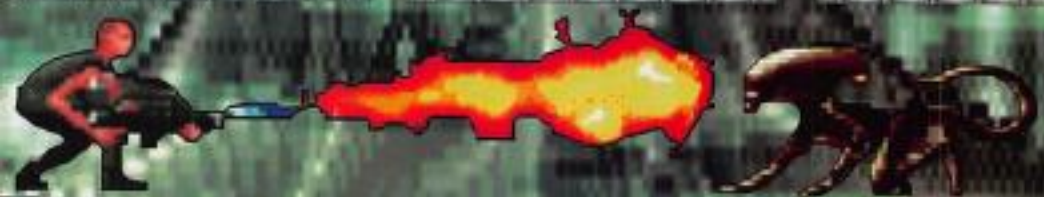
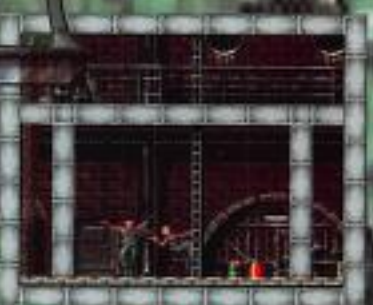
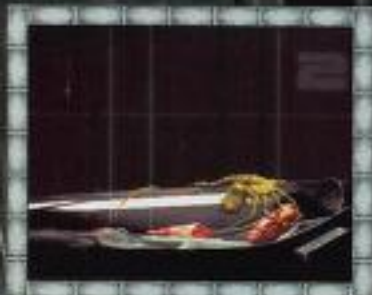
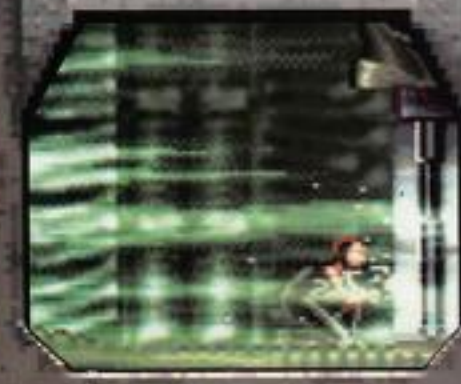


ALIEN 3

ACCLAIM
ACTION
PLAYER
3 MEG
AVAILABLE JULY





Every so often an SNES title comes along that just blows you away. *Aliens 3* is one of those games. Fiorina 161 might have been a nightmare for Sigourney, but it's pure bliss for action gamers. If you thought it was good for the Genesis, wait 'til you play this one.

This time out, it's not just rescue the prisoners, you must access the terminals and choose among many dangerous assignments.

You can then (after receiving your mission objective) scroll through the prison blueprints and plan your way through the many diverse, alien infested areas.

Now, let's talk about graphics. I can't recall seeing graphics this good in recent memory. No detail has been forgotten, from the backgrounds to Ripley to the aliens themselves, everything is done to perfection, including the music. There's even some nice animated ooze when you toast a xenomorph pod and the control over Ripley and her arsenal of weaponry is excellent. It's all here, everything you look for in an action title. I'll have a full review next month, but, until then my prime directive is to play *Aliens 3* again and again and again...

E. Storm

