

NBA Fastbreak '98

Publisher - GT Interactive
Developer - Midway
Released - 1st Quarter '98

There's plenty of basketball games on the PlayStation, so what's going to make NBA Fastbreak '98 any different? Well, Midway tell us the main new feature is a switch button that allows the player to change the ball from one hand to another. This means the player can turn his back on the opposing defender and then turn quickly in either direction, past the opponent and on to the basket - a kind of 'magic move'.



It also features hundreds of real players from the NBA, but all with realistic playing skills. For example, Shaquille O'Neal will be better at attacking the hoop than taking long three-point shots, but Kukoc from the Chicago Bulls will be adept at outside shots, but not a physical inside game. The game will be a higher resolution than most PlayStation games, with the



view being seen from overhead, allowing the player to see the whole of the court and all ten players. The decisions by the coach, such as time-outs, plays and substitutions, can be automatic or manual.



Alien Resurrection- The Game

Publisher - Fox Interactive
Developer - Argonaut
Released - Spring '98

You've probably guessed already, but this game's based on the spine-chilling motion picture Alien Resurrection, the current instalment in Fox's Alien series. Fox claim this title will have 'diabolical amounts of firepower', 'horribly frightening Aliens', 'apocalyptic mayhem', and 'acid dripping realism never before achieved'.

It all starts on a research vessel called Auriga, but you soon find your journey won't be the smoothest space cruise you've encountered. Chaos has enshrouded the ship, and a certain deranged Dr Wren is on the verge of escaping to Earth to carry through his evil cloning experiments. And it doesn't finish there; as well as Dr Wren's imminent escape, hordes of Aliens are closing in on the last survivors on the craft.

The player can choose from five different selectable characters. Once chosen, you have to guide your character through thirteen chilling levels. This third-



person perspective bloodbath also boasts 'smart camera' viewpoint options to add to the realism. A diverse array of weapons are available for you to collect and use on your quest to stop Dr Wren and to protect yourself from the attacking Aliens.

All of the environments are destructible. With the help of Father, the spacecraft's computer, you must undertake assigned missions to complete each level to dispose of Wren's embryo experiments before you reach Earth.

