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Alien Trilogy

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vs. Alien Trilogy

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Cover Feature

Aliens everywhere! Round 'em up with *Sega Power!*

16 Alien Trilogy & Space Hulk

THIS MEANS WAR! Fans of 3D shooters are in for a treat this month as we take a look at the EXCELLENT new games *Alien Trilogy* from Acclaim and *Space Hulk* from Electronic Arts. They're both pretty similar, so which one is going to be the best? We know the answer...



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Part two of our rapidly-expanding players' guide.

BUYING SECOND HAND?

Check out our NEW section first - on page 71!

Earthworm Jim 2



Finally, Jim makes it to the Saturn. But is it really anything to shout about? (Page 50.)

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Preview

Saturn

We've ALL the information on playing Acclaim's smart new shooter, Alien Trilogy, that you could ever want to know. Levels? Weapons? Atmospherics? Gameplay? Start reading **HERE**.

Alien Trilogy

Doors will get out of your way automatically.

No aliens are yet, just lots of lovely corridors and exposures. We don't mind one little bit.

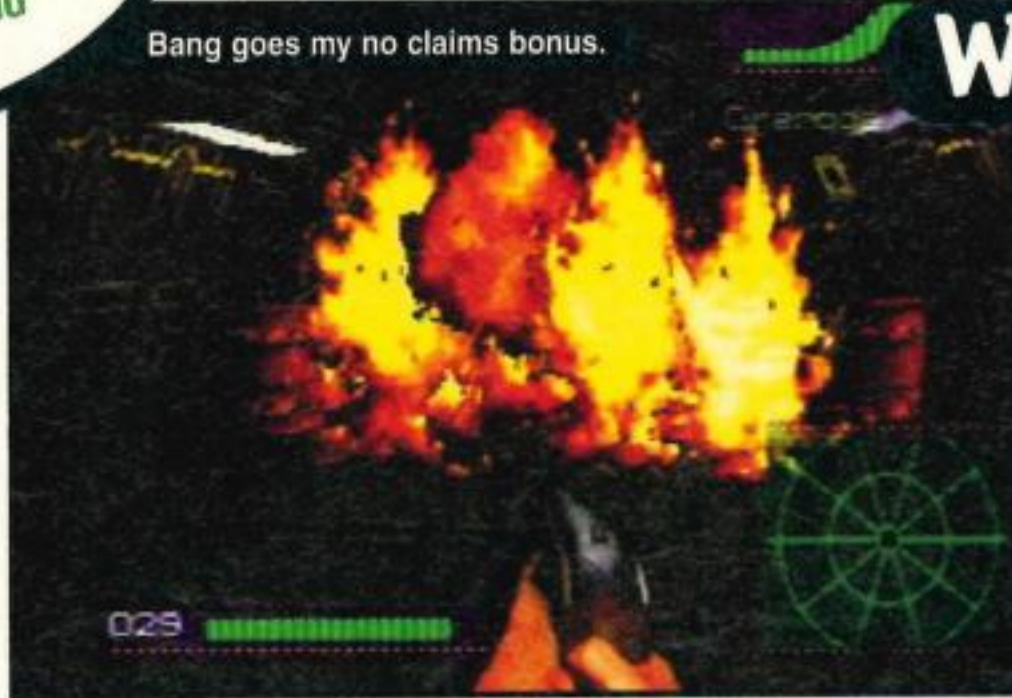
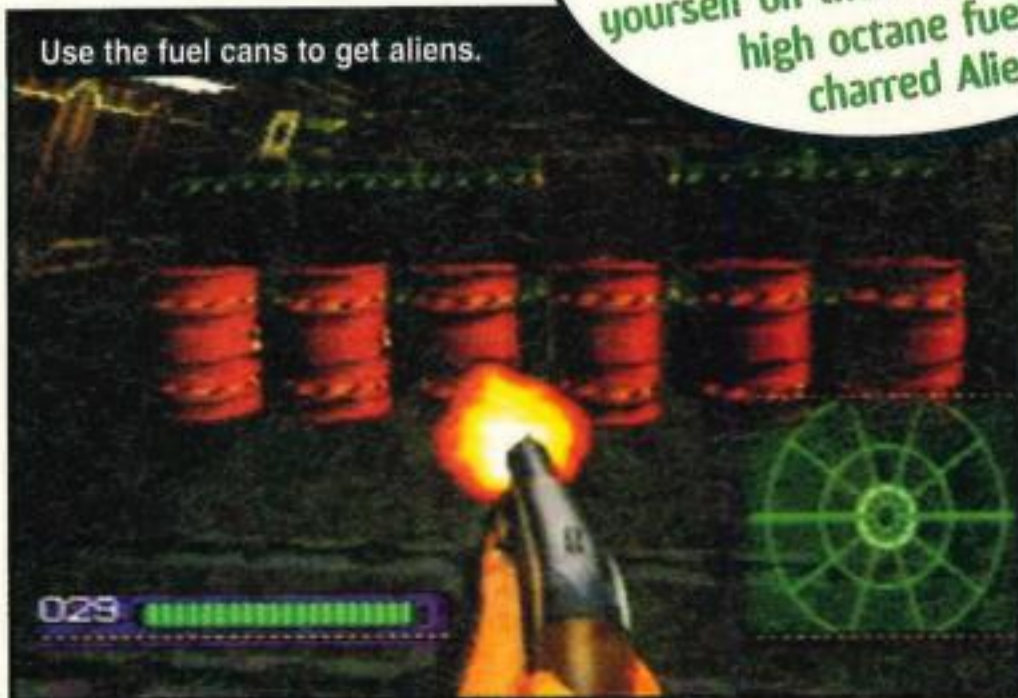


We love it when...

