



Proud of the fact he can tell whatever his partner had for lunch several days before, JEREMY DALDRY's kissing technique has often been likened to that of an Alien. He also wears a lot of game gear. (Lame. Ed.)



Alien 3



the alien + yvette fielding

quick bang, anyone?

Alien 3 has a number of ingredients. The shooting ingredient makes up a large percentage. The basket weaving ingredient, it has to be said, makes up a smaller percentage. When it comes to Alien bashing, these are more effective than wickerwork...

pulse rifle

Not, as you might have thought, a rifle that takes your pulse, but a rifle that shoots lots of bullets in 'pulses'. Ahh, what a fickle mistress the English language is. This is Ripley's main weapon, particularly useful for making instant alien puree.

flame thrower

How do you make an Alien go woof? Use your flame thrower. (The old ones are the best.) Very useful, very powerful but very quick to run down. Best to reserve this for clearing out narrow corridors, shafts and lifts.

hand grenade

Again a very useful weapon, but a real sod to use. You'd think if you were Ripley, being, as she is, not the world's greatest bowler, she would throw grenades underarm. But no, she insists on doing the whole Botham bit. The result? Grenades bounce all over the place, usually landing at her feet.

grenade launcher

The most powerful of Ripley's weapons, able to blow away pretty much anything, from pods to aliens, even dealing swiftly with internal doors. But it has its drawbacks. The reload time is quite long, which makes it a bit of a do-or-die weapon. (What does do-or-die mean? Ed.) It means do use or die, because an alien will chew your head off.

scanner

Not so much a weapon as a, well, as a...long-range scanner really. You can turn this dude on and just leave it (as long as your batteries don't run down) while you go about your everyday alien-killing business. The little dots represent any marauding aliens that happen to be in the vicinity.

Separated At Birth?

I remember when I went to see the first *Alien* film. 1978 it was, and I was nine. I took Sarah somebody - God, she was a nightmare! She sat next to me and scoffed her way through a whole packet of Roses chocolates, a large Pepsi and a jumbo bucket of popcorn. And that was before the film had even started. When it got to that bit where John Hurt decides to redecorate the space ship a subtle hint of intestinal red, she blew chunks all over my patterned leather shoes. And I didn't even get a snog out of it.

tongue sandwich

I don't know, what is it about the Game Gear? That certain something that makes it so very good at some things and so very poor at others? Take racing games. Ever seen a decent racing game on the Game Gear? No, thought not. But good platform games and shooting games come two a penny on the old GG. And they don't get much better than *Alien 3*.

Oh dear, I've kind of blown the review somewhat, haven't I? Put the conclusion in way to early, shown my hand, as it were. But hell, why not. *Alien 3* is a good game; I liked it on the Mega Drive and, by jiminee, I like it on the Game Gear.

(What about the graphics? - A doubting reader.)

