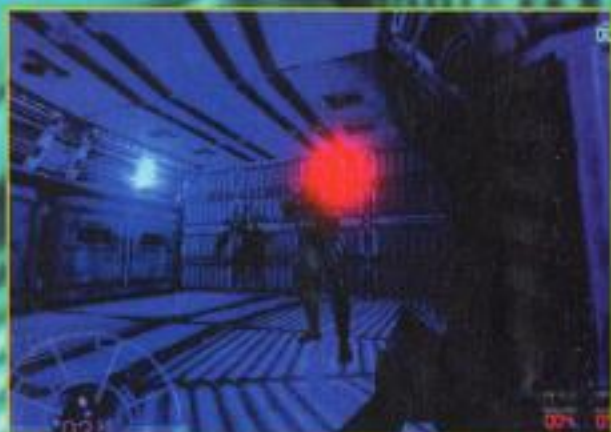
The background image is a dark, atmospheric scene from a video game. It features a large, metallic, industrial structure with a massive, dark, alien head-like shape in the upper left. In the foreground, a smaller, more detailed alien figure is visible, wearing a dark suit with yellow straps and a glowing yellow visor. The scene is dimly lit, with some light reflecting off the metallic surfaces.

THERE ARE TWO GREAT NEW GAMES COMING YOUR WAY EARLY NEXT YEAR, BOTH FEATURING THE ACID-FOR-BLOOD XENOMORPHS FROM RIDLEY SCOTT'S SEMINAL SCI-FI HORROR FILM, ALIEN. ONE IS A PC RENAISSANCE OF ALIEN VERSUS PREDATOR — THE ONLY DECENT GAME EVER TO BE RELEASED ON THE ATARI JAGUAR — WHILE THE OTHER IS A PLAYSTATION ADAPTATION OF THE LATEST ALIEN MOVIE, ALIEN RESURRECTION. TOTAL CONTROL TAKES A LOOK INTO THE ALIEN-INFESTED FUTURE, AND BARELY ESCAPES WITH THIS SPECIAL REPORT.



Aliens versus Predator

The **two scariest sci-fi killers** in the galaxy meet head on, with the poor old **Colonial Marines** caught right in the middle.

At four movies to two, the Aliens have got the Predator pretty well whipped on the big screen, so he's looking to your PC monitor to even the score. Rebellion Software's original *Alien versus Predator*, a first-person 3D combat game, appeared on the now sadly defunct Atari Jaguar, and was generally reckoned to be just about the only decent thing on that ill-fated console. Rebellion are now working on a new version, to be published by Fox Interactive for accelerated PCs. Twentieth Century Fox hold the copyright to both the Alien and Predator movies, so I guess you can't blame them for wanting to get the most mileage out of their products. Their software branch have been responsible for a couple of excellent titles over the past year, including *Croc*, *Motorhead* and the *X-Files* game.

THE LIGHTING EFFECTS LOOK JUST AS GOOD AS ANYTHING UNREAL HAS TO OFFER, COMPLETE WITH COLOURED LIGHTS, SMOKE, MIST AND SHADOWS

In this latest offering, you get to assume the role of either an Alien, a Predator, or a Colonial Marine, the heavily armed but helpless cannon fodder from the second movie in the series. Each has different abilities and different goals, but they all have two things in common: everything else in the world is out to kill them in a variety of disgusting ways, and they are utterly alone.

There are a series of games demo disks doing the rounds of the games mags at the moment, as Fox are wisely attempting to spread their PR budget around to maximum effect. To this end they have produced three different disks, one for each species, and have sent them out to different magazines so that

everyone gets a different demo. It was a good idea, and we were sent a copy of the excellent Predator demo. However, we share a floor with Ultimate PC, so we got to look at their Colonial Marine demo as well – and it rocks. If any other games mags writers are reading this, how about a trade? You could end up with all three demos...

All the demos share certain features in common. You start off with minimum weaponry with a mission to accomplish, and you have to find your way through a maze of enemy-infested tunnels. The game runs on its own proprietary 3D engine – and a highly superior piece of programming it is too. The lighting effects look as good as anything Unreal has to offer, with coloured lights, smoke, mist and shadows. The levels are dark and atmospheric, and when a Xenomorph comes charging towards you across the ceiling, with the flickering of broken lights making the entire scene strobe like madness, you will have to fight back the urge to panic. The action in this game is very fast, and you'll need sharp reflexes and a good aim to survive.

