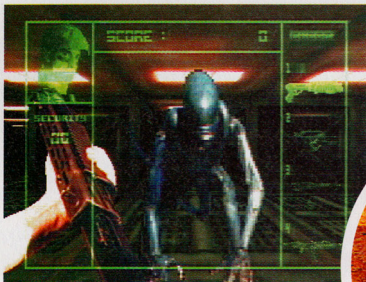


rating jaguar

Jaguar



Without heavy weaponry, the colonial marine won't last long in a close fight

RIPPIN'

Alien Vs. Predator

Publisher: Atari
Developer: Atari
Size: 4 Mbits
Release Date: Available now

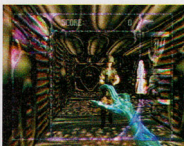
One of Atari's first holiday titles, *Alien Vs. Predator* is a *Doom*-like, first-person action game with an interesting twist. Players can choose to take on the role of the predator, the alien, or the marine, all trapped in the same base. Your choice here is more

Predators must collect a goodly amount of honor before they are awarded new weaponry



than superficial, it determines not only how you will fight and where you can go, but what you're actually trying to do.

The predator is probably the easiest character with which to start, and comes with plenty of nasty weapons and the ability to turn invisible at will. Here, you gain points by 'honorably' killing (no you



Aliens can use their superior speed and number to overwhelm their fleshy opponents

can't just turn invisible and start swing[ing] the other inhabitants of the base. Your end goal is to collect the skull of the alien queen.

Alien characters have the advantages of speed and numbers. Although unable to use weapons, you are able to increase your number of extra lives by placing eggs into the bodies of fallen enemies. When you die, you can continue by living the life of your newly-hatched children. Your goal is to find your breed queen.

Playing a human may not sound like fun, but it's actually the most like watching the movie. As a human character, you lack the strength or speed of either of the different races. Instead, you must depend on high-tech weaponry and human craftiness to carve out a path. Your only real goal at first is to merely survive.

On the down side, the game is plagued with ultra-slow load times that really shouldn't be present in a cartridge release. Controls aren't as easy as they could be (sidestop and weapon select buttons are difficult to get to in a heated fight), but neither of these quirks stops *AVP* from delivering some really good play. Definitely the best Jaguar title we've seen so far.

Rating: ★★★★★

Nintendo conversion, *Super Wing Commander* delivers all of what made the original PC version so popular. It also takes advantage of the 3DO's CD storage space and twin graphics animation processors to tack on brilliant, new plot animations and crisp voice acting. While hampered by the frustrating 3DO controls (you won't see many fighter pilots using a gamepad), *Super Wing Commander* succeeds at being what it was intended to be — a straightforward space simulator with an arcade spin.

Rating: ★★★★★

Slayer

Publisher: SSI
Developer: Lion
Size: 1 CD-ROM
Release Date: Available now

With SSI's dark rendition of TSR's legendary AD&D game world, role-playing games have finally hit the 3DO. While it resembles such classic PC games as Origin's *Ultima Underworld* and Virgin's *Lands of Lore*, *Slayer* nonetheless walks the line between action

and RPG without ever quite achieving either with complete success. Despite an easy-to-use interface and stats straight from the pen-and-paper version, *Slayer*'s dull action segments and somewhat straightforward puzzles make for play that consists mostly of wandering around mazes looking for entertainment. All in all, a great first attempt, but far short of market demands.

Rating: ★★

Way of the Warrior

Publisher: Universal Interactive
Developer: Naughty Dog
Size: 1 CD-ROM
Release Date: Available now

Way of the Warrior wants to be *Mortal Kombat*, but it barely comes up to being *Ph.Fighter*. True, it's got a hard-edged atmosphere beyond the sloppy bloodletting; the 3D rendered backgrounds are mostly well done, and the White Zombie numbers they use for a soundtrack absolutely kick.

However, the characters are one, incredibly cheap-looking bunch, the animation is stilted at best, and the control is in a sorry class all by itself. *Way of the Warrior* only proves that no amount of music, 3D rendering and gore can make up for basics like gameplay and good character design.

Rating: ★★

Jaguar

Doom

Publisher: Atari
Developer: id Software
Size: 4 Mbits
Release Date: Available now

Pulling no punches, Atari has decided that *Jaguar*'s new version of *Doom* will contain all of the blood and demonic references of the original IBM game. Armed with chain saw, shotgun and more, now cartridge players can experience the sheer joy of wandering through dark halls taking potshots at demons, imps,



Graphics are a touch weaker, but this version of *Doom* has all the presence of its PC cousin