

# GAME OF THE MONTH!

**N**ever been a big fan of space creatures. I'm sure that there are generous warm-hearted space critters out there, but I've yet to see any of the fluffy nice variety. Nope, the space aliens I get to see tend to be voracious, vicious, vindictive villains, with big nasty teeth, claws and slime. I think you know what kind of aliens I mean. And perhaps the most typically nasty type of alien is the kind found in the movie *Alien*. Yup, now you get the chance to kill a bunch of 'em.

*Alien Trilogy* has been a long time coming. Probe started developing this game a couple of years ago for Acclaim, before PlayStation and Saturn technology was widely available. The new 3-D technology meant that *Alien Trilogy* in some respects went back to the drawing board. The fruits of this labor are now evident though and frankly, it's been worth the

wait. *Alien Trilogy* is fantastic.

The game follows the plot of all three movies with varying degrees of accuracy. Most of the game (at least in terms of pace and atmosphere) is like *Aliens*, the second movie.

This means lots of *Doom*-like action of course. That's a fair comparison too. You wander around the claustrophobic levels, hunting aliens, solving puzzles and generally being as violent as possible.

The puzzles aren't too tricky, and mostly involve either trial-and-error, or simple tasks like finding the correct sequence of switches to open a door. The simplicity of the game, combined with amazing sound, smooth visuals and sheer size, mean that this is one of the ever growing number of essential PlayStation releases.

If you want a game that's going to last for more than a couple of weeks, and you already own *Doom*, then this is a pretty obvious choice. If you're scared of the dark, or have a weak bladder, then avoid at all costs.



Aaagh! Face-hugger, can't breathe! Smile looks ugly!

FIGHTER 1-2 PLAYERS  
PUBLISHED BY SEGA  
DEVELOPED BY SEGA

