



**ONE OFF THE SWITCH:** The Predator's signature wrist blades are leafy close in



**LOOK ON TOMMY:** SWITCHING to first person lets you tag multiple foes for later killing

# ALIEN VS PREDATOR

## SURVIVAL OF THE FITTEST

■ Publisher: Sierra  
■ Developer: Rebellion  
■ Genre: Shooter  
■ Release: December  
■ Website: [www.ssf16.com/](http://www.ssf16.com/)



**T**he good news is you're the Predator. The bad news is the Aliens don't like you. The good news is this game (a PSF exclusive - is based on the upcoming movie, *Alien Versus Predator 2*. The bad news is the Aliens don't like you.

Again, the good news is you made the choice nobody got access to Rebellion's fantastic-looking new slice of nightmarish combat before us, or even knew of its existence. This is its debut.

The bad news is the Aliens don't like you. Not much can survive in the face of a grinning, fully-grown, acid-blooded, slimy-toothed Alien. Even Ripley ran away. But as you know, Predators are pretty handy and somewhat hard themselves. *Survival of the Fittest* kits you out with all those deadly gadgets you'd expect - wrist blades, night vision modes, shoulder cannon, invisibility cloaking, spears and much more - and let you loose on the xenomorph menace. But they catch. Quite a few, in fact.



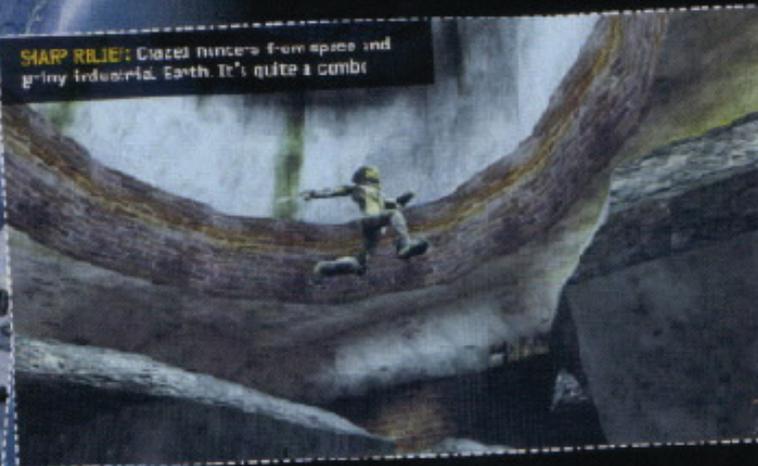
**DEEP AWAY:** The crested Predator also contains many things, such as an *Onyx* *Supercollimator*.

**LANDING ON THE PREDATOR:** The Alien menace is hard to slice up when it's right in here...





**GREAT MILITARS:** Thankfully, the non-stop Rubber season came to a violent end



**SHARP RELIEF:** Cloned dancers from space and grimey industrial Earth. It's quite a combo



• You're alone - it's just you, an elite Predator, against a horde of ceaseless space maniacs. A horde of ceaseless space maniacs who're already fighting the national guard, who in turn aren't going to be sending you any Christmas cards - none that aren't small and pointy and doing 750mph, anyway. There's a war on, and you're in the middle of it.

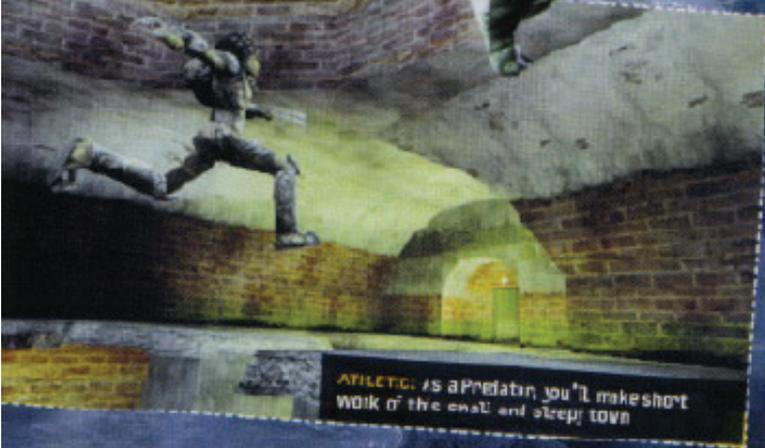
That's right, the National Guard - you're on Earth in Colorado, to be precise, in the small town of Gunnison, just as in the film. And it turns out there's nothing quite as effective as a familiar, typical little town - with its shopping malls, schools and hospitals - to make an Alien look really really

It gets worse. There are still parties of civilians in Gunnison, and they're looking for their missing friends. They're unlikely to simply ask the nice man with the long hair and shoulder-mounted cannon which way Bubba Billy-Eob went - and they're very likely to 'usle up some pan and try to throw it all over you.