Depending on which race you choose, you will have a different mission to accomplish. All three missions take place in Pandora Base, a secret biological warfare research facility working on the genetic biology of the Alien Xenomorph. As the Alien, your goal is simply to survive by killing everyone else with a variety of weapons, including claws, tail and acid venom. The Alien can run at terrifying speeds across walls and ceilings and use acute senses to track down its prey. With the help of genetic technology it can be transformed into a



Okay, so the Predator has bandy legs, bad hair and a squint, but do you want to tell him about it?



THE HIT OF THE YEAR
PROVOCATION
004

THE HIT OF THE YEAR
PROVOCATION
098



Xenoborg, a hybrid bio-mechanical entity and the most powerful and destructive force in the game.

As the Predator, your goals are more complex. You are part of the crew of a captured scout ship, but you have escaped in the confusion following a sabotage attack. You

THIS IS NOT SIMPLY A SHOOT-'EM-UP; YOU WILL NEED TO USE YOUR HEAD TO STAY ALIVE. IF YOU GO UP AGAINST THE ALIENS WITH GUNS BLAZING, YOU WON'T LAST LONG.

start off armed with only the retractable wrist blades, spear gun and shoulder cannon, but you have the advantage of the famous light-bending camouflage, and infra-red and electromagnetic vision. Your mission is to locate and free your captured crew-mates and find some missing parts of your ship before you can escape.

As the human Colonial Marine, you will have the hardest task of all. You have just returned from a solo training mission, and you have used up all of your equipment. You will have to find new weapons and ammunition before you can proceed with your mission, which is to locate five data tapes containing

the research records before setting the base self-destruct device and getting off the planet before it explodes.

The levels are well-designed, with a non-linear approach which can have you re-visiting a location several times during the course of a game. The scenery looks appropriate to the Alien movies, with a kind of industrial heavy metal theme. This is not simply a shoot-'em-up; you will need to use your head to stay alive. If you go up against the Aliens with all guns blazing, you won't last long.

Alien versus Predator is also designed to be played on-line, with opponents taking on the three different roles in the game in what should be a pretty interesting deathmatch. When you don't know what form your enemies are going to be, you can't really prepare for them. Details of the on-line game options are not yet available, but expect something a bit different. *Alien versus Predator* will be released in the spring of 1999.





Alien Vs Predator:

Interview with producer Dave Stalker

TC: When the Atari Jaguar console was launched, a game called *Alien Vs Predator* was released for it. Is the Fox game in any way related to it?

DS: The Jag *AvP* was based on the 1989 comic of the same name, which was based on the concept of getting Humans, Aliens and Predators all into the same environment at the same time. This title is likewise based on that idea.

TC: What has been involved in your role as producer of *AvP*?

DS: My role has been to facilitate the development of the best game that I possibly can, any way that I can. This includes working with the development team, the testing team, the marketing and sales team, the music and sound team, the press, etc. Additionally, on this title we have been trying to delve into the Fox archives and use as much real reference and authoritative source material as we can find.

TC: How long has the new game been in development?

DS: Although a lot of R&D work has been done and directions have changed a little, we view the current rev of the game having started around one to one and a half years ago. Before that, it wasn't really the game that we currently have.

TC: Did you study the *Aliens* and *Predator* movies before coming up with a game design?

DS: Yes, without a doubt the movies and all background material were closely, closely scrutinised by the people involved. Personally speaking, though, I've been scrutinising these movies for years anyway out of passion for them.

TC: I've heard the game will offer players three different gaming perspectives – kind of like three games in one. What are the differences?

DS: Well, Marine, Predator and Alien. This is the key feature – you don't just play different characters, you play entirely different species! An Alien can't pick up a Pulse Rifle and start shooting, a Marine can't turn invisible and a Predator can't climb walls and ceilings. Each character has unique abilities and strengths and, as you'd expect, weaknesses.

The player will have to learn to adapt to the different methods and strategies if they want to experience the full breadth of the game. I guess you could just play one character if you wanted, but you'd be missing out on a lot of cool stuff.

TC: How many levels and missions are there in the game?

DS: *AvP* works in a kind of weird way that means that I don't like to think about numbers because it starts to drive you loopy. Let me try and talk you through it and see if you get what I mean.

Each species has a bunch of unique episodes that tell their 'story'. Let's assume I'm an Alien. When I play this character in single player these episodes are what are presented to me first. After that, depending how well I've done, I may open up bonus levels that are from the Marine and Predator stories, but

I can play them from the Alien perspective. This applies for all three species.

