

aliens



"There I was, just walking through this tunnel, minding my own business, when these aliens just walked up to me." "Nah! They never!" "They did."

on the move

On The Move used to be a programme for deaf people, back in the '70s. It was on some time before *Watch With Mother*, and I sat glued to it when I had nothing better to do (generally, every day).



punch!

This is the punch. It isn't very powerful, but it comes in handy at close quarters.



big punch!

After a flurry of punches, this scything, er, punch sends Aliens wheeieing through the air. (*Wheeieing? Ed.*) Yes, it's the opposite of Number Two's.



flying kick!

Jump and then kick.



throw!

Erm, pick up and then throw.



skid!

This will become your staple move, since it keeps the Aliens at bay, and can be used when attacked from both sides. You can keep kicking them when they're down (not unlike the Tory government) and could effectively nip off and make a cup of tea, while still winning. This move uses the sexy and sadly under-valued L and R buttons.



fire!

This is cheating, really, since you can't help but win using your shoulder gun. It charges with that little meter in the top right hand corner. See it? (*Yup. A Reader.*) Well, that's the gun meter. (*I know, you just said that. A Reader.*) It charges the gun. (*That's right. A Reader.*) How did you know that?



big fire!

If you charge the gun fully, until it makes a funny humming noise, this big fire (as I like to call it) rains down. It looks not unlike the Transporter Room in *Star Trek!*

"**Aliens™ Vs Predator™?**" asked Jackie™. "Okey dokey™," replied Nick™ Griffiths™. "I think you might™ be going over the top™ on the trade marks™," quibbled Jackie. "Hmmm™," mused Nick, not convinced™.

(Isn't pretext that news service on TV? A Reader.) Er, no.

Play-wise it's a six-level pure beat 'em-up, which is at least different from the other Aliens titles – except it isn't any good.

something funny

Here's something funny: *Aliens Vs Predator* came complete with a five-page document, stating how loads of improvements had been made on the Japanese cart, for this UK version. If this is the result, imagine how bad the Japanese version must have been!

Ha ha ha ha!
(See, told you it was funny.)

something else

Predator has a limited number of moves (the standard punch, kick, etc) and no special moves. He has a shoulder gun. And he can pick up a variety of – well, two – weapons. Still he is overpowered. Using the weapons,



"So what did you do, then?" "Well what could I do? I charged up my handy shoulder-gun, and fried the slime-ball." "Well, you had to really, didn't you?"

I found it lying in the street, honest

yellow jar

Here are some pick-ups. They make you more powerful than Alan Sugar, and even less popular.

This is a big yellow jar. It increases the length of your life meter.



predator



and a slide kick when attacked from both sides, you can keep the Aliens at a distance, thus ensuring a long and fulfilled life. You might not pick up a Duke of Edinburgh's Award along the way, but that's to come in 'Aliens And Predator Go Hiking In The Duke Of Edinburgh's Award Scheme'.

You can choose your ability level, number of lives, continues, that sort of thing. Novice level is a doddle; Hard is slightly more than super-humanly impossible.

thing is...

Thing is... Hey, I said that. Anyway, thing is, the graphics are really good, particularly the backgrounds. Unfortunately the animation's not very good, and the gameplay is just far too tedious: Bang, bang, bang. Dead Aliens. Repeat ad lib to fade. Each level, from the city streets to an encounter with the Alien Queen on the Orion Nebula, involves the same waves of the same Aliens, with a few Face-

Huggers and acid spits thrown in along the way. Bang, bang, etc. There should have been more variation in weaponry, more variation in the Alien attacks and more of a raison d'etre.

And, honestly, that's about it. No, really, I'm trying to think of something else to write. (*How about that time when you cooked cottage pie for someone and they turned out to be vegetarian! Ed.*) Yeah! (*Actually, I was being sarcastic. Ed.*)

i know!

I know! Hey, stop that. I could tell you how the music is pretty duff and hardly scene-setting. Or I could stress that even the bosses are pretty easy to bump off, using the sliding technique or the gun, again, but they do look quite good: really big and drooly, with silveryness and bony bits. And how they vary from flying Aliens to Aliens with big tails, to hordes of Face-Huggers.

And then I could suggest that you give *Aliens Vs Predator* a frighteningly wide berth, since it's dull. ☹



verdict

Pretty to look at, but pretty crap to play.

LEAD ZONE

Graphics: ██████████

Sound: ████████

Addictiveness: ██████

Playability: ██████

OVERALL 35

Out: August Price: tba
Publisher: Activision

spot the difference!



alien



sir john gielgud

the acid queen

Tina Turner once played the Acid Queen in *The Who's* rock opera *Tommy*. Do not, under any circumstances, watch it. This, however, is the Alien Queen, the finalest boss. What I'm trying to hint at is: I won! Yup, I at last finished one of these blummin' electronic game things!



"But do you know what it did then? It went and got one of its mates, didn't it?"
"It never." "It did." "So what did you do?" "I speared the both of 'em, didn't I?"

green jar

This one refills your life meter.



round green jar

And here's another green jar, except this one's round. It's like those floats you get from seaside novelty shops. Except those don't make you invisible - and this one does!



frisbee

Here's your frisbee. Even Predators need some leisure time too, you know.



javelin

And this is the javelin that Predator uses in the annual Predator Sports Day. Predator's mum and dad always attend, and are very proud when he wins a prize.

skull

And here's a skull, which gives you some extra points.

