

Hurrah! It's another one of those film strip things with pictures from the intro sequence.

The title screen. (Sorry.)

A spaceship flies past.

Inside Sigourney weeps.

But... on no!

Red alert! Hork! Hork!

The spaceship crashes.

An inhabitant of the planet spots it, though. Phew.

ALIEN³

(Come out from behind the Super Play settee, Jonathan. You're a grown man now. Well, sort of. This isn't funny, if that's what you're thinking. Not even slightly. Come out now, please - Ed.)

UK Release 

Game: Alien³
Publisher: Acclaim
Developer: Probe Software
Price: TBA
Release: July
Players: 1
Cart ROM: 8 Mbit



Alien³ adopts a scrolling platform shoot-'em-up approach. (What will they think of next, eh?) Armed with a variety of weapons, Sigourney's got to run around sorting out the aliens and rescuing people.



LOGGING ON: A NEAT WAY TO PICK YOUR LEVEL

Your first move after pressing START should be to approach one of these handy computer terminals dotted about the place, which'll tell you all sorts of interesting things.

Like, for instance, what missions you can go on. There are eight to choose from, all of which you've got to finish to complete the game.



You can then, rather handily, examine the blueprints of the base, scrolling them around and looking through any doors. This bit's really good.

Once you've made your choice, a detailed mission explanation pops up on the screen, telling you where to go and what to do.



Finally, head off and do your stuff - in this case, freeing a chap who's been cocooned by the aliens.

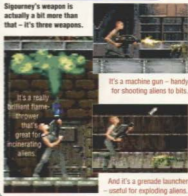


This is the Alien Corridor, a particularly alien-infested part of the complex, and not a pleasant place to be.

Q What's worse than finding an alien crawling along the ground?
A Finding half an alien. (Oops.)

A POWERFUL WEAPON

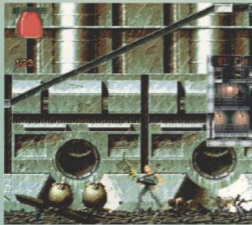
Sigourney's weapon is actually a bit more than that - it's three weapons.



It's a machine gun - handy for shooting aliens to bits.

It's a really brilliant flamethrower that's great for incinerating aliens.

And it's a grenade launcher - useful for exploding aliens.



Below: The only other actual people you'll see in the game are those prisoners in the background.

If you've seen the films, you'll know just what to do with those eggs. (Therapooom!) See, too, the attractive rain effect in the foreground.



The programmers must have spent at least a month and a half working on Sigourney's animation alone. She can do just about anything - here she's using her flame-thrower (Woomph!) while hanging from an overhead pipe.



Frapoosm! An alien disintegrates into a shower of legs and tentacles and blood.



These sewer-type things link together all the rooms in the prison you're running about in. Don't expect any respite from alien attacks, though.

GOOD, BAD OR UGLY?

ALIEN

By John Mordue
Illustration by Christopher G. Reynolds

Of all the film games I seem to have ended up reviewing in this issue of *Super Play*, this is the only one where I've actually managed to see the film beforehand. And, if you don't mind me starting the review on a 'down', I can't say I was all that impressed by it. It was okay, in a glossy/high-budget/action-packed/lots-of-explosions sort of way. But it wasn't very scary, not like the first two films, and the storyline went rather too overboard on the symbolism for my liking. And it was a bit boring.

But the film isn't the issue here. The game is. And it hasn't really got much to do with the film anyway, apart from being set in a prison, with Sigourney Weaver running round with her hair all shaved off wearing that smelly vest of hers. Here, for example, Sigourney's got lots of weaponry to toy with, including a brilliant flame-thrower and an even more brilliant grenade launcher. And, apart from the odd cocooned prisoner tied to the scenery, she's got the whole place to herself rather than being followed around by a team of convicts all eager to help.

The graphics are uniformly excellent, from the animation of Sigourney herself to the highly detailed backgrounds. In fact, if I had to pick the one thing that really stood out about *Alien* it would definitely be the graphics. Look at the screenshots and (unless they've come out all horrible and dark) you'll see what I mean. The sound would come a reasonably close second. The music is nice and loud and dramatic, although it never really develops much in the way of whistleable tunes, and the

sound effects work better in practice than they do on the sound test.

But what it all hinges on, as usual, is what there is to actually do, and whether or not it's any fun. And, as luck would have it, *Alien* is damn good fun. I must admit that I'm not 100% convinced by the whole thing - I do have my suspicions that the game grew more from the idea of the film licence, and having Sigourney Weaver running around in her vest, than someone saying 'hey, I've got this really great idea for a game which would be especially nice if we could find a film to base it on'. And, as a result, I found it all just a teeny, weeny bit boring, and was particularly miffed that I could just wander round and see practically the whole playing area without completing a single mission.

But *Alien* is a tough game that'll take you to beat, it makes effective use of the licence without trying to be too true to it, and, as an added bonus, it looks really nice. I'd buy it.

• Jonathan Davies

GRAPHICS SOUND GAMEPLAY

89% 80% 84%

GAMELIFE OVERALL SCORE: 84%

VERDICT: Nice graphics and clever animation help to make *Alien* both an enjoyable game and a splendid rendition of the film. Hurrah!

Aliens have a nasty habit of crawling along the ceiling and dropping on Sigourney's head.

Phew! The door at the end and safety. (Of a sort.)