

# Aliens vs. Predator

ACTIVISION

For the Super NES (\$59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Remember the reasoning of some people that just because you make a game based on a hit movie, the appeal for the movie will carry over and support the game, no matter what it's like? Well, that has been proven wrong many times in the past, yet here we have a similar train of thought: Take two hit movies, make one game, and you can't lose, right? Let's take a look.

*Aliens vs. Predator* puts the player in the position of a Predator, out on a mission of glory with many others of its kind. It seems that a distant planet colonized by mankind has unleashed a nest of Aliens found in an underground cavern.

In desperation, the colony signals Earth for assistance, but the message is intercepted by a spacecraft belonging to the Predators. With a passion for the hunt and a thirst for honor, the Predators decide that hunting season is open, and Aliens are on the menu.

There are six levels to the game, each divided into ten sections, with an Alien boss at the end of each level. Not only must you clean up the planet of Vega where the humans reside, but its spaceport, an infected space transport and another Alien planet as well.

Four difficulty levels are available, which basically speed up the Aliens and lower your total health capacity the higher you go. Other notable items that can be adjusted before starting include the number of lives



per game (three to six), the number of continues (zero to three) and your button configuration.

For armament, your Predator comes equipped with a shoulder laser that fires at one of four strengths, depending upon how long you hold

Well, add Aliens, Predators and change the background, and you will have a very good idea of how the game plays.

*Aliens vs. Predator* has some very nice graphic stills between the levels and during different portions of the games—some of it looks almost digitized. The actual level graphics are muddy-looking, however. The animation is very choppy for everything, and, except for one section that has a vertical lift that your Predator travels on, everything is left-to-right scrolling.

The game play is out-and-out boring, and there is no need to use any of the special attack moves. I was able to just herd the Alien(s) to one side of the screen and casually blast them away with the laser. The sound effects and music are average, and there just isn't anything at all to make this game exciting, or worth finishing more than once. Let's hope the next move isn't to combine three movies into one game.

—Brent Walker



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## EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
JEFF	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Chris labeled it as poorly animated, while Mike called it a "valiant attempt" at a fighting game. Andy said this has been done to death—and done better.