You lead an Alien Warrior round to a group of fuel barrels, trap her and then toss in a grenade. Warm yourself on the towering inferno of high octane fuel and charred Alien.

Use the fuel cans to get aliens.

Bang goes my no claims bonus.



Who'd be an alien?

- In superstitious time, lights in the skies were always regarded as messages from gods.
- In the optimistic, post-war 1950s, aliens didn't look like squat grey dwarves, they looked like handsome men with long blonde hair. Then, they tended to come from Venus.
- If you plot the number of reported UFO sightings against time, the number usually increases whenever there's been a widely-televised NASA success like the Apollo moon landings, the Viking Mars landings and the Space Shuttle programme.
- The current view of what aliens look like – grey skin, oval heads, huge eyes – only became fashionable after Spielberg's *Close Encounters of the Third Kind*.
- In the paranoid X-Files 1990's, Aliens now tend to look more like evil body-snatching dwarves than handsome groovy blonde geezers.



An alien having a nap, yesterday.

General tips when playing

1. Movement

When engaging enemies in *Alien Trilogy*, the most important technique is the side step. You can avoid incoming fire and dodge away from advancing aliens by using the top left and right buttons in conjunction with the joypad. On the lower levels, practice using the sidestep modifier buttons.

2. Ammo

Although ammo is plentiful, you will probably run out of the more powerful (shotgun/pulse rifle) rounds. So use your ammo carefully, and only use your more powerful weapons on the more dangerous enemies.

"You still don't know what you're dealing with do you? Perfect organism. Its structural

perfection is matched only by its hostility... I admire its purity, a survivor; unclouded by conscience, remorse or delusions of morality."

That's not really the most reassuring information you could wish to hear when you're trapped in a giant spaceship with no weapons, 150 light years from the nearest starbase and with the dead remains of the last guy who tangled with the Alien splattered all over the floor.

Let's face it, humanity's track record against the biomechanical beasts isn't a good one if the movies are anything to go by. But Acclaim's new *Doom*-style shooter, *Alien Trilogy*, purports to let you even the score.

"You still don't know what you're dealing with do you? Its structural perfection is matched only by its hostility... I admire its purity, a survivor; unclouded by conscience, remorse or delusions of morality."

In this day and age, when practically every other game is a *Doom* clone, it takes something quite special to hold our interest. And judging by the advance

billing the PlayStation version of this received, this might be just the game to knock *Doom* off its pedestal.

"We're on the express elevator to hell – going down." The game starts with some very nice cinematic intros and cuts directly into the action. You find yourself in a series of scenes largely familiar from the three movies – the sick bay, the life support pod, the Queen's lair, the prison colony – although most of the action tends to skip around the sets from *Aliens* and *Alien3*. Plus there are some sets that we think might be from *Alien 4* (or *Alien: Resurrection* as its working title seems to be) but we aren't too sure about that.

Weapons and things like that

Weapons – WE LOVE 'EM! And we're going to show you all the fun you can have with them.



Pistol

See this? It's a bit, well, TODAY isn't it? Useful for the more minor creatures scuttling about.



Shotgun

Hicks' favourite weapon. It's surprisingly powerful but slow to reload. It also runs out of ammo faster.



Pulse Rifle

Ah, James Cameron's favourite weapon (turned up in *The Terminator* too). Rapid fire, good general purpose weapon.



Flame Thrower

The safest weapon when you're trapped under a fusion-powered atmosphere processor. Remember?



Smart Gun

Now this is what we mean by a weapon. Super-powerful, super-cool, made a cool noise in the movie too.

Every shooter EVER

Crikey, when it comes to 3D shoot-'em-ups, the Mega Drive and Saturn has had or is expecting some pretty wild versions. Who'd have thought the Mega Drive, at the time of its release, would have been able to support quality titles like *Zero Tolerance*? Who'd have thought, at the time of its release, that the Saturn would be getting quite so many excellent PC conversions like *Doom* and *Quake*? Well, we always knew better so here's a little list of every 3D shooter we could come up with...

Mega Drive

Zero Tolerance

Issue 58, 91%
Easily the best game of its type on the old beast. Set on an atmospheric space station infested with loads of grim monsters, this had excellent, smoothly-scrolling graphics, loads of weapons and levels. Unfortunately, due to programming constraints the screen size was a little small but this was as good as these types of games got.