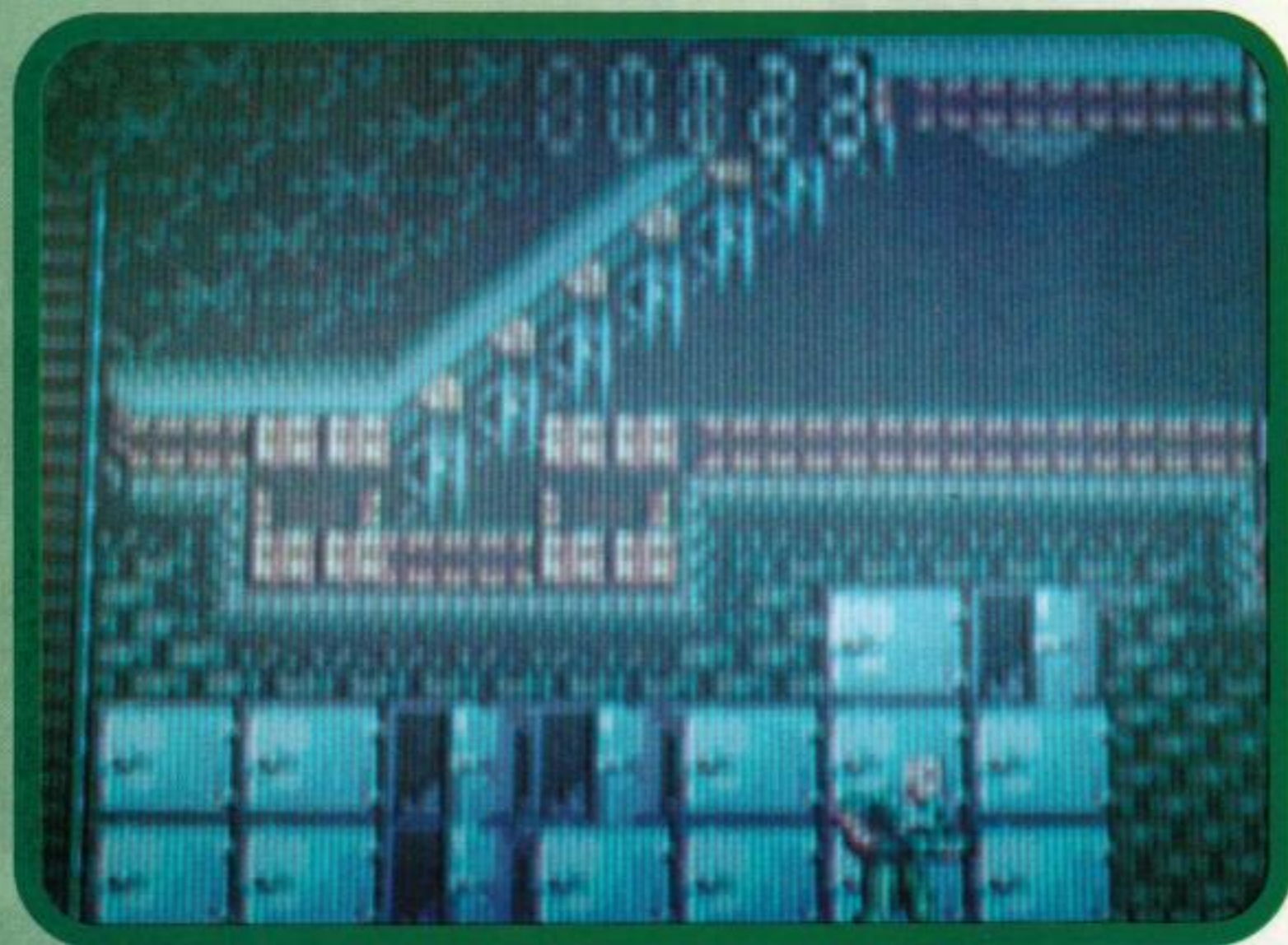
Well, of course the graphics are simplified but, to be honest with you, not by that much. They still bound along at a fair old rate, with the Ripley sprite being, if anything, better animated.

(All right, then, what about the playability? - A still doubting reader.)

No probs there. It's as addictive as ever it



Alien comes down with a bad case of bottom burn



Open the box! Take the money! Can Ripley strike it lucky?



