

# WARRIORS



**FROM: MINDSCAPE**



If someone offered you a plate of biscuits, who'd pick a boring, flat old Rich T when chocolate Hob Nobs were also on offer? And, in just the same way (yes - just), who'd want a boring old two dimensional *Mortal Kombat*-style beat-em-up when you could have a futuristic 3D *Virtua Fighter* one instead?

*Warriors* features just such a 3D perspective, but instead of being made up of polygons the characters are made up of a sum of dots which are gathered together to create the

And you, of course, can't see these guys move. Smooth is just the word.

Reckon *this* looks better than *SF2*? Well it does.

moving parts of the body, and then linked together to create the full character. And the result? Total 3D with not an angle in sight.

Unlike *SF* and *MK2*, you can interact with the scenery by swinging on hooks or smashing bits. And, from what we've played of it, the controls and special moves are as splendid as you could ever have hoped.



# ALIENS

## THE COMIC BOOK ADVENTURE



"Would it help if I said I was sorry?"



"Okay. Just a little one. But no tongues."



"Well, it's not much, but it's home."

**FROM: MINDSCAPE**

Graphics, of course, don't make or break a game, but take one look at *Aliens - The Comic Book Adventure*, and you'll have to be careful that your eyes don't pop out of your head and roll under a car, or something. Because - yes - those pictures really are in-game shots. Those massive robots really do stomp their way down the corridor, and that alien really will jump and nobble you if you're not careful.

Based on the Dark Horse comics, *Aliens* aims to re-invent the move-a-mouse-about-and-click-

on-things graphic adventure - a style of game that has always won favour on the PC.

If you've been weaned on a diet of Nintendo and Sega games you may have never seen this sort of thing before, but believe us - they're utterly absorbing, and totally brilliant. And *Aliens* is so much so that before you know it you'll be contemplating ram-raiding Dixons for a PC to play it on.