OVER LI

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the way games mags are looked upon. Only complete anoraks play games all

day. So we're here to appeal to all those amongst you with a life! Basically this is a sneak preview of what you can look forward to in your favourite mag. Every month we'll be covering all manner of wild stories and top class features. If it's novel and interesting it'll be in here at some point in the future. Hopefully all my hard work will pay off and you'll enjoy this issue. If the general response is good, OTE stays and grows. If nobody likes it, I join the dole queue, again... C'mon lets hear your views. Mass respekt, Brad.



IN
LONDON
EVERYONE
WILL HEAR YOU
SCREAM...

If you're a big fan of the Alien fillms, then you'll love this. London's Trocadero - perhaps the biggest and best arcade in the UK has a new attraction. Forget about Virtual Reality, forget about Sega's R360 because Alien War is here. It's a 15 minute experience that takes you to the far side of the galaxy to do battle with an unknown xenomorph... an Alien.

No-one can deny the Alien movies credit when it comes to the action/suspense stakes. Faultless storylines, excellent special effects, and brilliant direction have helped to build the films' success. Nothing, however, could prepare you for Alien War Experience. The attraction is designed by Gary Gillis and John Gorman, both renowned throughout the movie

"I SUPPOSE IT'S A BIT LIKE JURASSIC PARK, BUT WITH ALIENS"

Industry for their theatrical designs.

I was invited into the dank, claustrophobic tunnels. After the briefing from a tall, muscular

space marine, I was guided through an airlock. My blood turned cold as I walked into an environment similar to that of the terraforma-base seen in the Aliens movie. I was assured by the Marines that they could guarantee my safety.

Even as the area was being secured, I was still apprehensive. As we walked deeper into the complex the metal walls seemed to inch towards each other. My adrenaline was pumping, and my nerves were going. It was becoming increasingly difficult to recognise the fact that I was only a couple of minutes away from London's Leicester Square.





Above: Have you the erve to join the Colonial marines?

Far left: One of the beauties you can look forward to meeting

Left: All the thrill of successfully been recreated!



John Gorman, Produce

The creator of the original Alien designs, Hr Giger (Centre).

FORGET ABOUT PLANET HOLLYWOOD, THIS IS PLANET LV-426"

Suddenly the lights went out. Two seconds later the red emergency lighting kicked in, and then, through the haze of the smoke, I caught my first glimpse of one of the monsters. Under this lighting the Marines hurried me on, running

through the small tunnels. The tension mounted. I heard someone scream and one of the soldiers advised me to wait whilst he checked out the corridor ahead. Being a civilian I wasn't allowed to use any weapons, so even if I caught sight of one of the monsters all I could do was point. This, in itself, helped to build up the already frightening and dark atmosphere.

We watched as the point man walked forward. The motion tracker started to pick up something big, moving towards the solitary soldier. We shouted warnings, then out of

Gorman (Left to Right)

Separated at birth? Left: Hudson lays waste to a face hugger. Right: I'm actually wearing genuine armour as seen in the film!



nowhere an Alien pounced and began to savage him. The man by my side took aim, but couldn't afford to take the shot in case he hit his partner. Then as fast as the monster appeared it was gone. So was the soldier.

> The route ahead just wasn't safe, so we took a small fork to the left. As we ran, we heard something behind us, and spun around. I yelled. The marine pulled the trigger and fired slug after slug into the xenomorph. The flash from the gun could be seen; the sound of the bullets and even the screams of the dying Alien could be heard. This was frightningly real. We

ran through the endless comidors and then all of a

sudden came across a mesh floor. I could just make out a nest of Alien eggs, some of which were opening, with face huggers all ready to pounce. How were we to get out of this hell? How would you? Thats the appeal of Alien War.

Whether you're an Allen fan or not you've really got to enter into the experience. It takes those Laser tag games not only one, but two steps further. Don't expect to be firing a thin laser beam into plasticky costumes because it's just not like that. I've often considered myself fearless, but the realism of Alien War is unlike anything I've ever experienced. It is genuinely

Gary Gillis, Director scary, and the complex is of the same quality as that in the films. The whole system is controlled using some pretty heavyweight computers, but I'm not prepared to give any secrets away.

If you manage to escape to relative safety which can be found within the confines of an Armoured Personal Carrier you can then visit the museum. Here you'll be able to view all manner of props and items that were in the original films, including the body armour (as you can see from the photo, I'm wearing Hudson's), weapons and everything any self repecting fan could wish for.

So, what is on offer is an insight into the life of a colonial marine and a well researched and jam packed museum to boot. There's also the option to buy Eight metres... a load of exclusive merchandise! Now on to the main question, how much

> does it cost? Adults £6.95 and children £4.95, which is extremely reasonable if you consider you're slap bang in the heart of London. Fan or not, Alien War is an experience that you just can't afford to miss. If you're ever in London why not make your way there, but be prepared for nightmares (I'm not joking).

"There's movement all over the place. Seven... Six...

> ALIEN WAR, TROCADERO CENTRE, COVENTRY STREET, PICCADILLY CIRCUS, LONDON

UNLIKE ANYTHING EXPERIENCE