



Eat this!

John Hurt was the first of many to play host to the parasitic being with a habit of bursting out of unfortunate chests. *Alien* drew audiences with its claustrophobic, suspense-filled drama but its sequel (from a different director) took the genre to different heights with excitement and action the key to the feature. The third *Alien* film took the series back to the suspense flick ideal, but was found by many to be disappointing. There have even been previous games for each of

in a crashed alien space ship. All areas are presented and played in true *Doom* tradition with 3D tunnels, elevators and doors. *Alien Trilogy's* puzzle aspect manifests itself in the form of activating doors, finding batteries and other such activities, all designed to either let you progress further into a level or exit it. There are also, not surprisingly, a host of HR Geiger creations to kill or be killed by. From face huggers to dog-like monsters – considerably more of the buggers than there were in the third film – all can be shot with the various weapons you can find as you proceed

# Alien Trilogy

the films – two for *Aliens*, in fact – but, without a doubt, *Alien Trilogy* is the most palatable.

Combining elements and scenery from all three films, this Acclaim release is made up of three sections. The first mission – made up of roughly twelve levels – centres around the clearing of a colony base infested with xenomorphs, the second in an isolated prison colony and the third

through *Alien Trilogy's* thirty-plus levels. You begin with a simple pistol but soon find a shotgun, before progressing to such wonderful pieces of hardware such as



## Alien Family Album!



Face Hugger

Ugh! These aren't the unstoppable menace they were in the films, but there are lots of them. Should they attach themselves to you, firing and moving like a nutter dislodges 'em. Easy to pick off, even with the basic pistol.



Black Alien

These are initially hard to kill. Once you've got better weaponry they're fairly easy to pick off. Later on in *Trilogy* they become much harder to kill and, what's more, they attack in numbers. Best killed with the Pulse Rifle or Smart Gun.



Dog Alien

Easier to kill than the Black Aliens, these are a breeze to wipe out – even when they attack in a group. The standing versions – pictured above – are somewhat harder to dispatch, but you don't encounter many of them. Kill with the Smart Gun.



Alien Egg

Don't stand too close to these! Laid by the alien queens – but encountered through all the levels – eggs issue forth Face Huggers when approached. However, they can be shot from a distance. Get fairly close and use the shotgun to pick 'em off.



Alien Queen

Each of the three sections has its own Queen. Killing these is a simple matter of dodging their attacks and firing off every piece of ammo you have to hand as they can't move while they're being shot. Use grenades for a quick kill.





Smart Gun and Flamethrower. Each weapon can hold a certain amount of ammo and, like *Doom*, conserving this for when you need it most is highly important... essential, even. Running out of firepower leaves you with the pistol on infinite fire, but the reload rate is incredibly slow. Finding yourself in such a predicament is a usual prelude to the game over screen...

As in other games of its genre, there are secret areas to be found if you're observant enough. These often contain much-needed ammunition, armour and health bonuses.



# ogyn

While it's possible to complete levels without finding these, you'll still find stockpiling equipment a prerequisite to completing later levels, especially the difficult ones in the Alien Spaceship. This is especially important the first time you play the game as, without a doubt, you'll be too busy being wowed by the scenery to notice the blinkin' huge alien sneaking up behind you...

Probe — *Trilogy's* programmers — made the right decision when they decided to use the licence in such a fashion. If we had to criticise it in any way, we'd have to say it's perhaps a little easy to complete... but then, with so many secrets to discover, the potential play life is much greater than you may think. *Trilogy* is packed with atmosphere and ranks as one of the best arcade blasters on the Saturn with a good dose of thoughtful moments to complement the mindless slaughter. A must for xenophobes...

## Get tooled up!

As you wander around the dark, dingy corridors of *Alien Trilogy*, you'll come across many barrels and crates. Blast these wide open and they reveal all kinds of goodies to help you!

### ACID BOOTS

Wear these and your feet will be protected from the acid alien blood.



### AUTO MAPPER

Love may be blind, but you won't do well if you are. Switch this on!



### FLAME THROWER

Toasting aliens is great fun! If you listen you can hear them sizzle!



### NIGHT VISION

Remember that famous scene from *Jurassic Park*? You can see in the dark.



### PISTOL

Not the most impressive weapon, but handy to keep as a back-up.



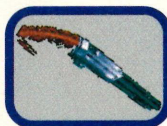
### PULSE RIFLE

So called because it takes away any pulse the aliens may have had!



### SHOT GUN

A couple of blasts from this and there'll be green blood oozing everywhere!



### SMART GUN

For any marine who's smarter than the average gamer!



No, we don't have a clue as to what a Stormtrooper's doing in *Trilogy*...

# TOTAL SATURN

## Score Sheet



Publisher: Acclaim  
 Players: One  
 Price: £39.99  
 Released: Out Now  
 Game type: Shoot-'em-up

### GRAPHICS 90

↑ **Pros:**  
Dark and detailed

↓ **Cons:**  
Maybe need a little more variety

### SOUND 89

↑ **Pros:**  
Atmospheric FX, admirable tunes

↓ **Cons:**  
More music, perhaps?

### GAMEPLAY 90

↑ **Pros:**  
Excellent action-packed moments

↓ **Cons:**  
Perhaps a little easy

### OVERALL %

# 90

## Score Sheet