

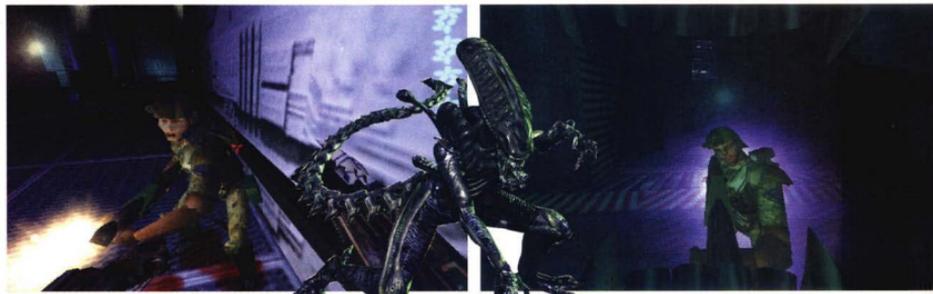


PC CB ROM	CORRIDOR GAME	BY REBELLION	* PRICE £29.99 * NO OTHER VERSION AVAILABLE * NO OTHER VERSION PLANNED * STORAGE 1 CD * RELEASED BY FOX INTERACTIVE TEL 01753 509442
	JUNE RELEASE	1-8 PLAYERS	

Two of the greatest action movies of all time, in one package and available on PC. Could this be the bargain of the year?

ALIENS vs PREDATOR

Finally, games programmers are realising the potential that exists within film licences. No longer will we have to put up with games like *The Fifth Element* or *A Bug's Life* when *Goldeneye* is around to show people how good they can be. Although *Aliens vs Predator* isn't strictly a film, it still classes as a licence if you get what we mean. And thankfully, it delivers most of the atmosphere and tension you'd associate from the two blockbusters. Loads of sound effects and visual references to the films are the icing on the cake as far as we're concerned.



➤ One slice from your blade and this turns into a headless marine.

➤ Check out the green blood trails Predators leave behind.



➤ Eat enemies' heads to give you life back when you're using the Alien.

➤ Grenades are useful for clearing away hordes of Aliens.



LOCK AND LOAD

The Marine is definitely the first of the three characters you should play as, because this will ease you in gently to the ways of *Aliens vs Predator*. It's the most similar to *Quake*, which everyone should understand. And the weaponry is one of the most satisfying aspects, so we've picked out a couple of the early guns at your disposal.

➤ The Aliens don't die immediately once they are caked in flames (far right) and the Smart gun (centre) will home in on enemies as soon as they come into your view.

PULSE RIFLE

This is the gun you start with. It's basic but does you a job. There are two parts to the gun, one is the bog standard bullets, the second is a small explosive that is launched from the top of the gun. It can't hold many bullets at one time, so if you find yourself in a major battle, it's not the best option available.



SMART GUN

Much better. This is like the pulse rifle but holds 500 bullets at a time, fires at a much quicker rate, and has the added bonus of an auto-target which homes in on Aliens or Predators to save you panic firing. This is the gun you should use whenever possible, as it can clear rooms in seconds.



FLAME THROWER

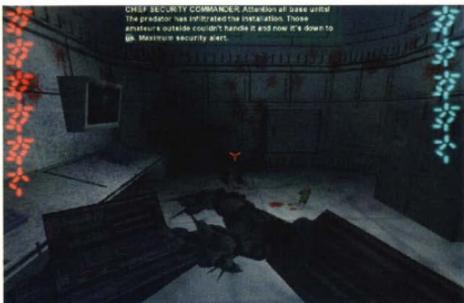
You'll get blasted with this when you play as the Alien or Predator, so it's well worth you using it if you can. It looks like a puny weapon and it does have a pathetic range but as soon as anything gets in its firing line it's toast. Enemies will still be alive for a few seconds before they die so they can still attack.



PREDATOR - BEST BAR NONE

The Predator is frankly awesome. The first time you start with him, he'll no doubt have you screaming at the screen as the trademark noises and weapons come roaring through the speakers. You want some examples? He uses the console on his arm to activate the Shoulder Cannon, and if you need the medicomp to give you back some energy, he gets a couple of needles, sticks them in his midriff and lets out an almighty roar. Just like the film. But the coolest thing the Predator has are his three modes of alternate vision. The first

is the heat sensitive one that he uses so often in the first film. If you have the shoulder cannon active when you switch to his heat sensors, it'll automatically target any enemies nearby. The second is an Alien detector and works in exactly the same way, but highlights Aliens that are in your field of vision. The third is for making the darker areas light. But the sound effects you get when flicking through these modes is spot on, and you even hear his heat beating and heavy breathing too. Like we said: Awesome!



computer
video
games

PC
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☛ Carnage galore as a group of Aliens feel the Pulse Rifle.



☛ The Grenades illuminate the background and this Alien.



☛ The world seen through the eyes of the Alien.



☛ An Alien hybrid.



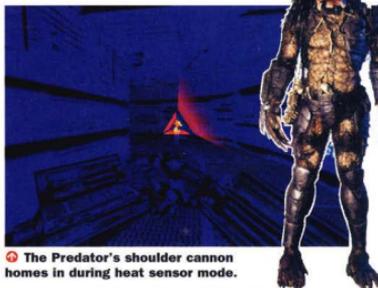
CVG OPINION

There's no doubting that *Aliens vs Predator* is an excellent game. But it doesn't quite feel like the complete product. For a start, it's really tough and soon as you get anywhere near a couple of Aliens, you're certain to get eaten alive. Sure that makes it last longer, but to be honest this can become frustrating to continually restart levels. However, it's still one of the most engrossing games I've played. The whole idea of being able to play as Predators and Aliens is very appealing and you're not let down by the gameplay. All the things you'd want to do as the creatures, you can. It looks very nice too, so the feeling of running around an Alien hive is as realistic as you're likely to get. If you're into this sort of game, or love the movies, you'll get a big kick from this.

STEVE ROY

VISION ON

The other two characters each have image manipulation tools that they can use to their advantage. The marine has his image intensifier which basically works as a super powered torch, and lights up any really dark areas of a level. It has the reverse effect though when you walk into bright areas when it's on as you then become almost completely blinded. The Alien has an almost identical navigation mode which does basically the same thing.



☛ The Predator's shoulder cannon homes in during heat sensor mode.



☛ The Predator also has an Alien sensor.

☛ The Marine's image intensifier.



RATING



Aliens vs Predator makes good use of an excellent licence to provide you with another very tasty corridor game. Well worth hunting.

ALIENS
vs
PREDATOR

REVIEW