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ALIEN



» What is Zelda Universe?

Rumours continue to circulate as to whether Nintendo have a Zelda MMO in the pipeline - rumours that have only exacerbated with the discovery of an ESRB (Entertainment Software Rating Board) rating for a new game called Zelda Universe. Interestingly, no platform is given for it, it just says 'online'.

£160

Nintendo 3DS drops to its lowest price yet - Carphone Warehouse, expect a rush anytime now.

RESURRECTION!

» In Spring 2012 everyone will hear you scream

» Info

FORMAT 360, PS3, PC
OUT Spring 2012
DEVELOPER Gearbox Software
PUBLISHER Sega
PLAYERS Single player, multiplayer

WHAT IS IT? A first-person shooter set in the world of xenomorphs and facehuggers.

Gaming has never been short of titles attempting to replicate the anxious, claustrophobic brilliance of the Alien films. Yet the most notable among them have either invited Predator along for the ride (um, 1999's *Aliens versus Predator*), been impossibly hard (2000's *Alien Resurrection*) or not really tried that hard to stick to the USP of the series at all (1992's *Alien* on the Atari, which gave up on fear, paranoia and corridors and stuff and instead offered forth a bizarrely sci-fi version of Pac-Man instead).

Yet truth be told, it's only really in the modern era that gaming has had the tech to host the Aliens game we've been craving since we first trembled in fear through the films. Now, six years in the making, *Aliens: Colonial Marines* (not to be confused with EA's aborted attempt to give flight to a game of the same name on PS2 in 2001) might just be that game. We're thinking CoD with aliens, and we forgot quite how excited we were about its existence. We're pleased it's finally here.

» Top Gearbox

Brought to you by Texan developer Gearbox Software - best known for their *Brothers in Arms* WW2 series - the signs are looking good. It's got proper sci-fi pedigree, having been written by Battlestar Galactica writers Bradley Thomas and David Weddle. It's looking pretty brilliant too, with art taken from the hand of Syd Mead who produced concept art for the second film. Yet perhaps best of all is the fact the plot is said to follow on from the events of that very film, *Aliens*, by far the outing in the series with the most out and out space carnage.

We haven't actually got our hands on the game yet, but we're itching to dally. For one thing, the multiplayer experience sounds thrilling, drawing inspiration from the N64's *GoldenEye* and it's quarter screen playground, or Left 4 Dead Drawn and Quartered. For another it's promising to feature acid blood. As our grandfather once told us: he who is tired of acid blood is tired of life. Roll on spring. *GLA*

How excited are you about...?

ALIENS: CM

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