

EXCLUSIVE!

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Aliens: Colonial Marines first look!

Space-set bug hunt shaping up nicely

➔ WITH PRETTY much the coolest baddies ever to bother a movie screen, *Aliens* was always rife for video game pillage – this is the 31st *Aliens* game! So Brian Martel, creative director of *Aliens: Colonial Marines*, tells us why it could be the best one yet! (PS, it's out spring 2012, so you've ages to save up.)

INTELLIGENT ALIENS

"Our Aliens are just as cunning and vicious as the ones in the movie. They react intelligently and pounce from every conceivable angle!"

DYNAMIC LIGHTING

"Realistic lighting is really important for this game as the Aliens are constantly moving in the shadows – you'll often catch them in your peripheral vision!"

PULSE RIFLE

"Our weapons are totally accurate to the *Aliens* movie, but we've added to the film's models to work with the optional first-person perspective!"

ACID FOR BLOOD

"Be careful if an Alien knocks one of your squad to the floor. These killing machines have acid for blood, so if one takes you down, it's game over!"

FOUR PLAYER CO-OP

"Got a few buddies who want in? As the Colonial Marines operate in squads, we're putting in four-player co-op, where fights can be joined at any time!"

BUG HUNT!

"Quick! he's going to tea bag Dave!"