Agile Ripley creeps and crawls like a creepy-crawlie thing

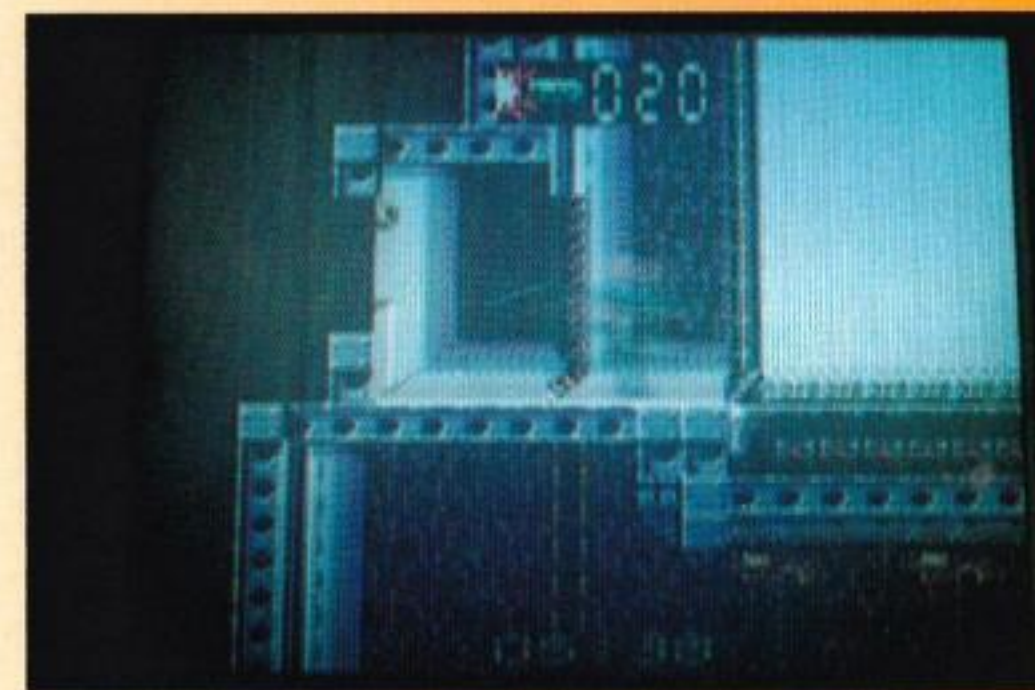


Pastoral Care

OK, something to clear up right away. *Alien 3* the game bears little or no resemblance to *Alien 3* the film. The film was all about Ripley and how sad she was because she had an alien in her tum. The game has Ripley tearing round a large maze (whether she has an alien-impregnated tum or not is never made clear). She is all set to 'rescue' a number of Alien-infected hosts before time runs out and their colons blow. She does this, not by using complex micro-surgery or even mopping their brows – none of that namby pamby stuff – but simply by killing them. She whips out her big gun and blows them away. The NHS might well be interested in this caring approach.

Third Alien

Every three levels or so you are faced with a an end-of-tri-level guardian. It's that big alien from the second film – the one who laid all the eggs (*I think that's called the queen. Ed*). Well anyway, that's the monster you are faced with – huge great thing. Monstrous even. "Great," I hear you cry, "a titanic struggle to the death with a huge great monster." Well not really, 'cos this bad guy is as easy as pie to kill. A couple of hits from your grenade launcher and it's, 'bye-bye monster, monster goodbye.'



Chasing aliens makes you ill. Ripley looks a little faint.

was. If not a little more so. (Controversial. That's my middle name.) The control system allows Ripley to cavort with the nimble movements of some underage Russian gymnast.

Moans? Well I've got a few, uppermost among them being the way you select your weapon. In the heat of the moment, you don't really want to have to hold button B, pull down on the joy pad and then sing the Croatian national anthem. Well, alright, the singing bit isn't strictly true and, if I was being painfully honest, the selection isn't that difficult, but I feel it is my duty to find fault somewhere.

(So it's quite good then. – An almost converted reader.)

Yeah, I'd say so.

tonsole tickler

But it *is* just a platform-bound shoot 'em up. A good one, no doubt about it, but still I've seen this kind of thing about a thousand times before. I guess what, in a roundabout kind of way, I'm getting round to saying is, if you haven't got a game in which you jump around shooting things and stuff, then this may well be for you. If you have, then some of the gloss may well rub off the whole thing.

Nevertheless, this is one of the best games I've yet seen on the Game Gear.

END ZONE

Graphics



Sound



Addictiveness



Playability



A tongue-tickling, alien-murdering, host-saving, pod-exploding, baddie-bashing classic.

OVERALL 90

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