Bloodshot

Issue 63, 88%
Accolade's forays into the world of the Mega Drive were fairly undemanding affairs but this was one of their very best titles. Although the playing area was larger than *Zero Tolerance*'s, the graphics suffered in their smoothness and variety. Like *ZT*, this was set on a spaceship but it didn't have quite so many levels. Still a very good shooter though.

Doom (32X)

Issue 63, 95%
Wow. What a game. *Doom* isn't the sort of title that you stick on to pass a few minutes, it's an attention-grabbing, eyeball-sucking, life-threatening

We love it when...

You empty a pulse rifle clip into an enemy Synthetic causing him to explode in a plume of white goo and mangled body parts. Yessss!

These are your enemies

There's plenty of opposition in *Alien Trilogy*. Cast your eye over our complete alien cast list.

Face Huggers



Are likely to jump out from corners when you're almost on top of them. Take them out as soon as possible. They'll take

about five 9mm rounds or a shotgun blast to destroy.

Eggs



If eggs are closed then a couple of 9mm rounds will deal with them. If they're open, then this will prompt the face hugger

to burst out and go for your face. It's best not to approach open eggs.

Chest Bursters



Move like Face Huggers but jump more frequently and higher. They'll need two shotgun blasts to wipe 'em out.

Colonists/Prisoners

Unfortunately infected with the xenomorph, colonists attack you with 9mm automatics. They cause very little damage so dispose of them with your pistol



Synthetics



Programmed to protect the colony, these synthetic humanoids will attack you with smart guns. They will take a lot of punishment but the best way to take them out is via the pulse rifle or shotgun. That's the kind of thing we like.

Armoured Colonists



They might look like a bunch of deep sea divers but these blokes have smart guns and unerring aim. A grenade will

usually tastefully rearrange these guys.

Dog Bursters

Miniature aliens who'll nip at your ankles. They're quite fast and tend to attack in packs. Like all Alien creatures their blood is acid and will cause damage if you come into contact with it.



Following *Aliens*, Dark House Comics (the home of *Barb Wire* and *The Mask*) began a run of ambitious mini-series detailing Newt and Hicks' lives ten years on from the film. It showed how Earth was devastated by a nuclear catastrophe following an Alien infestation, and eventually conquered by the elephantine Space Jockeys who originally brought the creatures to Acheron.

Later series picked up on an in-joke in the 1990 film *Predator II* by pitting these masked hunters against the acid-blooded Xenomorphs. A film script prepared a year later describes how the Predators seed human planets with Aliens to provide themselves with worthy quarry, but end up out of their depth on the jungle planet Ryushi, where the Predator leader and a human survivor join forces against the creatures.

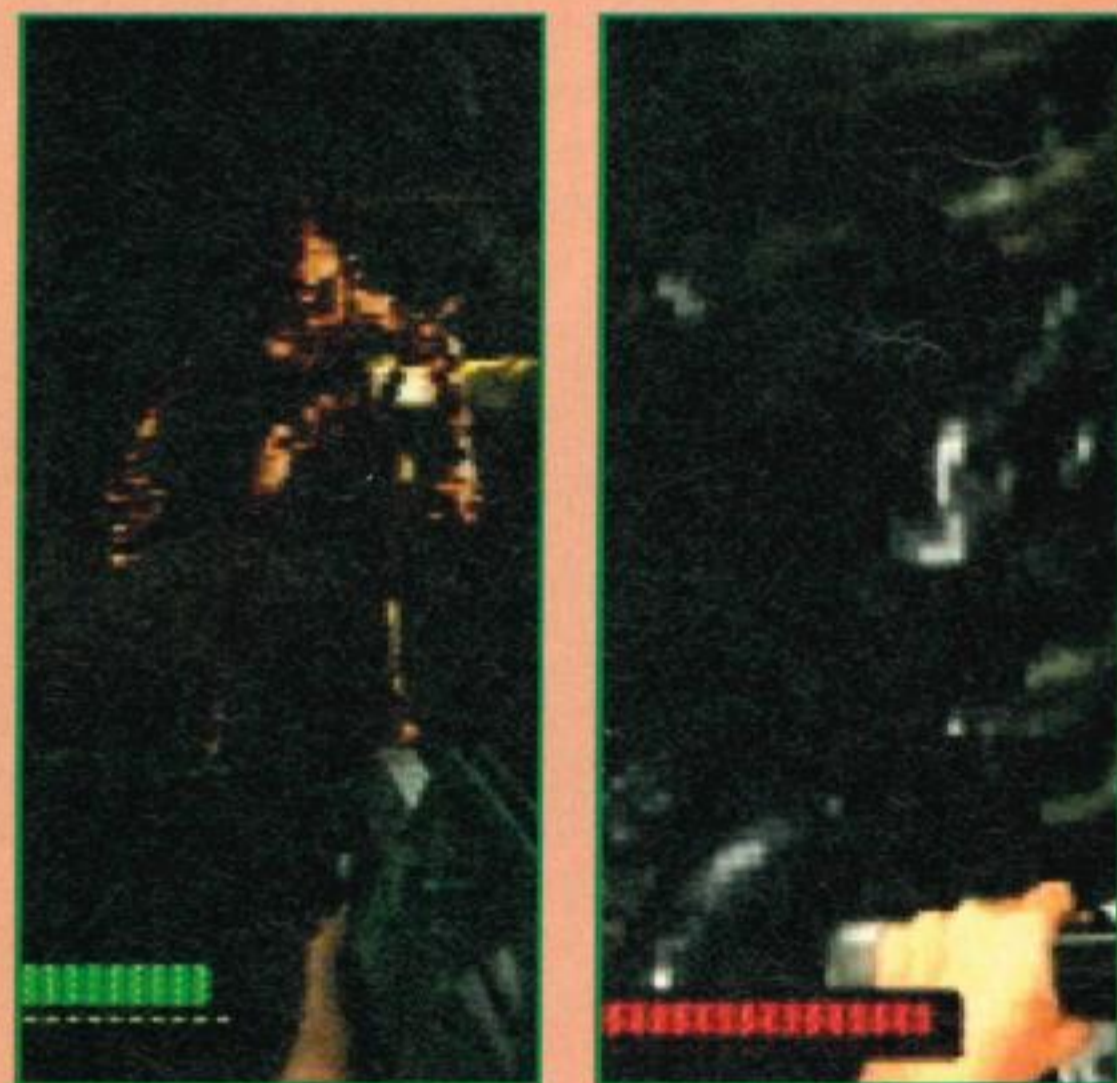
The draft script is an action-packed thriller with the potential to match *Aliens*, but seems

