are you just tell us about the game? — Ed).

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Your ability to make the aliens
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HEAD-BITERS ANONYMOUS: HOW TO SKIN AN ALIEN



Ripley decides to do a runner up a nearby ladder.



This power is the same as the water in Alien 3. Ripley can't see it, but it can be used to activate switches and to light up lights.



Finally the most effective weapon is the same blaster. This means you'll have to shoot aliens through doors, smart.





LE GAME

It's never as fun as it appears to discover that this is a platform shoot 'em up, mainly because the bonuses are usually easy but also because we told you last month it takes place over a whopping 15 levels which can be played on one of three skill levels: easy, normal and hard. Each level spot from the Guardian levels. (ed more on those later)

takes the form of a maze of platforms, ladders and bits of varying complexity and the aim is to hit several bloody aliens, securing the maximum amount of prisoners and finding the exit of within a time limit. There are, within this structure three types of levels: rescue (in which you rescue prisoners), platform (which you, er, rescue prisoners), and mission (in which you rescue... er... well, I think we'll just gloss over the 50).

Anyway, between each level there's a network of passages which you have finished through, again within those very strict time limits. Once you've successfully negotiated one of these a screen appears telling you how well you did and how much bonus you scored then it's onto the next level. Of course what your success really depends on is your ability to make the aliens, as it were, dance a merry jig or dash so it's fortunate that you have several weapons at your disposal including a cannon, a flame thrower and several bombs. Each of these is more or less effective in different sections of the game but to be honest, you can still complete it on any level using just the cannon.

when the game starts!

After every few levels, you'll meet a guardian. Guardians are much like the in-game aliens except that these are about five

times bigger and take an awful lot of shots to hit. Having said that all the guardians are exactly the same so they shouldn't cause too many problems other than, you've seen one two-headed, one-armed alien with acid for blood, you've seen 'em all. So there's pretty much as far as it goes with the gameplay. So now the all important question, how would it the tape look?

Not painful at all in the answer. Despite every level from the short Guardian level being loaded from memory individually, the waiting time is fairly minimal, so by the time you've claimed down after completing the previous level, the last one is up and running. Horrid!

Starting up for flight, well you're all probably getting rather bored of my ramblings now, and no doubt wishing that something would attach itself to my face (the end of my beautiful shut! Approx 10-15 - E0, so it's do the same as type being. Basically, Alien 2 is nothing outrageous special. The gameplay is fairly standard, and all of the levels are very similar indeed. What's more it's also a bit too easy. But don't let me it all just yet.

The action is actually well paced and the way the time limits are set really does add to the tension. In fact, even when you know a level has to be fast, you'll only have about 20 seconds to spare, and when you're crawling through a small tunnel to reach the end, you can actually start to feel quite nervous and claustrophobic. The game's got one of those well-measured (and fast) which pulls you in slowly and then goes until you finish it. It's not going to get you running around the garden shouting 'Banana! I've found paradise! and it's a CD4 cassette' but it will undoubtedly keep you backside on your chair for a good few hours. To pack a cushion.



VITAL STATISTIC

NAME	ALIEN 2
PUBLISHER	PSYGNOSIS
CONTACT NUMBER	081 508 5150
PRICE	19.99
AVAILABLE	NOVEMBER
VIDEO INFO	1.041 000.7



1 2 3 4 5 6 7 8 9 10

GRAPHICS

80, steady in places but there's some nice animation and it's all very tight.

SOUND

Not spectacular but it only takes a few gunfire effects to get me hot.

IMPACT

Initially fun, then slightly overdone, but you can't argue with that custom attractiveness.

GAME LIFE

Easy mode is a bit easy, and you probably won't want to play much after finishing it.

POWER RATING
78%

BOBBY ODOUR, FOR ALIENS WHO TRY, TOO HARD

Behind all around the place, the aliens, and enemies to be picked up and avoided. Unfortunately when there's a mission, there's a mission.

If you're a bit on the conservative side, you might find certain parts of the game a bit, well, boring, possibly.