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GamePro UK Edition Issue Nine

# GamePro

# ALIEN TRILLOGY

## FULL PSX REVIEW INSIDE

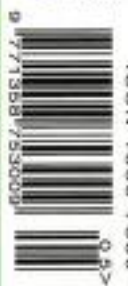
ISSUE

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MEDIA



LEF'S A BITCH

DUAKE • SHELLSHOCK • ULTIMATE MK3 • WING COM 4 • PANZER DRAGON 2 • GEX





*Sneak up behind the bitch and give her what for! Erm... with your pulse rifle of course!*

# ALIEN

By Major Mike



So, it's finally happened. Someone has eventually, after many years of weighing up the pros and cons, gone ahead and attempted the impossible – to create a decent game from one of the best series of movies ever made.

Alien fans around the globe have been clamouring for such a piece of software for many years, but up until now,

no-one has been entirely successful in bringing the bitch to the small screen of videogaming. Admittedly, Atari managed to intertwine the xenomorph hunting aspect with another great movie monster, and having combined them with one of the hottest gaming genres around, brought us Alien Vs Predator. This was in the early days of the Jaguar, but the game moved slowly, provided limited atmosphere and

basically wasn't as good as it could have been.

Now, several years later, Acclaim Entertainment and the dudes at Probe have produced this little beauty from thin air, and are currently in the process of slamming it straight onto your PlayStation.

### Three Times The Fun!

So, after years of waiting, is this latest addition to the Doom clone family tree any cop? Well, if you want a brief

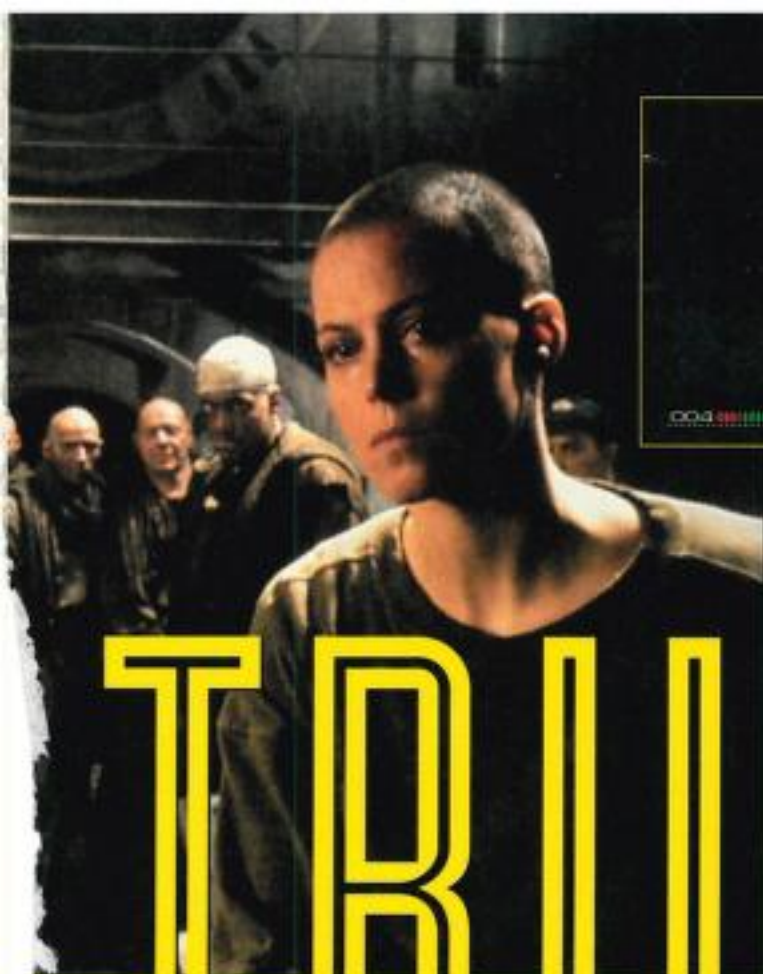


*Full of manly marines, Ripley's craft prepares to swoop down onto Acheron...*



*Bishop warms up the APC as the craft gains its footing on the desolate planet below...*





*Shoot security men, blow up loads of stuff and get your face hugged all in one game! Cool!*

# TRILOGY

answer, then yes, it's bloody amazing. But, if you want a long-winded explanation of why this latest PSX offering should soil the slacks of the most hardened Doomster in an instant, then we suggest you read on.

The aim of the game is fairly simple, well, in theory anyway. As Flight Lieutenant Ellen Ripley, you must make your way into the overrun base on Acheron and waste all the xenomorphs you can find.