unlikely to reach the screen. *Alien IV* writer Joss Whedon has suggested it would be a mistake to imitate Japanese monster movies — but what does he know? He's just writing the latest sequel to an updated fifties B-movie, after all...



Alien Warriors

Harmless (*Eh? - Nick.*) unless they corner you. Engage the alien as far towards it as is safe and then back off



We love it when...

You're walking down a badly lit corridor when a blip sounds on your motion tracker. It's getting closer about you can't see what it is or where it's coming from.

▶ disease. Play it and it'll absorb you so far into its world that quitting the game is a whole trauma in itself. Brilliant and the only decent reason for owning a 32X in the first place.

Saturn

Robotica/Daedalus

Issue 68, 63%
It's that game with Tia Carrere in it (the sexy foxtrot from *Wayne's World*). Despite all the hype at the time, this wasn't actually any good at all. Poor-ish graphics, terrible level design and a lifespan shorter than my great grandmother's. Not a showcase Saturn title by any means.



Ghen War

Issue 76, 80%
We ran this one past our eyeballs not too long ago. Only available on import, this placed you out in space (again) with 360 degrees of



These boxout shots are PC shots just to illustrate the alien baddies! All the others are Saturn ones.

as you fire. Aliens move very fast, their IQ is high and so they will try to back you up into a corner. Each bite from an adult alien will take 20 to 30 health points so don't get caught. Aliens come in three main forms: Green Warrior (easiest), Red Warrior (medium) and Black Warrior (super tough). The hard Black and Red Warriors only appear in the later levels so you'll have plenty of chance to practice before you meet them.

The Queens



The queens in the game are initially encumbered by their huge egg-laying abdomens. They'll soon break off from those when they see you though, hitting you with their armoured tails and biting at your face. The phrase 'hard as nails' does not begin to describe them and you'll need to be pretty darn good to get past these mothers.



Spooooooky dark corridors. Mummy!

Can I hit these? Can? Geddit? (I'll leave quietly.)

◀ **"What the hell are we supposed to use, man? Harsh language?"** As is the case in any game like this, you turn up for the weaponry. And happily, there's plenty of it (see weapons box). Your basic weapon is the pistol. Next up is Hicks' favourite weapon, the shotgun. Then you get the phased-plasma pulse rifle with attached grenade launcher. After that, there's the flame-thrower to enjoy and finally, my favourite, the smart gun.

"In case you haven't been paying attention to current events, we just got our asses kicked, pal!" The face-huggers make a slimy return as they launch

