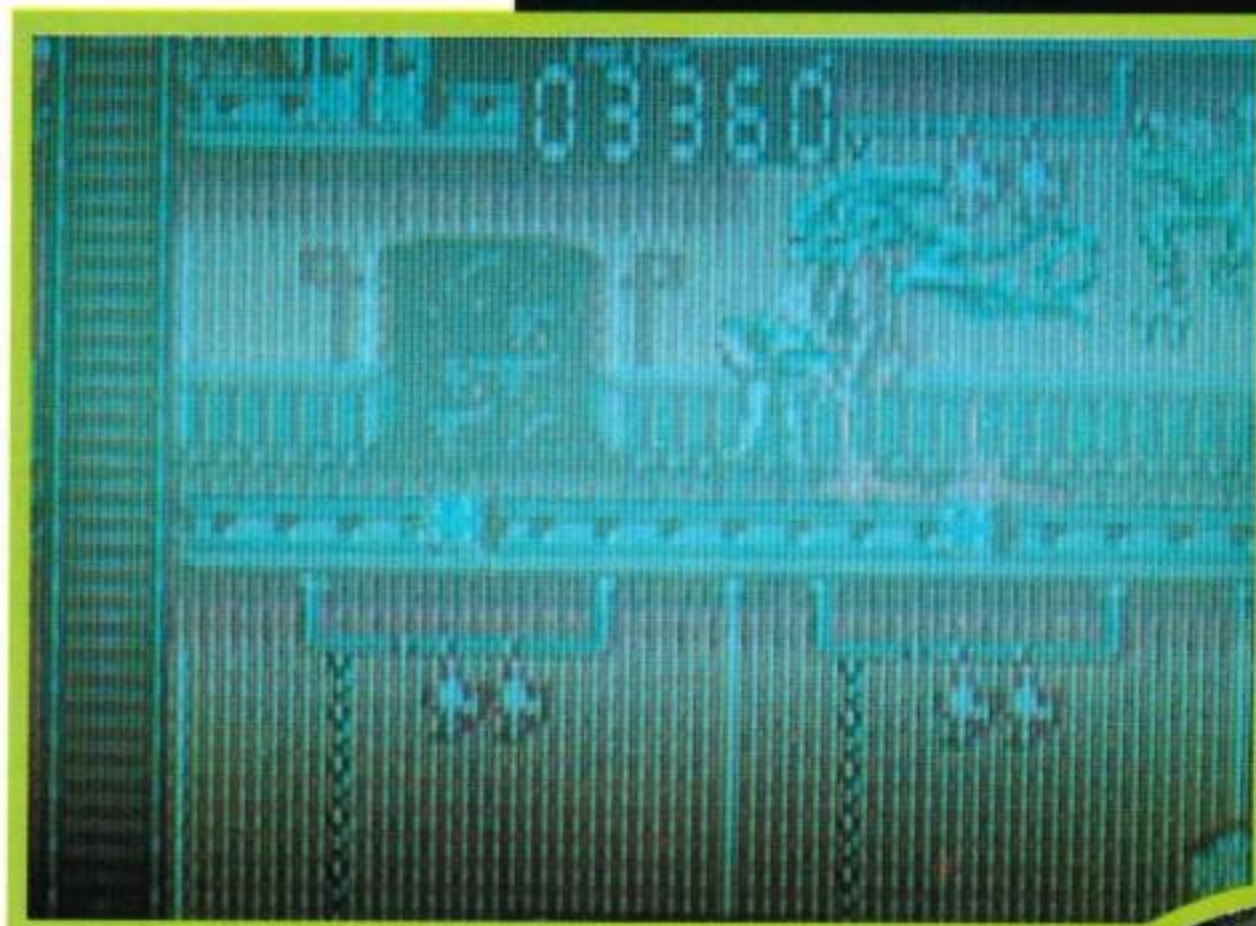




# ALIEN 3



When Acclaim sent us **ALIEN 3** on the Game Gear, we had no idea who could review it. "Let me do it!" begged **MARTIN POND**, "I loved that *Alien* film, especially when they find him all cold and pale by the river, but Elliot's love makes him better!" Boy, is he in for a shock.



Sinead O'Connor in the video for her new single, *The Pope Is Crap*.

**G**h no, this game isn't about adorable ET at all – it's about that butt-faced carnivore who preys on plucky Sigourney Weaver. There's me expecting big eyes and vulnerability, and what do I get? More teeth than Esther Rantzen, acid blood that can remove even hard-to-shift stains without scratching and an unpleasant habit of bursting out of people's tummies at the most inopportune of moments.

The action takes place in the maze of tunnels and cells in a deep-space penal colony, where the day-to-day dangers of bending down for the soap have suddenly paled into insignificance compared with the unpleasantness of an alien infestation. All the inmates have been strung up for use as alien incubators, and it's down to Ripley to save them all before they succumb to the horrors of xenomorph indigestion.

## the bitch is back

Now not many games have a female leading role, do they? You occasionally get girly sprites in some of the cutesier platform games, and sometimes you get a boy sprite who looks like a sappy old girl, but it's very rare to actually get a rock-hard female sprite.