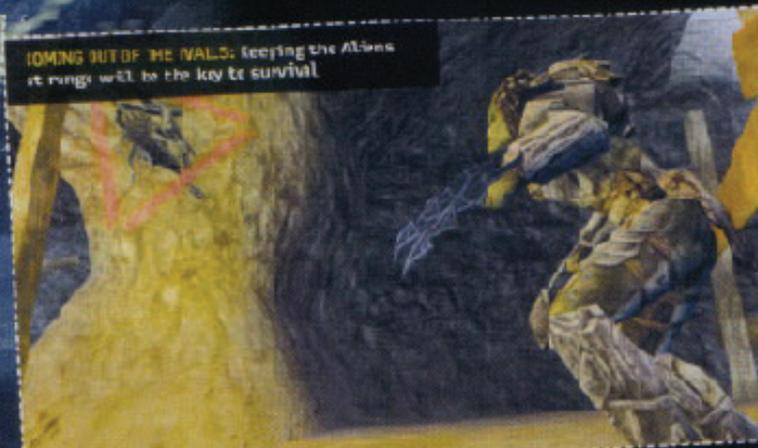
### YOU'RE GHOSTING US

Stealth is an option with your cloaking device, of course (so long as you don't get wet), and you can use vision modes to track and hurt humans fairly easily. But this really isn't about creeping around apologetically avoiding confrontation. You're a Predator, and you have a box of weapons even Mars Bix would left for too long, just feeling the weight.

Some we've mentioned already, but even the simplest have brilliant abilities. Wrist Blades are your default melee weapon, for instance, but



**ATHLETIC:** As a Predator, you'll make short work of the coal and sleep town



**COMING OUT OF THE WALLS:** Keeping the Aliens at bay will be the key to survival

**BMD-LEGS:** Aliens prefer a tight fit on their limbs while Predators prefer the basic utility of combat



## 'They're unlikely to ask the nice man with long hair and shoulder cannons which way he went'

They can still be combined. Similarly, the spear can take down multiple enemies AND has a useful auto-block feature if you're retreating, while the familiar, boomerang-style Predator Disc will kill everyone you've tagged up in first person mode, one after the other, before swooping back drenched in blood to your ever-loving hands.

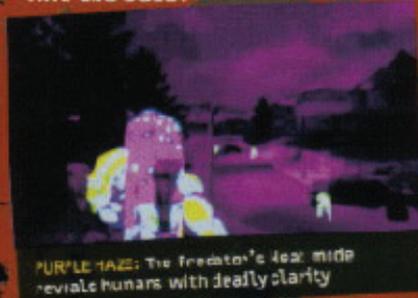
New weaponry is purchased with points earned from obeying your Honour system - more about this interesting code in a moment. And as you may be realising, the later, more sophisticated weaponry is a really severe health and safety liability. But then, it needs to be.

Skilled players can work their way up to laser

trip-mines, plasma grenades, throwing stars, a modified hand-held cannon that delivers plasma bolts at Uzi-type rates, the trademark shoulder cannon and - better set out of the way - dual shoulder-mounted plasma cannons. These enormous guns can be charged up by holding the trigger down - the longer you hold your nerve, the more powerful the blast. On the downside, it drains suit power furiously, leaving you temporarily at risk.

There are even a few suit modifications to earn such as the steel wrist shield (doubly so anything it smashes into, but also draining on power), and an advanced docking capability.

## Vision of beauty And the beast



**PURPLE HAZE:** The Predator's heat vision reveals humans with deadly clarity

You just wouldn't be the Predator without your special vision modes, but you have them so you must be the Predator. Logic is such a wonderful thing. The three alternate modes have their own distinct uses.

Firstly, there's the alien mode. This is tuned to highlight their acid blood, but will also show up whole Aliens pretty well and ever allow the tracking of creatures you're tagged up. Aliens also show upon your wrist computer.

Next there's the heat mode. This is best for finding humans and useful machinery, and can also be used for tracking - you don't have to attack, after all, as they could lead you to your enemy by obligingly getting horribly attacked.

