

# Alien vs. Predator

One of the best Jaguar titles is back, rebuilt, and looking great



Whether players encounter humans, aliens, or predators, the action is intense. The leap from sprites to polygons is very well-executed



Format:	PC, PlayStation, Saturn
Publisher:	Fox Interactive
Developer:	Rebellion Development
Release Date:	Spring 1998
Origin:	U.S.

**A**tari's ill-fated "64-bit" system had a dearth of A titles, but the few that existed were remarkable. *Tempest 2000* was excellent, and *Alien vs. Predator* was just as good. Now, Rebellion is wisely moving the game to more viable systems, and from what **Next Generation** has seen so far, it could have the best console shoot-'em-up yet on its hands.

Paul Provenzano, executive director of product development for *AVP*, assures us that the game is not only completely rebuilt, but even better than its predecessor.

"We don't use any code from the Jaguar game," Provenzano says. "The only thing we took from the original was the ability to play as the marine, alien, or predator. It's a significantly different engine, and it's a completely 3D world." This enables such interesting features as

running along the walls or ceilings as the alien, as well as welcome additions such as crouching, and an adjustable viewpoint.

The three characters don't just have different HUDs: Their methods of attack are different, their weaponry is different, and their motivations are different. In multi-player games, any combination of creatures is possible. Matches of seven aliens versus one marine could be quite common. Rebellion is even supporting PlayStation's link cable.

First-person shoot-'em-ups have not fared all that well on consoles, so it's rather ironic that one of the best is on a long-dead system. Hopefully, the new *Alien vs. Predator* will lead the way towards the next level.



Ambient, low-level lighting conveys the dark mood of the game