

a few weeks after the game's initial roll-out. "We're currently creating add-on levels that will equal or rival those of the host title," said GT Interactive's Paige Carlson as the first details of *Cryptic Passage* were made

public at a press conference in Atlanta. Featuring exclusive new levels, textures, art and maps, *Cryptic Passage* expands on the original *Blood* storyline in a search for a scroll "capable of upsetting the balance of

power in the otherworld", which has been stolen and must be returned to its place of origin. Graveyard, mountain pass, docks (hello sailor!), abandoned mine shafts, and all manner of other levels have been

mentioned, as well as the obligatory new weapons and power-ups. To play *Cryptic Passage* you'll first need to own the full registered version of *Blood*, which is well worth investing in, believe us.



Time to die

Ridley Scott's acclaimed sci-fi epic finally makes a long-awaited appearance on the PC.



Now where would any *Blade Runner* news item be without this shot? Nowhere.

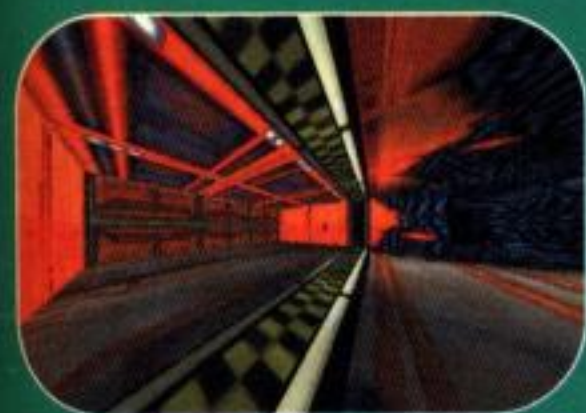
Those of you who regularly dream of electric sheep, or want to hang by your fingertips from a tall building while a sneering robot leers down at you will want to check out *Blade Runner*, Westwood Studios' new 3D adventure, based on the cult sci-fi movie of the same name. And donning Deckard's legendary trenchcoat, you take on the role of both the hunter and the hunted, stalking the streets of Los Angeles in the year 2019. However, *Blade Runner* will also feature a unique spin on the traditional plot, in which the player chooses whether to either hunt down rogue Replicants, or become a 'skin job' themselves, as they search for a vital missing DNA sequence which will lengthen their allotted span.

Featuring over 130 digitally recreated sets from the film, *Blade Runner* will be jam-packed onto a mammoth four CDs and should be hitting your screens some time in November. Z



Exquisite pre-rendered graphics are Westwood Studios' fortè, as you can see right here.

Alien Vs Predator... exclusive shots!



The aliens get to spit, and, kids, we all know that spitting's cool.

"*Aliens Vs Predator* gives gamers the opportunity to encounter the ultimate sci-fi terror in three entirely different ways," proclaims Jon Richmond, president of Fox Interactive. "It's a whole new game experience depending on the role you choose." Well, that's as maybe, but the more astute among you will no doubt

remember that its origins date back to the ill-fated Atari Jaguar. And surely that can only be a bad thing?

Well... no. Oxford-based developers Rebellion (who produced the Jag cart) have completely re-engineered the whole thing and transformed it from a rather flash-looking *Doom* clone into a sci-fi *Quake*-like with recognisable monsties... as our new and never-before-seen screenshots can bear witness.