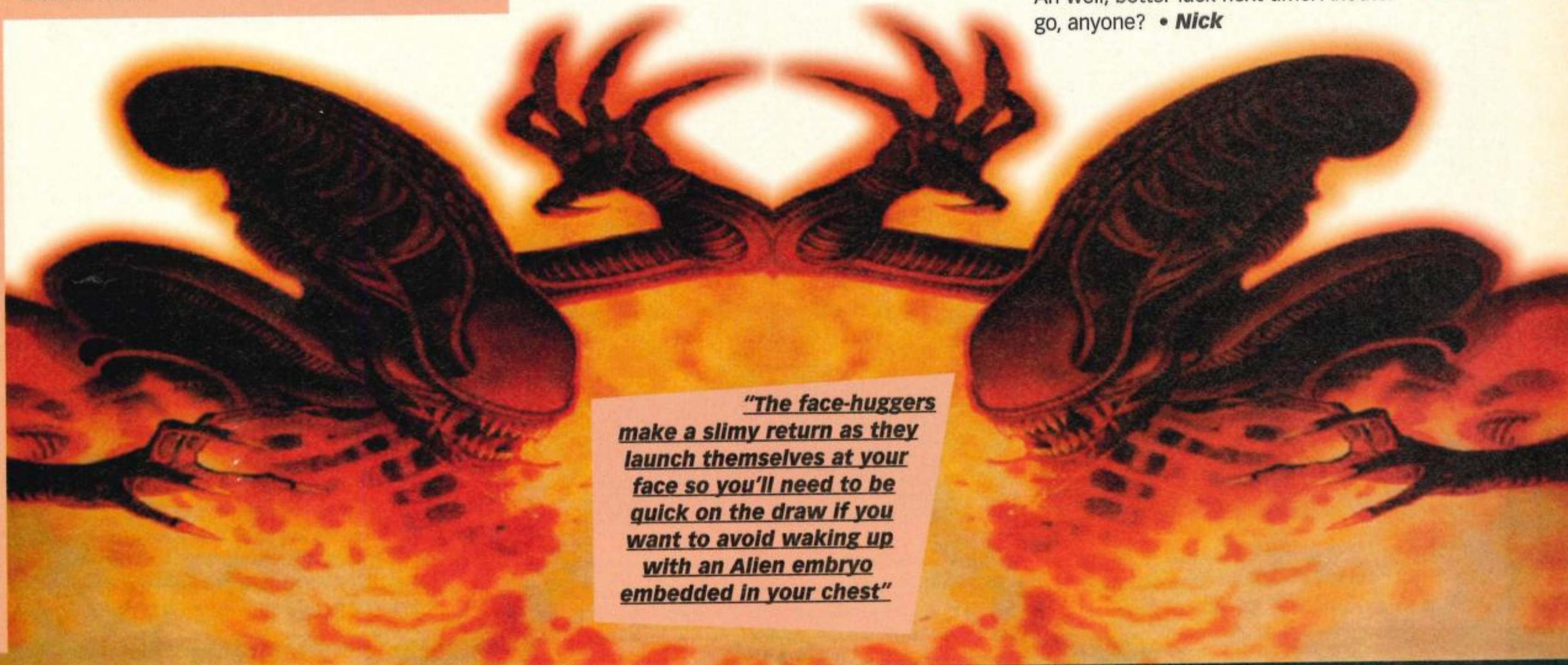
themselves at your face so you'll need to be quick on the draw. It also means if you see an egg opening up, you want to destroy it damned fast. Other Alien friends include the Warriors, Dog Bursters, Red Warriors, Black Warriors (very hard) and three different Queen aliens.

"I say we take off and nuke the entire site from orbit. That's the only way to be sure."

Unfortunately this is not an option in this game but you do have others. For instance, there are three difficulty levels, a massive cheat menu, the option to turn the camera sway off (it makes you seem as though you're really walking about), an auto mapper and a pick-up shoulder light hidden around somewhere. Plus you start the game with a motion tracker as well. Like *Doom* this game scores highly in the atmospheric stakes – stick it on the biggest TV you can find, hook it up to a decent hi-fi and turn the lights off. Just don't look behind you.

"Ash and Captain Dallas are dead. Cargo and ship destroyed. I should reach the frontier in about six weeks. With a little luck, the network will pick me up. This is Ripley – last survivor of The Nostromo – signing off."

Ah well, better luck next time. Another go, anyone? • **Nick**



"The face-huggers make a slimy return as they launch themselves at your face so you'll need to be quick on the draw if you want to avoid waking up with an Alien embryo embedded in your chest"

alien slaughtering vision to enjoy, plenty of weapons and baddies. Set inside a space corridor thing with the action then moving to a planetary surface, this had variety but it lacked a bit of graphical polish.



Descent

Previewed in issue 77. Based on the smash-hit PC version, this upcoming release from Interplay places you (once again) out in space. This time, you're part of an unglamorous mining colony ferreting out a computer virus infection which has sent all your mining robots crazy. Some people even had the audacity to say this was better than *Doom* – we'll wait and see about that...



All films are available on Fox Video, in both pan-and-scan and widescreen versions, and a special edition of *Aliens* reinstating 17 minutes of extra footage has also been released.

Smell my Breath Count my

Anthony Brown, from the country's leading sci-fi mag *SFX*, takes us gently though the terrifying world of *Alien*... including the new film *Alien 4*!

Somewhere Out There, there is a race of bio-engineered killing machines, which implant their young in living hosts. Once they've eaten their way out they develop into acid-blooded armoured monsters, led by a Queen who lays the eggs from which the face-hugging embryo implanters emerge. Since a cargo of these eggs was found in a derelict alien ship the only person to have taken on these creatures and won is Warrant Officer Ellen Ripley, unsuspecting employee of a Company whose bio-weapons division hopes to exploit the monsters...

Aliens

(1985, directed by James Cameron)

Our favourite Alien movie and the one which most directly influences *Alien Trilogy*. Here's a little reminder...



(1) Ripley finally makes it home after 57 years in the deep freeze, but the Company decides her tale of unstoppable aliens is an attempt to cover up her own incompetent decision to destroy the *Nostromo*.