Lastly there's Predator mode. Rather than being a handy for detecting your prey hair in mirrors, it's designed to show up those all-important bits of ship debris.



**TAIL OF TWO SPECIES:** Alien mode shows Aliens on a title else... apply sparingly



## Alien Versus Your Mates

In space, wi-fi still works fine

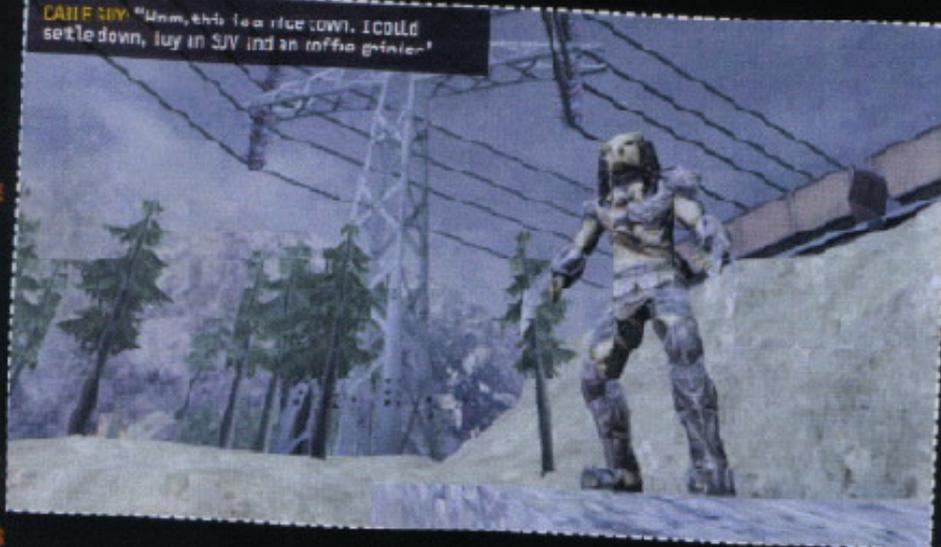


**LAST STAND:** Multiplayer pits your hard of Predator against waves of AE Vets

The main thrust of Alien Versus Predator's multiplayer is a last-stand type mode. It's an Ar-He mode that allows four players to get together as Predators in a fight off waves of marauding Aliens, where are the suitcase-sized automated sentry guns when you need them, eh? Enemies are healing one would help...

The multiplayer is one thing Rebellion has been slightly tight-lipped about, detail-wise, but the number of times they've mentioned it - and the Survival of the Fittest subtitle that's just oh-so-epic - tell us it certainly won't be merely a token wi-fi presence. And if there's anything more noteworthy than Aliens on your PC, it's that some Aliens are over everyone else's head...

**CANF BAY:** "Um, this is a nice town. I could settle down, buy in SUV and an coffee grinder"



## "You may be wondering what this tangled bunch of super-bastards is doing in the town of Gunnison"

This latter improvement allows you to track Aliens as well as humans - Aliens hunt by pheromone, so for most of the game those Dopple-schlag bugs can smell you coming.

Wait. We were busy explaining what a dreadful situation you've landed in, spang in the middle there, but got sidetracked. That's right - it gets still worse. Besides the hostile locust, flighter redsables and growling infestation of perfect, otherworld killing machines, there are the scintillating face huggers. And the chest bursters. Think that's just a normal, healthy man you're fighting? Good luck with that.

At this point you may be wondering what the hell this tangled bunch of super-bastards is doing in the tiny Earth town of Gunnison Colorado. But before we get to that, we should clear up the whole Honour system thing as that's what keeps you kicked out and - hopefully - breathing while you're there.

The Predator, despite being a deadly seven-foot tall trophy hunter from space, is

actually pretty cool. You can point to the dreads and the slow mouth-clicks and the oh-so-creaky spear if you like, but his sense of huntership fair play has plenty to do with it too. The Alien, after all, is just as good looking and far more deadly, but though hugely admired, you couldn't call one cool. An Alien couldn't pull Kate Moss, but a Predator might. In some weird and weepingly sad alternate universe we've just invented, that is.

### IT'S NOT ME

The Predator kills through choice, not by nature. Killing unarmed humans is not sporting, so you lose honour points for it. You even lose them for killing an Alien that hasn't killed anyone else or attacked you - heh, even a facehugger that hasn't impregnated anyone is a slight against your code of honour.