Additionally there are a clutch of levels that are designed for multiplayer games. However, these will also be available in single player mode just for the hell of it! Further to this there are single player levels that will be available as multiplayer levels too! Sometimes by more than one species!

Wnew... have I left anything out? Nope, I think that covers it.

TC: The physics in the game have been described as unique. What makes it different?

DS: Most of the physics is to do with allowing the player (mostly as an Alien) get around environments by clinging to any surface. This is just a great feeling when you corkscrew through an air vent chasing some hapless human!

TC: I understand you have created a brand new 3D engine for the game. What features set it apart from others, such as *Quake II* or *Unreal*?

DS: Eeek! Well, see my previous answer for starters. There's lots of other cool stuff like dynamically rippling water, particle systems for blood, bullet holes and textural damage. It throws fifteen thousand polygons around on a PII 200 with no problem. There's a particle-modelled gas system that allows you to set people on fire in a spectacular way; translucency for cloaked Predators, lights, water, glass, etc.; real-time streaming of FMVs on world polygons; alternative vision modes for all characters (especially the Predator); hierarchical thousand-plus polygon characters; complex 'layering' of animations on top of one another; much more smooth and curvy environments; top flight 3D and environmental sound effects...

TC: I've heard that, unlike other first-person shooters, *AvP* will involve more than just using weapons. What strategy elements have been built into the game?

DS: Again, this relates to utilising the abilities of your character to achieve your goal. This will vary from level to level, and you will find yourself playing the same level as a whole different game when you are another species.

TC: Something that is frequently forgotten about in games is sound. Will *AvP* use sound to create its atmosphere?

DS: Sound is as important in *AvP* as it is in a movie. We have put a lot of resources behind getting super high quality effects and music, as well as developing with technology like the SoundBlaster Live to maximise the dramatic effect of all this aural work.

TC: With Fox also involved in TV and movies, do you think we will see a TV series or movie called *Alien Vs Predator*?

DS: Y'know I certainly think there's a lot of fun to be had when these guys get together. It'd make for a hell of an interesting movie, that's for sure. Some purists may think that it's the wrong way to take it, but who's to say the movies have always gone the right way? There's more than one way to skin a human, after all! As long as it wasn't the only new Alien or Predator stuff that ever came out, I'd love to see it happen.

Alien Resurrection



The **series of Aliens films** has steadily **gotten worse** as the years have passed, and yet, strangely, the **games** based on them are still getting **better and better**...

P C owners are rightly getting very excited at the moment about a forthcoming game from Fox Interactive called *Alien Versus Predator*. This is a first-person game allowing you to play as either an Alien, a Predator or a Colonial Marine. So far it's been looking very impressive – much more so than the PlayStation's previous Aliens game, *Alien Trilogy*, which appeared back in the far off days of PlayStation history (so long ago in fact that it's been available on Platinum for quite some time). Now Fox have started the PR hype concerning their latest Aliens game, *Alien Resurrection*.

This is based around the eponymous film that saw Ripley return from death as a human-alien hybrid and her

Deep space yonder

The game will be played in the third-person perspective with a 'smart camera' that will adjust your position to give the player the best view of the action as you race down the corridors of the Auriga, the ship that the game is set on. The action will kick off just after some aliens escape and start to kill their way through both the ship's crew and the contingent of marines on board as well. All the while, the deranged Dr. Wren is continuing his diabolical genetic experiments in preparation for his expected return to Earth.

The gameplay itself is promised to involve more than your standard 'run around and shoot the aliens' style, with you needing to work in tandem with 'Father', the ship's omnipresent talking computer. The computer will call for you to complete specific tasks and missions in each level until you can eventually destroy the evil Dr Wren's mutated human embryo experiments. To give the game a sense of urgency, you're also trying to destroy the ship before it reaches Earth and the aliens escape – a terrifying prospect!