(4) While the android Bishop uses remote control to bring the second jump-ship down from the *Sulaco*, Ripley has to hold off the attacking aliens while avoiding Burke's attempts to smuggle a



(2) They change their minds after the colonists attempting to terraform Acheron disappear, and offer to reinstate her if she'll accompany an expedition of Marines to the planet.



(5) Despite stopping off on the way to rescue Newt, an orphaned survivor from the colony she makes it back to the *Sulaco* just in time to take on the Alien queen in hand-to-hand combat (aided by a handy power-loader suit)...



(3) Needless to say it all goes pear-shaped, and the squad's survivors are left sitting on top of the sort of time-bomb you get if you use pulse-rifles in a fusion reactor.

In this version, non-stop action replaces the suspense elements from the previous movie, but the film works because its emotional core is solid. Ripley's survived one encounter with the Alien, but she still fears it and the price was her job, daughter and self-respect.

By going back and facing the Alien Queen she regains them all, though director James Cameron decided that presenting Newt as a surrogate daughter was a bit trite, and cut the references to Ripley's own child before release (though they were reinstated in the special edition video though).

SCORE: ●●●● (4/5)



Alien

(1979, directed by Ridley Scott)

The crew of the *Nostromo* are defrosted early as their computer detects an unidentified signal. Investigating this possible contact with aliens, they find a derelict spacecraft and the fossilised remains of its alien pilot, not to mention thousands of ovoid eggs. One of these releases a face-hugging alien that attaches itself to John Hurt. Science officer Ash over-rides Ripley and insists on breaching quarantine by rushing him straight to sickbay where he makes an apparent recovery — until a bullet-headed little alien bursts from his stomach. The crew set out to hunt the little creature down, but by the time they do it's developed into a 7-foot armour plated killer with extending teeth and acid blood. There's also another enemy on board in the shape of Ash, who turns out to be an android with orders to bring an alien home for the Company's bio-weapons division. Ripley decides to destroy the ship with the thing onboard, but the creature proves bright enough to follow her down to the escape pod...

Exhumed

Previewed Issue 80, Autumn
BMG Interactive, the original publishers for this, have been eyeing the Saturn market recently. For some reason though, they've decided to pass Exhumed on to Sega. Avoiding the usual space settings for these types of game, the programmers decided to adopt a kind of Stargate-inspired Egyptian feel instead. Plenty of weapons are promised plus 360 degree-o-vision.

Congo

Issue 82, 65%
Oh dear. Based on the Michael Crichton ape movie, this is a game

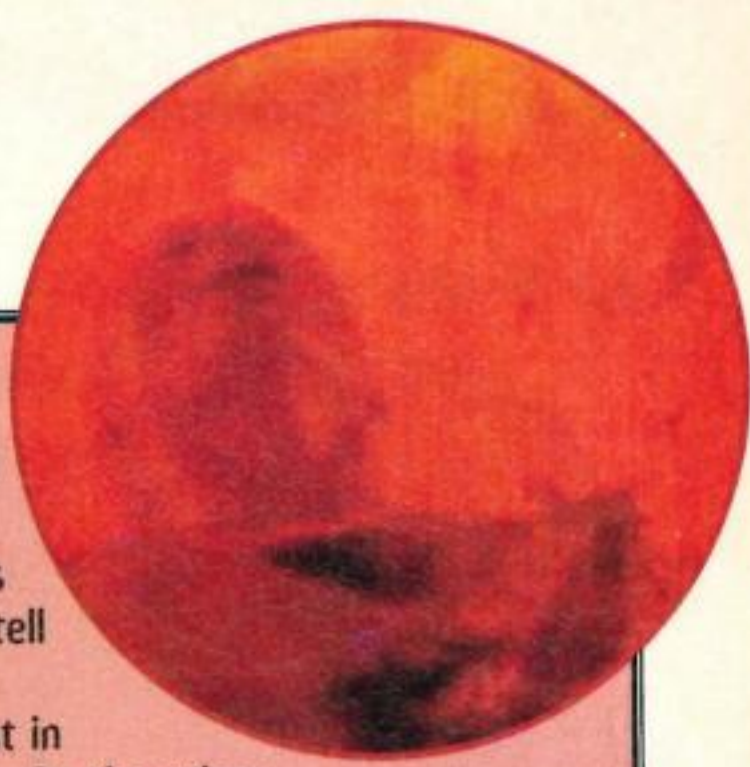
and Teeth

(Directed by David Fincher)

Alien 3

The Sulaco's escape pod crashes onto the planet Fiorina 161, killing Newt and Hicks in the impact. The colony's shaven-headed inmates, life sentence prisoners who've found God, resent Ripley's presence, while the Warden ignores her warning that an alien might have infiltrated the colony. The badly-damaged Bishop confirms an alien did get aboard the ship, and while Newt and Hicks' bodies prove uninfected a face-hugger has managed to implant a dog, from which a canine Alien emerges. The creature begins hunting down the inmates, but passes up a chance to kill Ripley, leading her to guess she's carrying the embryo of a new Alien Queen. The remaining inmates join her in leading the Alien into a trap, where they finally manage to encase it in molten lead. Soon after a Company rescue team arrives. Fearing they intend to save the creature for research, Ripley destroys it — and herself — by leaping into the colony's furnace...