Staking and killing unarmed humans goes down very badly. Actually, if you're feeling really hard you can play without your mask - sight is impaired and obviously you won't have



**UNLEASH HELL:** Upgraded weaponry is available - check out the shoulder cannons here

**MENTA OF HONOUR:** Killing unarmed humans is frowned on, killing them once isn't



**LAST TO BE PICKED:** Predators are ace at basketball on account of their height. Other talents: killing



the vision modes, but honour points are doubled. It's either a quick way to glory or a quicker way to death. We can't decide.

Amazingly, not quite everyone in Gunnison is trying to kill you, and leaving innocents to their fate is frowned upon. Letting humans be killed by Aliens, facehuggers or chestbursters will also affect honour points negatively.

#### GIVE US A HUG

On the other hand, saving people from such horrors, whacking attackers and offing impregnated humans all earn you points. Better still, if you kill a prolifically murderous Alien you get an extra point for each of their victims. Rejoice! They won't have died in vain! They'll have bought you a nice new gun, which is sweet of them.

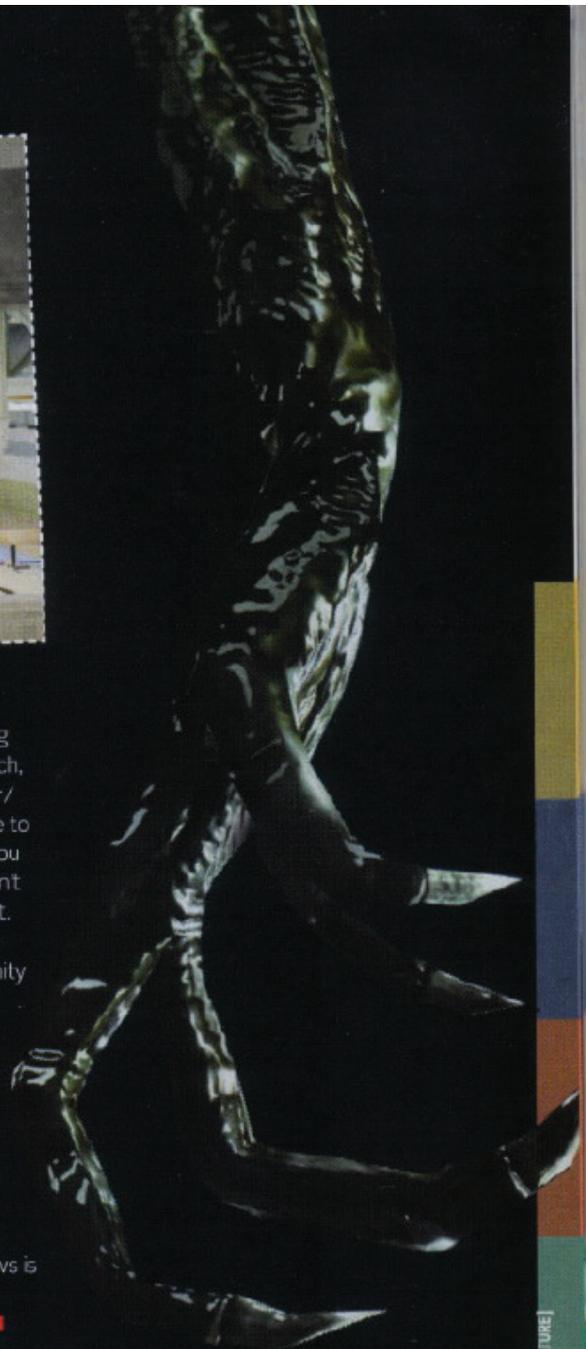
We said we'd explain what everybody was doing in Colorado. Remember the Predator's ship from the original 1987 *Amie* movie? It's

crashed in the woods outside town, setting free a whole pile of facehuggers and - much, much worse - a deeply unfriendly Predator/Alien hybrid you're ultimately going to have to take down. Of course, it's also important you find and destroy the ship wreckage - it won't do to have pesky humans getting hold of it.

Each of the 15 levels promises multiple routes, and of course there's the opportunity to customise and upgrade between the levels - it should lend itself well to replaying, if we're lucky.

But then, with HR Geiger's crackly insectoid space bastards crawling up the walls and a 'Predalien' hybrid waiting for you the whole damn time - waiting with the unbalanced patience of a jilted lover - you're going to need plenty of luck. Just to get through once. And the bad news is the Aliens don't like you.

The good news is your hair looks ace. ■



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