

# RANT!

This month **RANT** — your chance to let off steam about anything on the Nintendo scene that gets under your skin — is back and angrier than ever! If something is driving you crazy, don't keep it to yourself... have a **RANT!**

I am a Nintendo player. I also ride a motorcycle, as do my brother and dad. This brings me to the point of this rant — Outlander on the SNES. I don't find killing motorcyclists very apt, challenging or socially aware. "So what?" I hear you cry. "It's only a game!" Yeah, sure, but it's a pretty sick one. I can't wait until the young idiots who play it think it's fun and combine it with that other popular youth pastime — joyriding.

Perhaps this software house's next game will involve the beating of coloured motorists! And why not — it's only a game after all!

This is beyond the bounds of good taste and I can see no entertainment value in this sort of cheap stereotypical portrayal of the 'Big Bad Biker'. What worries me is that kids may take this sort of trash to heart. The Nintendo scene doesn't need games like Outlander.

There will be a time when the civil servants stop reviewing the price of games and start to review the content instead. I wonder what they will think of Outlander. Do we really want age limits on games the same as on videos — "I'm sorry, sonny, you've got to be 18 to buy this game"? No, neither do I. When censorship of games starts you'll know who to blame — the publisher of this game.

At the moment the Motorcyclists' Action Group is trying to prosecute this software house under the Obscene Publications Act and the Video Recording Act.

Drive safe

Mat from Somerset

P.S. Well done, Carl Rowley! What you said about Dominik Diamond in the last N-FORCE rant was spot on!

## Mindscape reply...

We are sorry to hear that Outlander has caused upset to one of your readers. The game is quite simply a battle between forces of good and evil in a post-apocalyptic world — as depicted in the storyline which accompanies the game.

It is interesting to note, however, that Outlander has never been released in the UK, and that there are currently no plans to release it. We would therefore assume that your reader is using an illegal grey import of the game.

Rant returns in two months. In the next issue of N-FORCE, 20/20 brings you another bunch of things you probably didn't want to know about the video games industry. Until then, keep the rants coming in, you could be the star next month!

# The Legend of Zelda



This big GB cart picks up on Link following his victory over Ganon in the monster SNES hit. After training in distant lands, Link sets sail back to Hyrule. But the journey

**GB**

Producer: Nintendo  
Available: June  
Status: Japanese release



The Game Boy version of Link's adventures features the same overhead perspective as *Zelda II: A Link to the Past* on the SNES plus even more monsters!

# Alien 3

If there's one thing that's going to put you off eggs for breakfast, it's Alien 3 on the SNES. Thanks to

Acclaim, the suspense of all three films has been captured in a gripping platformer with more scares than a ghost train and



The multi-directional fire allows Ripley to blast her automatic rifle in eight directions. Aim at the ceiling to blow away awkward face huggers!

# — Link's Awakening



This is just one of the many weird and wonderful creatures Link faces on his perilous journey to rescue Princess Zelda!

is cut disastrously short when a storm tears the ship apart and throws Link into the raging sea. He finds himself on a bizarre island, with a mountain topped by an immense egg.

While searching for his lost gear, Link is met by an owl which tells him that to get off the island he must collect eight musical instruments and awaken whatever sleeps within the egg. Of course, the instruments are hidden in dungeons swarming with brutal enemies, nasty traps, puzzles and mean end-of-stage monsters.

The plot takes mysterious turns that

are certain to keep you intrigued for longer than any other game in the series. Link's Awakening features the same overhead view as the SNES version, but adds moves such as jumping and using a shield to Link's already wide repertoire. Some of the action takes place in side view, much like the second Zelda game — The Adventure of Link 2 on the NES. New items include power chips, lucky stones, feathers and the usual bombs and swords.

Graphics and playability aren't harmed by the minuscule GB screen, and if you look closely you'll see some favourite Nintendo characters including Dr. Wright from Six City and vile nasties from the Mario series.

Like previous instalments of Zelda, though the action gets heated the emphasis is on solving mysteries, and this adventure RPG lets the inexperienced gamer reach the end. But that doesn't mean it's easy — even gaming aces will be held up by some of the puzzles. Definitely a contender for best GB title of all time!

Nortan Kai

# LONG SHOTS

There are millions of SNES games being developed in the USA. **LONG SHOTS** is a sneak look at twelve of the coolest...



**SUPER BOMBERMAN**



**CLAYMATES**



**DRACULA**



**LEGENDS OF THE RING**



**MORTAL KOMBAT**



**MVP FOOTBALL**



**STAR TREK: TNG**



**EMPIRE STRIKES BACK**



**SUPER SLAM DUNK**



**TOYS**



**THE UNTOUCHABLES**



**JAGUAR XJ220**

## SNES

Producer: Acclaim  
Available: July  
Status: Official UK release



The game is filled with impressive between-level screens and one of the most amazing intro sequences ever — it's just like watching the movie!

more eggs than... err... a place with lots of eggs in it.

The main character is the ever-suffering Ripley, who has to get through a series of tough missions in one piece. Angry aliens in various shapes and sizes leap out of dark crevices to keep Ripley on her toes.

Alien 3 doesn't follow the storyline of the latest film — it's a combination of all three. The missions consist of saving cocooned prisoners, frying the large alien

eggs and linking up with the computer system. From the sneak look we've seen, Alien 3 is going to be one of the best games of the year. For a taste of what's to come, check out the review of the NES version on page 36 in this issue and reserve your copy of SNES FORCE for a full review.