Alien3 misses the point of Aliens by killing off Hicks and Newt, while the convicts' bald heads make it difficult to tell them apart and so develop less interest in seeing them survive. On the other hand, it does have a certain atmosphere in places. **SCORE: ●● (2/5)**



Trivia!

Star Trek: The Next Generation's Tasha Yar was inspired by Aliens' tough Marine Vasquez; the character was originally called Masha Hernandez, and Gene Roddenberry even asked the same actress to play her.

In a trimmed scene Ripley discovered Captain Dallas' body was changing into an Alien egg, completing the creature's life-cycle, but don't wait for the director's cut, as reinstating it would contradict Aliens.

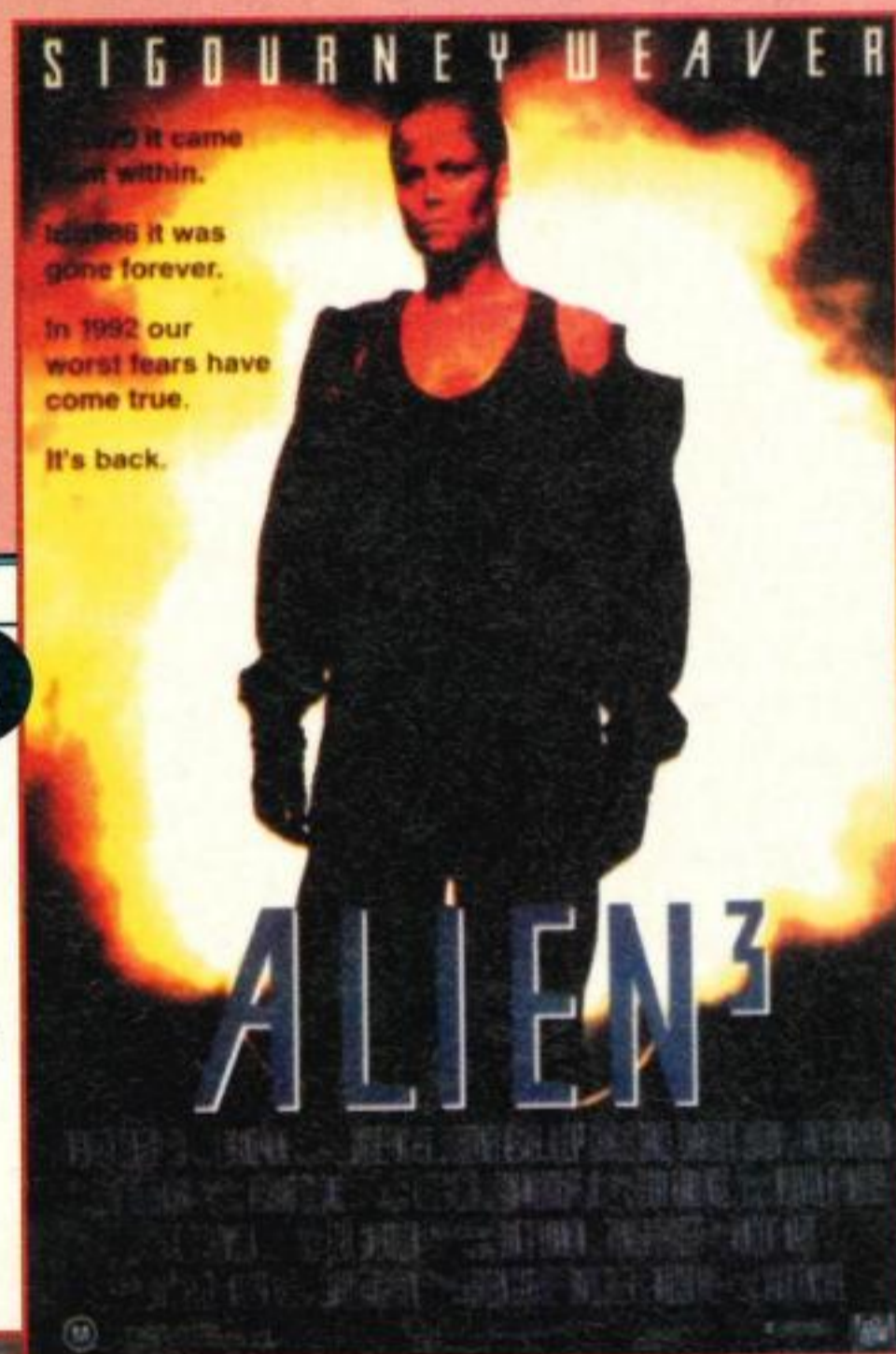
After playing Dallas in Alien, Tom Skerritt went on to play the boss of the company which took over Cheers in episodes rerunning on Channel 4 later this summer.

