

ALIEN  
TRILOGY**Alien Trilogy**

(By Acclaim)

By Scary Larry

\$59.99 1 player  
Available now 36 stages  
Corridor shooter First-person perspective



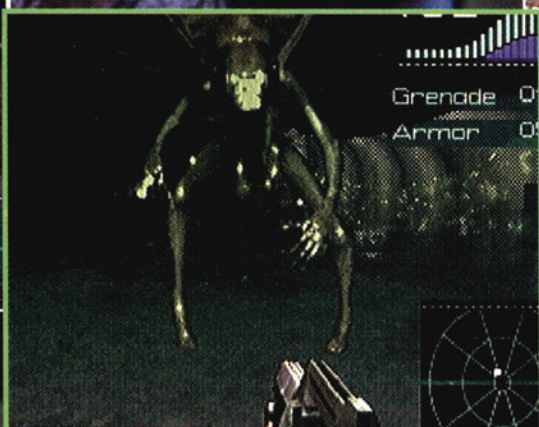
**PRO TIP:** Hidden areas include any suspicious-looking vents (such as those shown here) or grey lockers.



**PRO TIP:** Never throw charges or grenades in close quarters. You'll be severely hurt.



**PRO TIP:** In this room (with the sleeping pods from the first movie), operate the panels on the front to open the chambers. Repeat this wherever you see sleep pods.



**PRO TIP:** Make sure you've loaded up before you get to the queen. Destroy all the eggs first, then blast her with the heavy stuff (grenades, charges, flamethrower) from afar.



**PRO TIP:** Try to sidestep (using the top triggers) around corners. There's danger everywhere, and if you're low on life, you'll want to avoid the alien warriors.

It's about time the Saturn got a quality game that's a worthy rival to its PlayStation counterpart. Although Alien Trilogy suffers when compared to the stellar Powerslave, it's still as good as (if not a little faster than) the PlayStation version.

The premise hasn't changed: You play as Ripley, blasting xenomorphs like face huggers and alien warriors while trying to accomplish mission objectives. Some missions are as mundane as collecting ID badges, while others require finding and disabling well-hidden switches.

Unfortunately, the premise isn't the only thing that's unchanged. The levels are also exactly like those in the PlayStation version, and the sound effects and cinematics are the same as before, but not as crisp. Still, the thrill of gunning down some alien butt is always appealing, and Alien Trilogy for the Saturn is a good play. **G**

**Graphics**

**3.5** Although tame by most standards, the sprites move quickly. There's massive pixelization when enemies get close (as there was on the PlayStation), but the backgrounds are well-rendered.

**Fun Factor**

**4.5** It's a thumb-burnin', gut-wrenchin' corridor shooter with a Doom taste and a Hollywood twist. You'll get caught up in this one from the very first shot.

**Control**

**4.0** The simple controls (shoot, switch weapons, open doors) are easy to master. But moving and shooting (especially with the clever A.I. of the aliens) could prove too tough to handle for novice shooters.

**Sound**

**4.0** The coolest part of this game is its use of the sound effects from the Alien movie trilogy. The pulse rifle in particular sounds awesome! Explosions are crystal-clear, and even the alien screams are pretty good.



**PRO TIP:** Don't waste shotgun shells on the face huggers or crates. The 9mm works fine.



**PRO TIP:** In this large pool there's an acid vest along with a ton of face huggers.