

ARCA



Konami

Well, it seems official. The logo is identical, and I can't imagine that a company as reputable as Konami would dare to take the film's name in vain at least without shelling out a tidy sum for the rights). But I still find it hard to believe that the two are very closely related given that the film first appeared four years ago.

Y'see, 'Aliens', the film, starring Sigourney Weaver, is a rather good, if slightly over-the-top follow-up to 'Alien'. *Aliens*, the game, is just a thinly disguised rehash of the dreary old *Gryzor*-type shoot 'em ups.

For one or two players, *Aliens* features three different types of shoot 'em up action. Part one is standard horizontal-scrolling blasting. Your onscreen hero carries a standard gun which he uses in two fairly awkward positions, upright at hip level and crouching. The aliens you face are pretty drab and anonymous, but they move quite swiftly around the playing area. To help you counter them there are occasional weapon pods with an alternating array of weapons for you to choose — rockets, flares, 3-way fire and triple power are available, and very useful they are too.

After the inevitable showdown with the end-of-level

ALIENS



ALIENS



boss, you find yourself competing with a far more formidable alien, this time in an up-the-screen shoot out extremely reminiscent of *Shinobi* and, in particular, *Gryzor*. This blob fires ectoplasm in salvos at you as he shifts rapidly from side to side, and just when you think you've got the better of him, he transmutes into another form which you have to try to destroy again.

When you've finally fought this monster into the ground, level three puts you in the driving seat of some kind of iron-

clad, driving through a tunnel full of aliens, à la *Operation Thunderbolt*. The idea, once again, is to blast the upscreen aliens, this time to prevent them climbing over the coning tower.

Throughout, I'm afraid, the graphics are uniformly bland and drab, the controls are irritatingly unresponsive and the action, if that's the appropriate word, samey and dull.

This really is a waste of time — apart from the game's patent lack of originality, it's actually also far below the standards one expects in 1990 coin-ops in

the purely technical and cosmetic areas.

Aliens are coming to devour your ten pees — resist them at all cost.

GRAPHICS	38%
SOUND	45%
PLAYABILITY	42%
CONVERTABILITY	65%
OVERALL	44%

