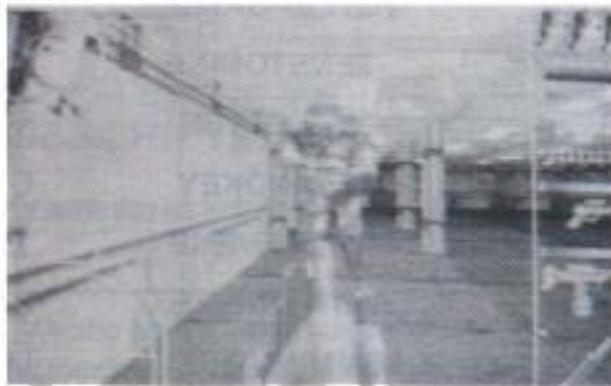


ALIEN VS PREDATOR

I suppose it had to happen. Two of the biggest movie monsters of the past decade, together in one game. Well for once the Atari conversion is completely different from its other console cousins. Where as other conversions (on inferior consoles) take the highly unoriginal side on beat-em-up view the Jaguar version puts you into a 3D Wolverine world.

You find yourself on a colony installation somewhere in the galaxy. Depending on which character you choose, the objectives are different. Be the Alien if you wish, the Predator or just be a grunt colonial marine. Each character has its own strengths and weaknesses, which can lead to strategy playing an important part in your game playing. Although not confirmed, we believe that it may be possible to have a multi-player game using the much speculated about Com-Lynx connection to the Lynx. We have no idea how it would work but it certainly sounds interesting. By choosing the marine you immediately have access to an arsenal of weapons. The exact one you are using is displayed on the side of the screen. Other items shown include an ammunition -



count, the amount of lives remaining and a screen indicating where your next pick-up item is. At the bottom left hand side of the screen is located a range tracker. This item determines if there is anything in front or behind you. Like in the movies it will have some continuous spine tingling bleep. The playing area is rather large, with all the items you would expect to find on a colony base like a Medical bay, Docking area, Armoury e.t.c

Although only half finished this game looks amazing. With full 3D rendering that is as smooth as a baby's bottom. This is sure to be a huge hit when it finally appears in February 94. Full review next issue.





Operate the console to find out what is happening



*Watch out
Behind that corner could be something deadly waiting for you*



*Point blank range.
Shoot him quickly before he throws his fighting spear.*



You can't shoot through glass, so just make a sharp exit



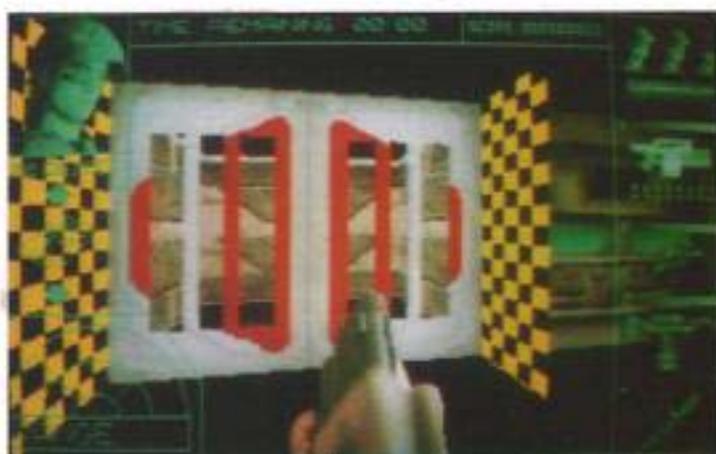
*Lost Again! Turn first right down the corridor,
through the Alien nest and the gents are on the left hand side*



THE LOADING BAY, MANY HORRORS WAIT YOU IN THERE



BEWARE OF THE ALIEN COCOONS HIDDEN AROUND THE BAY



OOPSI! MUST HAVE TAKEN A WRONG TURNING ALONG THE WAY



FACE TO FACE AGAIN WITH A PREDATOR. SHOOT QUICKLY