

JAGUAR



ALIEN VERSUS PREDATOR

THE GOOD

Nice graphics plus a variety of weapons and strategy will keep the gamer playing this cart for hours.

THE BAD

The graphics get a bit pixelated when you get very close to certain objects.

THE UGLY

The Alien and Predator when you see them up close—UGLY!



FACT FILE ALIEN VS. PREDATOR

MANUFACTURER

ATARI

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

APRIL

CARTRIDGE SIZE

N/A

NUMBER OF LEVELS

9

THEME

ACTION

% COMPLETE

45%

The deadliest alien life forms in the galaxy are thrown together into the same space station and must fight it out to survive. Also thrown into the mix is a Colonial Marine! Alien vs. Predator is hitting the Jaguar and it offers a new perspective to the theme: A first-person view where one can play as either of the title characters, or go at it as a Colonial Marine. Each of the characters has his/her own weapon systems and strengths/weaknesses. For example, the Alien is very fast, but does not have the complex and powerful weapon systems of the other two fighters. The Colonial Marine must find ammunition for his weapons, but he can plug into any of the computer terminals located around the station. And the Predator has probably the most complex weapon systems of all in addition to heat-seeking vision.

ICONS, OTHER ITEMS AND ACTIONS TO PERFORM:

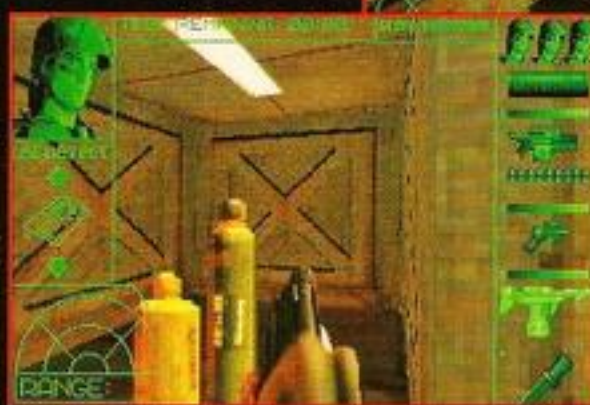
FUEL AND AMMO:

As the Colonial Marine, you must pick up extra ammunition and fuel for the weapons you will use throughout the game.

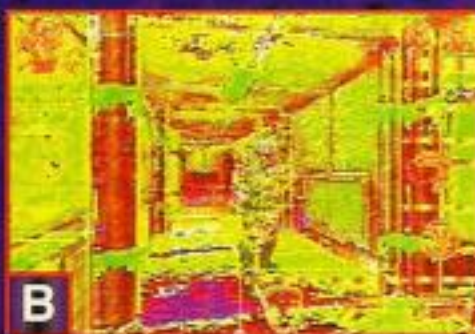


OPEN DOORS:

There are several elevators and rooms you will need to use to inspect for items. Be careful when opening doors!



PLUG INTO THE COMPUTER AND FIGHT IT OUT:



SURVIVAL:

The Colonial Marine must use the computer terminal to get updates on the station's situation from time to time (A). Use the Predator's infrared vision to spot enemies (B). Blast the Predator before he cloaks himself (C). In the dark corners of the station, you will find the Alien's eggs (D). Ugh, facehuggers!



THE ALIEN:



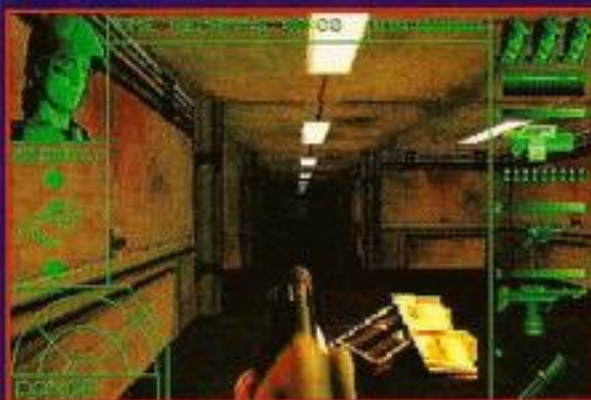
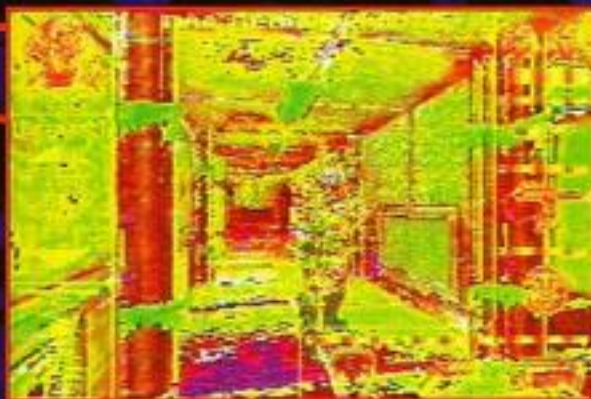
The deadly Alien is the fastest moving of the three characters in the game. It has three weapons of attack: a long tail to snap at enemies; smaller extendible jaws for lightning strikes to use on enemies at a distance; and its deadly claws with long nails to slice. The Alien has to keep watch for the Colonial Marine, and more importantly, its archenemy—The Predator! The Alien sees things in normal view and has the selection of only the three aforementioned weapons. The Alien has the advantage of not having to find extra ammo.



PREDATOR:



The Predator has some of the most complex weapons in the game! It has several weapon systems including: a razor-sharp throwable disc, a retractable hand knife, a guided shoulder laser and his power-fist. It also has several lines of sight including thermal heat-seeking vision, where anything living will show up in bright red. Its archenemy is the Alien, but the Colonial Marine is an almost equal match. In addition, it has a voice sampler to listen to its enemies' dialects as well as the ability to make itself invisible with a cloaking device.



COLONIAL MARINE:



The last warrior is the Colonial Marine, who, like the Predator, has a variety of weapons and items he needs to use. He also has computer skills which are incredibly useful on the many computer terminals located around the station. He is armed with a Pulse Rifle, Flame Thrower, Pistol and Knife. His enemies are the equally hated Predator and Alien, with the added menace of facehuggers pitted against him, too. He must constantly find ammunition located around the base to replenish his supply.