On your way you'll be given various missions to accomplish, such as removing barrels from the base entrance, collecting ID tags from the dead occupants, obtaining numerous weapons and energy-enhancing pickups, and finding your way out through the egg-filled mazes before you.

## **Acid House**

As expected in a game of this nature, various swiftly

approaching enemies will try their hardest to make sure your mission fails. And, as this is an Alien game, these oncoming nasties take on the form of the beasts from the films. Chest-bursting snake aliens, the spider-like facehuggers, immature dog aliens, fully grown xenomorphs, and even the big bitch herself all put in appearances throughout the game, and try as they might to stop you in your tracks.

Most of these annoying mutants can be easily removed from existence with one of your many available weapons. The standard military issue 9mm pistol gets the job done, albeit rather slowly, but the later weapons are the ones you really need to make any progress.

## **Bitchin'**

Hicks' trusty shotgun makes an appearance, as does Vasquez's devastating Smart



*As the rains falls heavily, the hapless marines step outside and attempt to secure the base...*



*They bypass the automatic doors thanks to their marine training, as Bishop looks on...*



*Once inside the base, the military motion trackers go bananas and things get spooky...*



At the start of each mission, you'll receive specific orders telling you what to do



Right: Just one of the many ways you can die. Have your face hugged to death, fall in acid, get eaten or just get shot. It's easy!



# ALIEN



Gun. Ripley's fave, the Flame Thrower, and the highly effective Pulse Rifle also turn up during the course of your mission.

Extra ammunition for these bullet-blazing beasts can be collected during play, as can a wide range of health-restoring goodies. And believe us, you'll need them!

Medikits, the Auto Mapper, protective boots and vests, Night Vision goggles, energy boosts, adrenaline shots,

battery packs and the ever-handy shoulder lights are all available for you to use. The only problem is knowing where to find them.

### Xenomorphin' Fun!

Don't be fooled into thinking that this game is just Doom with Aliens. Doom may have started the ball rolling with all this first-person perspective jive, but it seems that the guys at Probe have done some serious thinking with this title,

and were desperate to produce something more than a dodgy film-licensed clone.

Tension is another important factor with Trilogi, something which the atmospheric music, sound effects and beautifully created levels back up 100%.

The game doesn't just put you in Ripley's shoes – you are Ripley! Every noise you hear sends shivers down your spine, and the ominous bleep from your motion tracker



Staring up through an acid-created hole, one of Ripley's team quickly becomes lunch...



In a panicked frenzy, marines go mental and quickly become trigger happy chappies...



Bishop looks on helplessly as his colleagues are ripped to shreds before his very eyes...



*Aaarrghhhh!  
Several aliens  
are chewing at  
my bones and  
sucking at my  
face! Oh pooh!*



*Blow up the  
eggs! Stop the  
evil aliens from  
spreading, now!*



*Watch out for the  
steam pipes.  
Instant damage  
aboy if you touch  
these babies!*



# TRILOGY

where something draws near is hair raising to say the least.

Most of the time you'll sense that there is something other than you in the room. Your motion tracker confirms it, but due to the shading and lighting of the levels, the alien enemy is nowhere to be seen. This is where the panic factor comes into play.

Your heart pumps, your palms sweat, you quickly become engrossed in this mysterious world of endless

corridors and blood thirsty bitches, but you carry on regardless.

Yes, we think it's safe to say that Alien Trilogy is one hell of an addictive piece of software. It's also one of the toughest titles we've played for a long while. Without the use of a handy cheat or a complete list of passwords, you'll find yourself pulling your hair out at the complexity and difficulty rating. Nevertheless, it's a beauty.

If you've mastered the PlayStation version of Doom and you can't be bothered waiting for conversions of 3D classics Hexen, Heretic and id's forthcoming Quake, then Trilogy should be high on your want list. It's creepy, it's kooky and altogether spooky, plus it puts you in the main role of one of the cinema's best loved intergalactic heroes, and that in itself ain't half bad.

Seriously, buy this game. It's a Godsend.



*Aliens storm the APC! Now it's down to you  
and your pulse rifle to sort this mess out...*



*Not of course before you've checked out the  
groovy title screen and got all juiced up!*

Playing with fire!



Flame Thrower



9mm Pistol



Pulse Rifle



Shotgun

PlayStation Game Profile

**ALIEN TRILOGY**  
ACCLAIM

*The best movie-  
licensed game ever  
made. Awesome  
graphics, supercool  
sounds and an  
oversized portion of  
absorbing gameplay to  
boot! Trilogy rules!*

STBA  
Available now  
3D shooter  
1 player  
First-person view

**93%**