

Aliens everywhere! Enemies waiting patiently to spit acid in your face or suffocate you slowly and painfully! Where is this strange and eerie place? It could only be Fiorina 161, the planet that Ripley just happens to have crash landed onto! The xenomorph are everywhere and are doing their best to get through the entire prison population on the planet. There's only one thing Ripley can do and that is find the Mother Alien. Easier said than done, though. The closer you get to mother, the more aliens there are! Every corner turned brings new danger and unexpected attacks. What can a gal do in times like this? Well, she could grab a gun, power-up and set off on the final and most dangerous mission of her life!

Everyone should know the story of Alien 3 by now. If you don't, where were you in 1992? It was one of the most hyped releases of the year! This is the treat that a lot of Game Gear owners have been waiting for, so, after a quick trip to the options screen (limited to sound on or off), it's straight into level one! Nothing has changed from the Master System version, allowing the excellent graphics to grace the Game Gear as well!

The adventure begins in the underground prison complex and your task is to rescue seven prisoners who have been cocooned to the walls. Sprite size is excellent, but difficulty is raised because as the screen is so small, you often can't see things coming before it's too late!

As soon as you step into the prison, aliens swarm upon you from all directions, but there are loads and loads of power-ups to be found as progress is made through the levels. These vary from hand grenades (which are useless) to grenade launchers which are the most effective weapon to be found.



PRO TIP To stop the face huggers from suffocating you, wiggle the D-pad furiously from left to right until they fall off!

There are six levels which start to toughen up after the third. Face-huggers are everywhere and as you become so engrossed with defeating them, it's easy to forget about finding essential power-ups.

Sound is mediocre throughout, but due to the immense action involved, you probably won't notice the bleeps in the background. The graphics, however, are brilliant! Aliens are very detailed and the levels are intricate, which gives the content an added boost. Alien³ is packed with action and includes a slight strategy element which is the perfect recipe for a game of this genre.

● Sam "Blaster" Hickman

GAME GEAR

ALIEN 3
ARENA
SEGA
GAME GEAR

ALIEN³

ARENA ● £27.99 ● OUT NOW

CART SIZE.....2Mbit
PLAYERS 1
STAGES.....6
SKILL LEVELS 1
FEATURES n/a
CONTACT

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ACTION
STRATEGY

GRAPHICS 88%
▲ Play and the Aliens are superbly detailed.
▲ Lots of different backgrounds and power-ups.

SOUND 65%
▲ Moody tunes get you into that "blast-'em" mood.
▼ Unfortunately, they don't last all that long.

GAMEPLAY 88%
▲ Concentration is needed to complete the game!
▼ Size of screen slightly inhibits the gameplay.

CHALLENGE 87%
▲ Earlier levels act as a trainer for later set!
▼ Gets tough, making for an excellent challenge!

PROSCORE
88%

Good graphics, tough challenge and fast moving gameplay makes Alien 3 a blast from start to finish!



● Secret passages take you to other parts of the prison where you may find prisoners cocooned to the walls! Aliens lurk in their multitudes in these tunnels, so be careful!



ALIEN 3