

Alien invasion imminent

Acclaim's *Doom*-beater finally arrives

Just as this issue of *PSM* went to press we received a finished copy of *Alien Trilogy*, but too late for a review. Since our preview in *PSM3*, considerable progress has been made to the *Doom*-style blaster, with enhancements to the gameplay, graphics, and overall feel clearly evident. A full rendered intro has now been included, while the aliens and facehuggers are much more deft in their movements, showing improved intelligence and menace. Furthermore, the dark graphics, coupled with the spine-tingling sound effects, set a more claustrophobic and isolated scene.

The upshot of these welcome extras means that the game has, regrettably, once again slipped with a release date now tentatively pencilled in for April. So stop your grinnin' and drop your linen - we'll have a full review next issue.



[1] Some of the lovely pre-rendered artwork from the *Alien Trilogy* intro. [2] The motion sensor adds a great sense of urgency, with its movie-sampled pling. [3] Facehuggers are really not very nice at all - especially at close range. [4] The aliens scurry about with alarming speed. Still, if they bleed, we can kill them. Oh, sorry, that was *Predator*.



We've driven *Ridge Racer* and flown *Wipeout* with but a humble joystick, and not a steering wheel on the horizon. But this shocking state of affairs is soon to change. US peripherals manufacturer Mad Catz has developed an analogue, racing-style steering wheel, complete with pedals, with which to accelerate and brake. And to round it off, there's a sporty gear-shift stick. Don't say that to your grandmother when you're drunk, though.

The wheel is designed not only for racing games but also for old favourite the flight simulator. And we've chatted to folk up at Bizarre Creations who are producing Sony's *F1* game. Their verdict? Phenomenal. We're looking forward to affixing section caps to a bench shortly. The steering wheel should be grand, too. Check local stockists for availability, would seem a reasonable ending. Yes.



The electronic art of *ReBoot*

Computer cartoon heads for PlayStation

Electronic Arts has persuaded Canadian company Limelight Alliance to make a PlayStation game based on the animated SF show *ReBoot*.

The fully computer-generated series, now in its second season (TV, Thursdays, 4-40pm), features the characters Enzo, Bob, and Dot, in a constant and hilarious struggle against their arch-nemesis, Megabyte.

As residents of Mainframe city, our trio often have to face the threat of Megabyte's army of digital henchmen, while incorporating themselves into videogames launched by the mystical user.

ReBoot's animators are providing character designs and producing special FMV sequences for inclusion in the game. Should be a bit special.



The stars of *ReBoot* - Bob, Dot, Enzo, Frisket the dog, and a bunch of sprites.

Over the last month several PlayStation magazines reviewed *Street Fighter Alpha*, even though the PAL version isn't going to be available until April.

Virgin, which is distributing the Capcom title, suggested that the remaining magazines review the Japanese NTSC version and then do an update when the PAL game is in the shops. We gracefully declined on the grounds that we figure you don't really want to read a review of a game that you can't buy for three months.

PSM wants to hear your views on this matter. Do you want us to review and rate every title as soon as we get it? Or would you prefer that we waited until a month or so before it comes out? Simply write 'YES' (we want you to review stuff as soon as possible), or 'NO' (please wait until the month before I can buy it) to: The *PSM* Reviews Referendum, *PSM*, 30 Mennouth Street, Bath, Avon, BA1 2BW.