In the original script for Alien, Ripley was a man. Somehow, he wouldn't have worn a skimpy sweat-shirt quite as well as Sigourney Weaver...

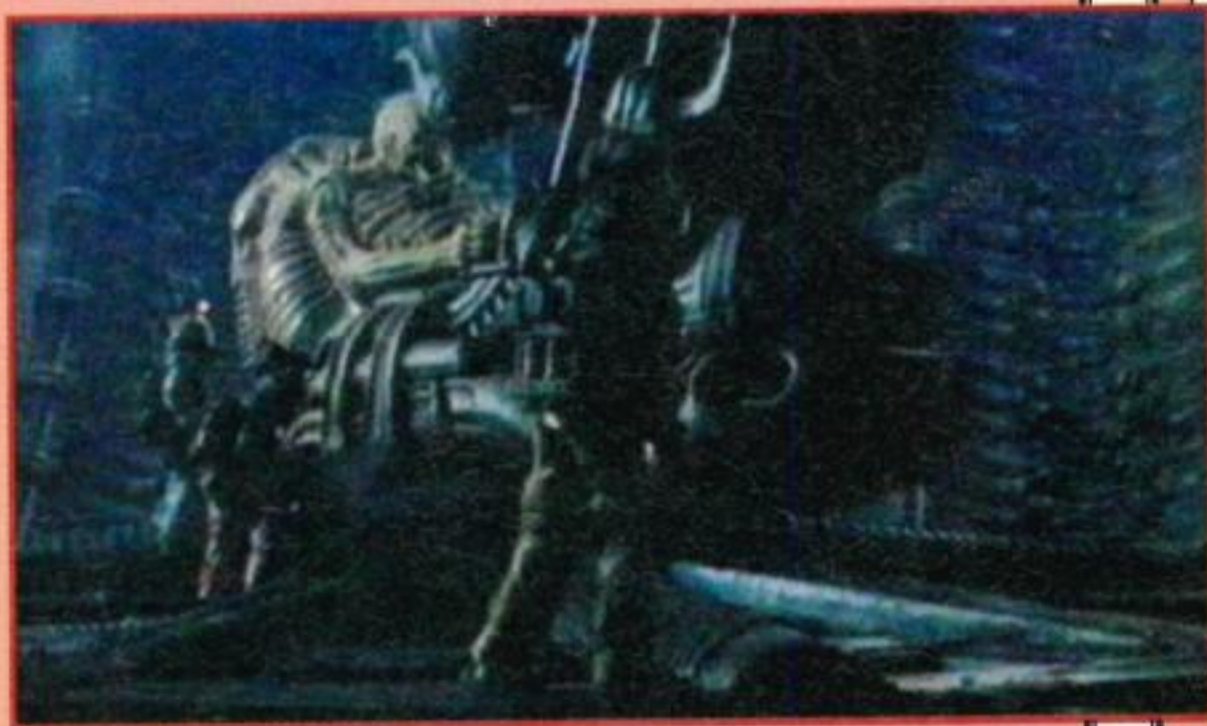
The cryo-tubes in Alien3 are exact duplicates of those seen in Alien — which is silly, as they're supposed to be from Aliens.

The new Alien movie!

The next movie, Alien Resurrection, starts out at a slight disadvantage: the last film was a critical and box office failure, and to cap it all it killed the series' leading character, not to mention every possible replacement. The plot remains a bit of a mystery, but as the cast includes Sigourney Weaver it's safe to say Ripley will be back, courtesy of a cloning process which leaves her less than happy and influenced by the Alien infection which had corrupted her DNA. Script writer Joss Whedon (Speed, Waterworld) refuses to say much beyond commenting that dark and gloomy corridors have been worked out as a setting by the previous films, but Internet rumour suggests the film opens 200 years in the future, long after the Company's collapse, and that Winona Ryder assumes the role of an android. Less certain is the name of the director: Trainspotting's Danny Boyle was approached, but turned it down. New Zealander Mick Garris (The Quiet Earth) and Canadian Steven Sonderburgh (of Sex Lies and Videotape fame) have both been tipped, but the current candidate is Jean-Pierre Jeunet, co-director of Delicatessen, a Frenchman who speaks little English... Filming was due to start in June...



A nail-biter of a thriller which relies on shocks and surprises and deliberately keeps glimpses of the creature to a minimum, but retains its atmosphere on later viewings thanks to the eerie scenes on the alien derelict. **SCORE: ●●●● (4/5)**



guaranteed to make you look like a real chimp. Follow jungle trails, butt up against the inevitable dead ends and retrace your steps all the way back again. Tedious but the apes are neatly-animated so that's something for the chimp-fans.



Hexen

News, Issue 79, Autumn

Another PC conversion, all we know about this is that (1) it's quite brilliant and (2) it's out in the winter of this year from id software, creators of the original Doom. So the pedigree's there.



Quake

News Issue 79, Autumn

Again from the same stable as Doom and Hexen, this is a completely new entry in the Doom genre. It's also looking to a winter release date and according to our friends on PC Gamer, it's quite superb. Worth waiting for.