Swing from ladders while blazing away with the machine gun — the controls and animation are brilliant!



There are plenty of power-ups. The blue flame gun is ideal for wiping out face huggers from long range!

# ALIEN<sup>3</sup>

ALIEN<sup>3</sup>™  
 AVAILABLE IN THE FOLLOWING FORMATS:  
 PAL: PAL50, PAL60  
 NTSC: NTSC-J, NTSC-U  
 ALL RIGHTS RESERVED  
 © 1992 Electronic Arts Inc.  
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 ALL RIGHTS RESERVED

## SHOOT-'EM-UP

# nes

### AVAILABILITY

**Producer:** ..... Acclaim  
**Supplier:** ..... Acclaim  
**Price:** ..... £39.99  
**Status:** ..... Official UK release

### OPTIONS

**Players:** ..... 1  
**Continues:** ..... None  
**SNV levels:** ..... 3  
**Extras:** ..... Variable lives

### FIRST GLANCE

**ROB:** Sick and well animated with some impressive between-level stunts!

**CHRIS:** My favourite nes game of the issue! I spent hours playing it and I still want more!

**CHINE:** Superb silly shoot-'em-up! I couldn't find enough hours in the day to play it!

**80 GRAPHICS**  
 Great animation with no flicker

**84 SOUND**  
 Soundtracks that almost put the ear to shame

**81 PLAYABILITY**  
 The basic idea is blast everything, with a twist

**88 LASTABILITY**  
 Plenty of prisoners to rescue, so go to it!

**FORCE FACTOR**  
 An excellent job — juicy alien-popping fun

**84**



In space no-one can hear you scream... so you'll have to take your frustration out on this great shoot-'em-up instead!



Who's this in the green tights (above)? Someone auditioning for a pants? Ladders (below) are useful for dodging the enemy!



It looks like it's too late for this alien prisoner (above) — he's about to meet his maker! Chasing Aliens is a tough job (below), Ripley would rather be back doing her paper round.



If there's one sort of film that scares people senseless, it's those sci-fi stalk-and-slaughter movies. The Alien trilogy is typical — people running around screaming blue murder, dark corridors, lashings of dry ice, and mean alien invaders with big gnashing teeth and bad breath.

The heroine of the films is poor old Ripley (played by Sigourney Weaver), a woman whose seen far too much violence and has lost many a dear friend to the jaws of a hungry alien. (They actually plant little eggs in the victims' stomachs. Nice, eh?)

In the third of the movies, Ripley is back and she's angry. She wants to finish these troublesome little beggars off once and for all. But when she crashes on a planet inhabited by crooks, villains, and staff writers (how can she tell the difference?) she unknowingly brings some Aliens with her.

Hostages are scattered throughout each mission. When they've all been rescued find the exit within the time limit or suffer the consequences. At the end of each section face some of the toughest (and ugliest) level guardians ever. It's a desperate race to stop the Aliens, have you got what it takes to win?

### NICK: 'A shoot-'em-up with a difference'



Acclaim have got a real winner on their hands with Alien 3. The nes game is hot — and it looks like the nes version has come out of the same oven! The programmers have taken the usual shoot-'em-up mould and created a game that is different enough to make you forget you've seen it all before.

The Aliens are terrifying, portrayed with great graphics and animation — blast one of them away and you get a stomach-churning green splotchy explosion! Aliens can be shot with a machine gun, burned with a huge blowtorch, or blasted away with bombs. The face-hugging aliens are a bit trickier — but standing around too long deciding what to do gives them a chance to jump onto Ripley!

Even the between-levels and game-over screens are superb, with dribbling aliens all over the place. If you're a fan of the movie or just lust for challenging shoot-'em-ups, take a deep breath and prepare for one of the scariest missions you'll ever take.

**NICK 84%**

# ALIEN 3

## CARL : 'Better than the film'



The third film was a bit of a let down after the gung-ho blood, guts and guns of the second, and I was worried about how Acclaim would treat the licence — the characters in the film have no weapons.

I needn't have lost any sleep; Alien 3 is a perfect mix of shoot-'em-up action and platform-adventure. The vast array of weapons and complex layout of the prison planet are fused into a highly playable whole, with a well-drawn and superbly-animated Ripley.

The sound isn't exactly the London Philharmonic but it's an above average attempt at the film theme. There's no sprite flicker and screen corruption so the backgrounds, which are given real attention, can be properly appreciated. Although the controls are smooth and responsive I had a few problems navigating the various mazes — don't expect to be able to just pick it up and complete it in a few hours! **CARL 88%**



A finger of Fudge is just enough to give your kids a treat. But real fingers are the only things juicy enough to satify greedy alien!



Look out behind you (left), there's a great big green thing about to march on your head!

Right: A series of dark tunnels link the sections of the Alien lair.



When Ripley goes horizontal you know something is up! It's usually an indication that our heroine has popped her dogs, gone to meet her maker, kicked the bucket, stuffed it! Get the idea?



Each complex level is linked by tunnels and doors. Press the green and red panels and the doors automatically open and close — obviously Aliens can't open doors!



It's a good job Ripley was fond of gymnastics at school. She has to leap and bound around each level clinging to ladders and popping off the Alien scum.