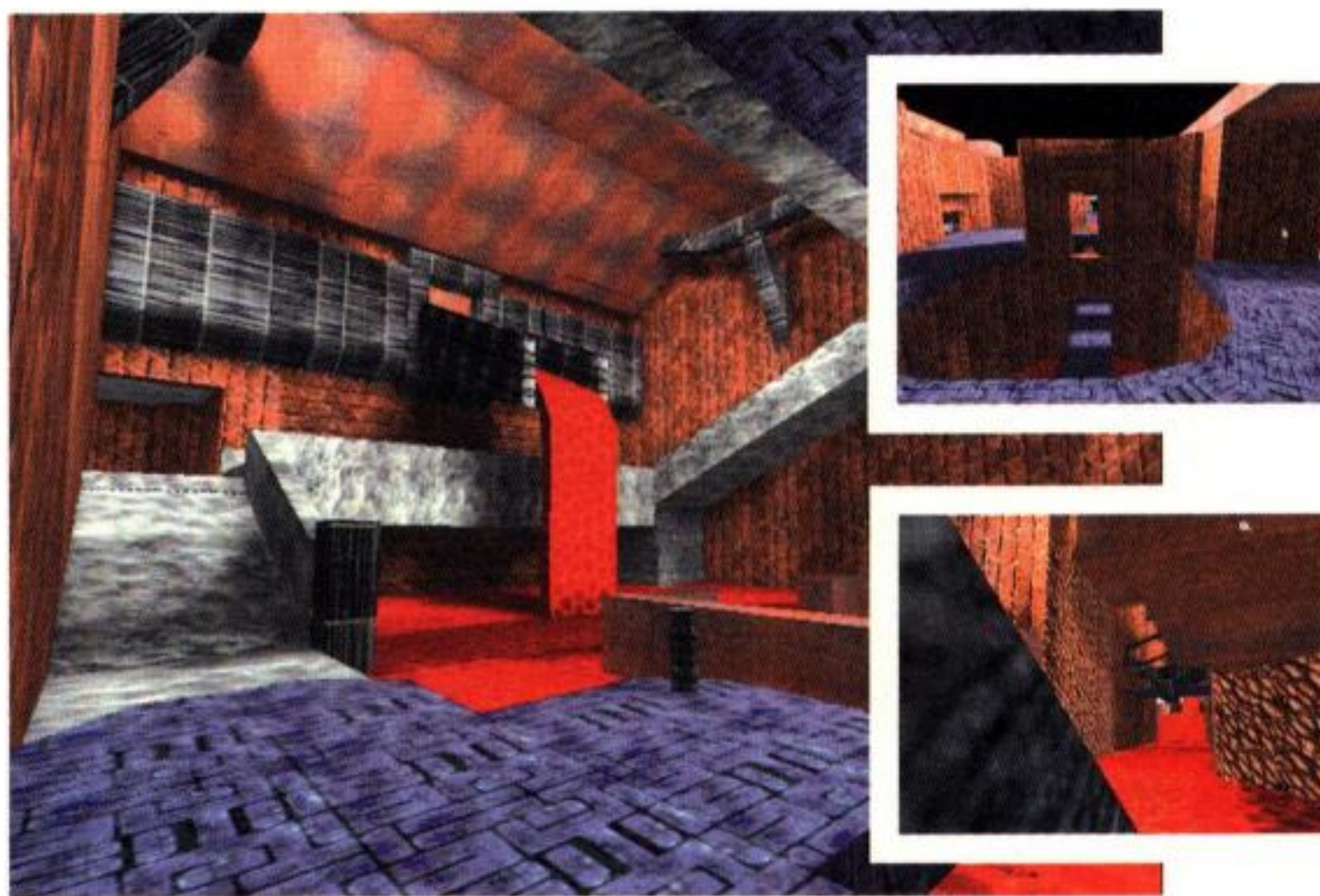
For those of you unaware of the plot, the action takes place on a huge multi-levelled space hulk thing and involves three different factions: the Aliens, who are hooked onto the underbelly of the hulk; the Predators, who are docked up at the top; and the human marines, who lived there in the first place. You can choose to play any of these three character styles and the gameplay and user interface alters accordingly. Overall it's a bit of a blast fest, but at a somewhat more sedate pace than *Quake* and its minions. However,

it does have the added advantage of allowing multi-player games where you can log on as any of the three races. Expect to see *AvP* in the shops early next year. Z



Those marines don't stand a blummen chance do they?

Prey looking impressive



Prepare, ladies and gentlemen, for the graphical event of the decade.

Prey, currently in development at Texas-based 3D Realms, was demonstrated to a select crowd at the recent E3 show in Atlanta and immediately began to stir up a considerable amount of excitement.

The game, which will focus on the character of Talon Brave (a modern era Apache Indian thrown into a titanic struggle with a mysterious trinity of alien species), will utilise 3D Realm's 'Portal Technology' engine - a stunningly 'different' way of doing things which has allowed the game's designers to 'break' the rules of space/time, giving them the freedom to be wildly creative in their level design. Developed for accelerator cards only, *Prey* is something of a graphical *tour de force*, with stunning 16-bit coloured lighting, transparency, fog and all that sort of stuff. Trust us - when you see it, you won't believe it.

Prey will also be released with a comprehensive Portal Technology editor called *Preditor* (sic), which will allow players to build their own super-complex levels with ease and style.

For more information, take yourself off to www.3drealms.com. Z