



# Aliens



CD ONLY

Minimum PC: 486DX2, MS-DOS 5.0

Minimum memory: 4Mb

Minimum graphics: SVGA

Sound: All major soundcards

**In the depths of space, nobody can hear you scream. In the PC Review office, nobody can stop Mark Patterson howling.**



**L**ike 99 per cent of this country's population, I've never read the Dark Horse Aliens comic books this game is based on. I have, however, reviewed several thousand games, watched the original Alien and its sequel umpteen times and paid money to have some bloke swear at me at Alien War in the Trocadero. So I reckon I'm something of an expert when it comes to Aliens. And games.

In light of that, and my strange and unnatural games reviewing powers, I pronounce this game a failure. Amazing, really, because I'd have thought it almost impossible to cock-up an Aliens licence, even the comic version. But Cryo seems to have managed it in spectacular style.

◀ **Even with a big robot suit, the aliens paste you in almost every battle.**

**Problem: one bloody great hole and two blokes in robot suits. Solution? Don't ask us. ▶**

First and foremost, Aliens: The Comic Book Adventure is, as the title says, an adventure — although a rather silly one at that. Take this as an example. You're the commander of a terraforming vessel sent to investigate an SOS coming from a mining colony. Now, that suggests it's simply a matter of landing and finding inventive ways of not being eaten alive, but oh no. Your first task is to feed the crew.

Your problems are compounded by your character being a complete dillon who nobody likes. Then it transpires that, although you're in charge of the ship, you don't even have a pass card to use the elevator. The only way you can get it is by talking to your stropky medical officer who, after a trial and error conversation, will eventually hand over the card.

And your problems don't end here. Once you arrive at the base you are given no clear indication as to what you are to do once inside. The very first room has side doors aplenty, but you can only see some of them when you're standing in a particular location. And as for the

control system, it's so appallingly clumsy I lost my temper with it.

The only bright spot is the combat. Here you get your little rendered bloke going up against a little rendered enemy. It's quite jolly really.

But that's about it. The rest of the game looks like the designers have spent far too long fannying around getting the graphics right rather than working on the gameplay. So it scores a few points for looking good, and having aliens in it, but apart from that — nada.

## PCR VERDICT

Type: .....Graphic adventure

Publisher: .....Mindscape

Price: .....£44.99

Contact: .....(01444) 246333

**A disappointing adaption of a great theme. Good atmosphere, but gameplay seems to have been an afterthought.**

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