There will be thirteen levels in all, each with different backgrounds as befitting the different areas of the ship, from the crew areas to engine rooms to the dark underbelly with its cargo holds. To complete the levels you will have to play as one of five different playable characters. Obviously one of these will be Ripley, but there will also be the option to play as one of four of the mercenary characters, like the one in the wheelchair or Winona Ryder's character. You'll also be provided with an awesome array of weaponry from measly pistols right up to flame-throwers, smart guns and even more heavy duty stuff, all lifted straight from the films to give the game an authentic feel. Indeed, at this point the graphics

TO GIVE IT A SENSE OF URGENCY, YOU'RE ALSO TRYING TO DESTROY THE SHIP BEFORE IT REACHES EARTH AND THE ALIENS ESCAPE – A TERRIFYING PROSPECT!

efforts to kill more aliens (this time genetically modified by the mysterious 'Company') and help a crew of mercenaries escape. It all took place aboard a military research vessel and featured all manner of genetic experiments, new aliens (and plenty of them) and a new and improved Ripley. The film wasn't very well-received by the critics and didn't exactly break any records at the box office. Perhaps this was because the story wasn't the most original, or that the French director Jean-Pierre Jeunet, famous for his weird films like *Delicatessen* and *The City Of Lost Children*, was a bit too original for American audiences. Nonetheless, no matter how much of a letdown the film was, Fox are still quite happily churning out Aliens-related computer games. This new one comes out almost two years after the film's release, but don't worry because it looks like Fox have been using every available minute of this time in making *Alien Resurrection* a potential smash-hit title.



The highly detailed starship interiors give the game a gritty and realistic feel, just like the movies.



You get to play a wide choice of characters from the film, all with different special abilities.



seem like they could be impressive enough in the look and feel, like the film. Judging by these screenshots, you can make your own mind up, although bear in mind that Fox have a reputation for a high standard of graphics. Even *Alien Trilogy* on this platform doesn't look too bad for its age.

One of the most intriguing prospects of this game is the fact that due to the game engine employed, the environments will be fully destructible and the player can blow up or damage almost anything. To some extent this was seen in *Alien Trilogy*, with the glass being shot out and shower curtains being destroyed in the hunt for power-ups and ammo. To what extent you will be able to cause damage remains to be seen, but if the hype is to be believed, it will be on an unprecedented scale.

The best yet?

This hype is also making claims about the speed of the game, which it's promised will not let up at all and, coupled with the soundtrack to the game of dialogue and sound effects lifted from the movie itself, could well ensure that this game will be a heart-pounding experience when it appears early this year. The game certainly looks to be one of the most impressive PlayStation games of recent times in terms of graphics (the cut scenes in particular are worth watching out for) and the sound effects. What remains to be seen is how well the final product plays – will it be the next *Resident Evil* or *Gran Turismo*, or will it simply follow the film and be a disaster? Fox's record so far on the PlayStation – with games like *Alien Trilogy*, *Croc* and the *Die Hard Trilogy* being their most successful – seems to suggest that *Alien Resurrection* will be a game to watch for in 1999. Find out if this is true with our review some time soon.

Alien Invasion

For those of you who have been in **deep-space hibernation** for the past **twenty years**, here's a brief look at the **screen history** of the **Aliens** and the **Predator**...

Alien (1979)

Directed by Ridley Scott

Starring Sigourney Weaver, John Hurt, Ian Holm,

Harry Dean Stanton and Tom Skerritt

The first of the *Alien* movies was far more a horror film than it was science fiction. Echoing the monster movies of the fifties, it features the discovery of an unstoppable alien creature which metamorphoses from the embryonic face-hugger to the gigantic acid-dripping nightmare which stalks the hapless crew of the *Nostromo* through the claustrophobic corridors of their doomed ship. It borrows elements from the slasher movies such as *Halloween*, as one by one the minor characters wander off into the darkness to be killed off ("Here kitty") until only the heroine Ripley and Jones, the ship's cat, survive. At the end of the film she believes she has killed off the monster, but of course it returns in the sequel.



Aliens (1986)

Directed by James Cameron

Starring Sigourney Weaver, Carrie Henn, Michael Biehn,

Paul Reiser and Lance Henriksen



The sequel finds Ripley returning to the *Alien*'s home planet with a bunch of macho and over-confident Colonial Marines. They set out to wipe out the creatures, but of course they have the tables turned on them when it turns out that there are hundreds of the beasts swarming around the place. Contains the coolest line ever in a movie: "I say we take off and nuke the site from orbit – it's the only way to be really sure." This time Ripley manages to rescue one Marianne, a little girl and a mangled android before everything blows up. Won an Oscar for visual effects.

