

# ALIENS VS PREDATOR

Japanese Release



**Game:** Aliens vs Predator  
**Publisher:** IGS  
**Developer:** In-house  
**Price:** £45-£50  
**Release:** Out now  
**Players:** 1  
**Cart ROM:** 8 Mbit

Brilliant idea, isn't it? The *Aliens vs Predator* concept made for a fabulous comic, and will soon (it's said) be appearing as a film too. But, the chance to make a top-notch game of the thing seems to have slipped through IGS's fingers...



Level one takes place in a damp, sewer-like area. You, of course, play the Predator. The Aliens you come across are softer than you'd expect – they can be punched, kicked or zapped without too much trouble.



Anyone who's played *Golden Axe* on the Mega Drive won't have any problems executing this move – it's exactly the same, just two stabs on the directional pad, combined with a punch.



See this big green and orange thing? That's your mum, that is. (Sorry – Ed.) Yes, the small brown thing at the Alien's feet is a baby Alien – a face hugger. These can be as much of a pain as the bigger guys, so you'll need to take 'em out fast with a sliding kick.



For the first few goes this end-of-level one guard will probably make mincemeat of your Predator. You can't easily avoid getting hit, so make sure you've got plenty of power ups before you take him on. (If you're actually bothered about the Predator surviving at all, that is.)



Snow joke on level two (*You're sacked – Ed*), which is a scroll down an icy cliff face. I couldn't get past the boss at the end at all (another Alien, much like the one at the end of level one) on difficult mode, but luckily the game gives you an option screen so you can switch to 'easy'.



What do you do when you get bored of hunting humans? If you're a Predator, you'll go after even tougher prey – in this case, Aliens! The year is 2493, the planet is Ryushi, and here's the intro bit...



## GOOD, BAD OR UGLY?



I'm afraid every doubt I had about the sort of conversion *Aliens vs Predator* would receive have been confirmed. It's a dog of a game. Doing a beat-'em-up is always risky, the limited scope of the genre making it far too easy to turn out a very average product – good programmers and designers are needed to inject new ideas and interesting gameplay. Unfortunately these are two things *Aliens vs Predator* just doesn't have – if there's a single original idea here, I didn't see it. The other big thing it lacks is any real sense of purpose to the action – you don't

get to know why this Predator is going after the Aliens. It all adds up to a game where the execution of the fighting moves is the only thing it could possibly have going for it, but oh no, it falls down here too. The punching feels weak, the graphics are only average, and frustration sets in so regularly that after about half an hour's play, I wanted to go to the pub. The concept of the game is great, but, let's face it, walking along a horizontally scrolling screen and repeatedly pressing the same button is plain boring, no matter who the sprites are.

All in all, then, *Aliens vs Predator* is a truly disastrous game. Avoid.

● Jason Brookes

GRAPHICS	SOUND	GAMEPLAY
65%	52%	28%
GAMELIFE	OVERALL SCORE:	
24%	28%	

**VERDICT:** Not quite in the same dire league as *Pitfighter* and it's motley chums, but severely lacking all the same. Don't buy it. The name is probably the best thing about the whole sorry project.