Predator (1987)

Directed by John McTiernan

Starring Arnold Schwarzenegger, Carl Weathers, Elpidia Carrillo and Bill Duke

An elite special forces commando team are sent on a rescue mission to the jungles of Central America, but find themselves being hunted down by an invisible enemy. This turns out to be an alien hunter who has stopped off on earth to gather a few trophies. The Predator (for it is he) picks off the commandos one by one with a variety of nasty alien weapons, until only Arnie is left. By use of low cunning and a few *Ewok*-style traps, Big Arn is eventually victorious, emerging virtually unscathed from ground zero of a nuclear explosion. Well, he is a hero after all.



VIDEO GAMES CHEATS & TIPS

A-Z LISTING OF CHEATS FOR ALMOST EVERY PSX, N64 & PC GAME INCLUDING:

Predator 2 (1990)

Directed by Stephen Hopkins
Starring Danny Glover, Gary Busey, Ruben Blades
and Maria Conchita Alonso



This sequel follows the alien trophy hunter to Los Angeles, where he faces Danny Glover, who plays (surprise, surprise) an aging cop. There's lots of action and explosions, but although he gives it his best shot, Danny Glover is no Arnie, and you keep expecting Mel Gibson to turn up and shoot something. Contains some great stunts and the essential minotaur ingredients of government conspiracy and secret research, but is ultimately not as satisfying as the first movie.

Alien 3 (1992)

Directed by David Fincher
Starring Sigourney Weaver, Charles Hallahan, Charles Dance,
Paul McGann and Brian Glover

This time Ripley finds herself marooned on a desolate prison planet, the only woman amongst a small group of male convicts. She has to fight the Alien Queen without the benefit of the usual armoury of exotic weapons, which are banned in the prison, and without her hair. The attempts at some dark religious imagery fall a bit flat, but the camera work is superb. The story has elements of conspiracy theory and attempts to tie the previous movies together into a single plot. Again, all the minor characters are killed off during the course of the film, and at the end Ripley dives into a vat of molten metal, taking the alien embryo inside her to a fiery death.



Alien Resurrection (1997)

Directed by Jean-Pierre Jeunet
Starring Sigourney Weaver, Winona Ryder, Dominique Pinon, Ron Perlman and Michael Wincott

After two hundred years, Ellen Ripley is brought back from the dead by the use of cloning technology, and is once again thrown into battle with her Xenomorph nemesis. This time she teams up with a group of renegade smugglers to thwart plans to cross-breed Aliens with humans in a plot to create the ultimate fighting machines. Ripley has her strength enhanced by the effects of the Alien DNA in her body, but the rest of the cast are pretty weak, with the exception of the lovely Winona Ryder, who I am in love with. Sigh...



PLAYSTATION GAMES

Abe's Oddysee
Acton Soccer 1 & 2
Adidas Power Soccer
Agile Warrior F-111X
Bio Freaks
Bloody Racer
Bomberman World
Bobby 3D
Bushido Blade 1 & 2
Best a Move 1, 2 & 3
Cardinal Syn
Carnal Breakers
Colin McRae Rally
Colony Wars
Command & Conquer Series
Coolboarders 1 & 2
Cruiser Crisis
Crush Bandicoot 1, 2 & 3
Crimin Killer
Cruc
Dark Forces
Darklight Conflict
Dead or Alive
Death Trap Dungeon
Descent
Destruction Derby 1 & 2
Diablo
Die Hard 1, 2 & 3
Doom
Duke Nukem: Time to Kill
Duke Nukem: Total Mayhem
FIFA 96, 97 & 98
Fighting Force
Final Doom
Final Fantasy VII
Formula 1
Formula 1 97 & 98
Forsaken
Gea 1 & 3D
G-Police
Gran Turismo
Grand Theft Auto
Hexen
Jersey Devil
Jet Rider
Jonah Lema Ragby
Jumping Flash 1 & 2
King of Fighters 95, 96 & 97
Klonoa
Kula World
Lemmings 3D
Loaded
Lucky Luke
Madden 97, 98 & 99
Mass Destruction
MDK

Mech Warrior 2
Metal Gear Solid
Miles Machines v3
Mortal Kombat 1, 3, 4 & Trilogy
Moto Racer 1 & 2
N20
Nagano Winter Olympics 98
Nemesis Warrior
Nascar Racing 98 & 99
NBA Live 96, 97 & 98
NBA Shootout 96, 97 & 98
NBA Zone 1, 2 & 3
Need for Speed 1, 2 & 3
NFL Face Off 97
NFL Face Off 98
NFL Game-day 97, 98 & 99
NFL 97 & 98
Nightmare Creatures
Nuclear Strike
One
Pandemonium 1 & 2
Parappa the Rapper
Pitfall 1 & 3D
Porsche Challenge
Pro Pinball
Project Overkill
Rage Racer
Rally Cross
Rapid Racer
Rascal
Ray Racers
Ray Storm
Rayman
Reboot
Resident Evil 1 & 2
Ridge Racer
Road Rash 1 & 3D
Rocco McQueen
Shadowmaster
Soul Blade
Soviet Strike
Speed Racer
Speedster
Spider
Spyro the Dragon
Star Fighter
Steel Reign
Street Fighter Alpha 1, 2 & 3
Ex Plus Alpha
Street Racer
Subnautica
Tales 1, 2 & 3
Tempest 3D
Tommy Area
Test Drive 4, 5 & Off Road
Tetris Plus
The Last World
Theme Hospital
Three Lions
Time Crisis
Total Mo. 1 & 2
TOCA
Tomb Raider 1 & 2
Tomb Raider Rally
Tomb Raider 1, 2 & 3
Total Drive
Triple Play 97, 98 & 99
Twisted Metal 1, 2 & 3
Victory Bazing
Vigilante 8
VR Baseball 97
VR Powerboat Racing
V Rally
Vs
V Tennis
War Gods
War Craft 2: The Dark Saga
War Hammer: Dark Omen
WCW Nitro

WCW Vs the World
Wipeout 1 & 2097
World Cup 98
World League Soccer 98
Warms
WWF in the House
WWF War Zone
WWF Wrestling
X-Com Terror from Deep
Xenious 3D G+
Zero Divide 1 & 2

N64 GAMES

All-Star Baseball 99
Banjo Kazooie
Bio Freaks
Blast Corps
Body Harvest
Bomberman 64
Best a Move 2
Dark Rift
Diddy Kong Racing
Doom 64
Duke Nukem 64
Extreme G 1 & 2
F1 Pole Position
F1 World Grand Prix
FIFA 64 & 98
Fighters Destiny
Forsaken
Gea
Golden Eye
GT64 Championship Edition
Hexen
Iggy's Rockin' Balls
International Super Soccer
ISS 98
Killer Instinct Gold
Lylat Wars
Mace: The Dark Ages
Madden 64
Madden NFL 99
Mario Kart
Mission Impossible
Mortal Kombat 4, Sub Zero & Trilogy
Multi-Racing Championship
Mystical Ninja: Starring Gamen
Nagano Olympic Hockey
Nagano Winter Olympics 98
Nascar Racing 99
NBA Courtside
NBA Hangtime
NBA Zone 98
NFL Breakaway
NFL Quarterback 98
NFL 99
Off-Road Challenge
Pilot Wings
Puyo Puyo Sue 64
Quake 64
Rampage World Tear
Snowboard Kids
Super Mario
1080 Snowboarding
Top Gear Rally
Turk 1 & 2
War Gods
Wave Race
WCW Vs NWO 1 & 2
World Cup 98
WWF War Zone
Yoshi's Story
Zelda

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Wipeout 1 & 2097
World Cup 98
World League Soccer 98
Warms
WWF in the House
WWF War Zone
WWF Wrestling
X-Com Terror from Deep
Xenious 3D G+
Zero Divide 1 & 2

PC GAMES

Abe's Oddysee
Age of Empires
Alien Trilogy
Cassini

Cassini 2
Cannon Fodder
Carnaggon
Championship Manager 97/98
Colin McRae Rally
Command & Conquer
Command & Conquer: Red Alert
Command: Solid Enemy Lines
Deathtrap Dungeon
Destruction Derby
Destruction Derby 2
Doom
Doom 2
Duke Nukem 3D
Exceller 2555 A.D.
FIFA 96, 97 & 98
Final Doom
Final Fantasy VII
Formula 1
Forsaken
G-Police
Grand Theft Auto
Hexen 1 & 2
Interstate 76
Jedi Knight
Klonoa Honor Guard
Mech Commander
Monster Truck Madness
Mortal Kombat 4
Moto Racer
Motorhead
Microsoft Flight Sim 98
Nuclear Strike
Need for Speed 3
POD
Premier Manager 3
Quake 1 & 2
Railroad Tycoon 2
Rayman
Resident Evil
Scream Rally
Test Drive 4
Theme Hospital
TOCA Racing Car Champ
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