The Ripley sprite in *Alien 3* is a totally different kettle of fish, though. Not for her the Laura Ashley frocks and a life of making jam and knitting – she's more Bodicea than Felicity Kendal. God she's fantastic, but then I've always I've always been a sucker for a shaven head, combat fatigues and a tattoo. (*You're chucked. Martin's Chick.*)

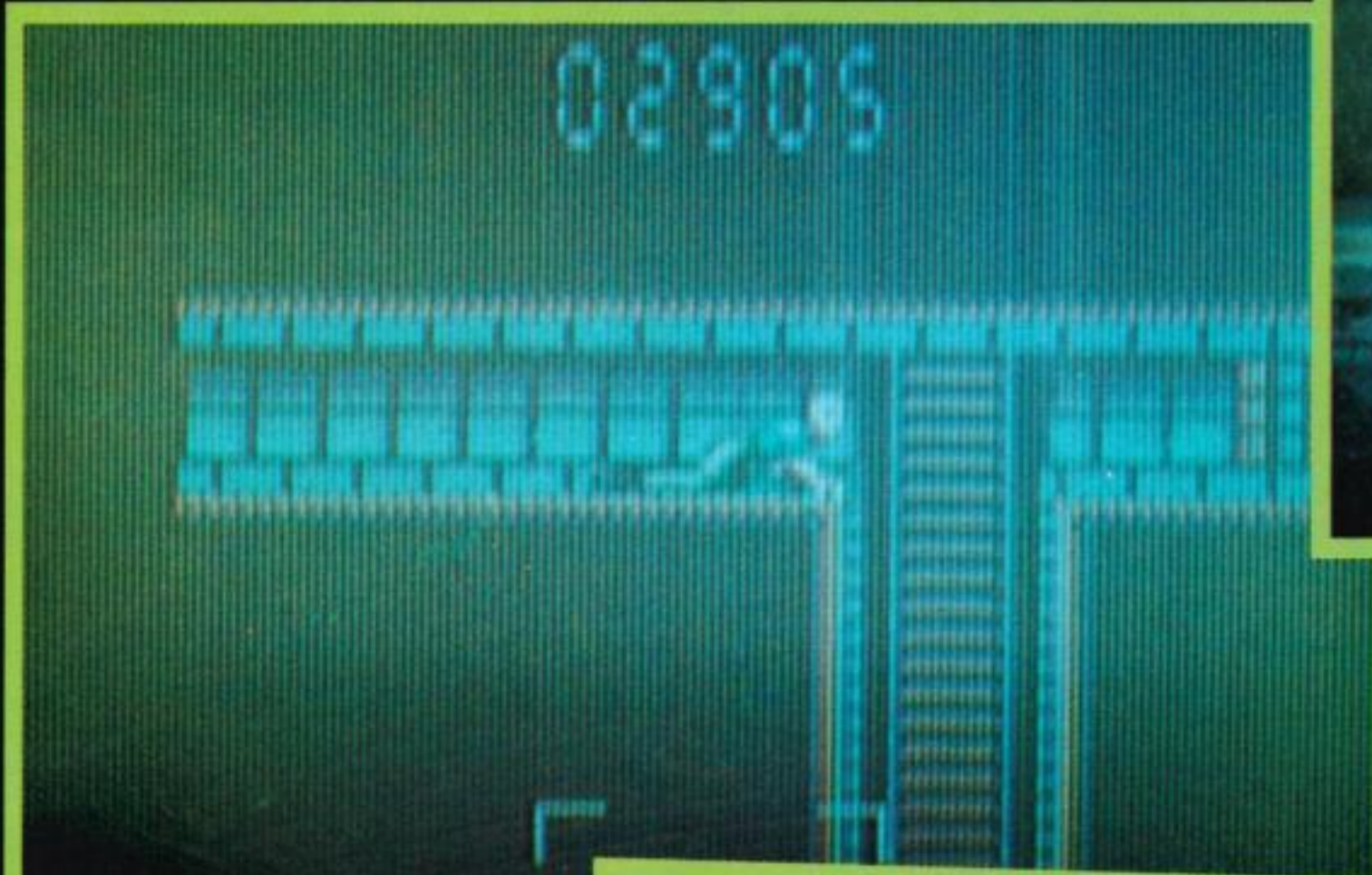






## face-huggers

Certain rooms in the labyrinths of the base have been used as nurseries by the mummy xenomorphs and are chock-a-block full of farm fresh, free range alien eggs. Get too close to one of these pods and it launches out an adorable baby alien which scuttles about like it was going out of fashion. However, before you start getting all maternal about the cheeky young scamp, you should bear in mind that, given half the chance, it will attach itself to your head. If you've ever had a spot, you probably have an inkling of how distressing it can be if you get an unsightly, face-hugging alien before a big date.



## gun fetish

Probe, the developers, have achieved a horrible feeling of confinement as you clamber about the labyrinthine airducts, so this might not be the best game for claustrophobics. You can only see as far as the next bend, and horrid surprises lurk in every shadowy recess.

Luckily, Ripley comes equipped with a marvellous baddie diviner – a bottom-of-the-range motion tracker which will detect anything moving in your near vicinity. So although stationary aliens fool the system, as soon as one as much as yawns, an evil murderous-looking dot appears on the screen.

With its detailed animation and more of a strategy element than your average platform shoot 'em up, *Alien 3* looks set to be a bit of a popular hit with the kids. (Especially the weirdo ones with a gun fetish.) Look out for a full review next issue.

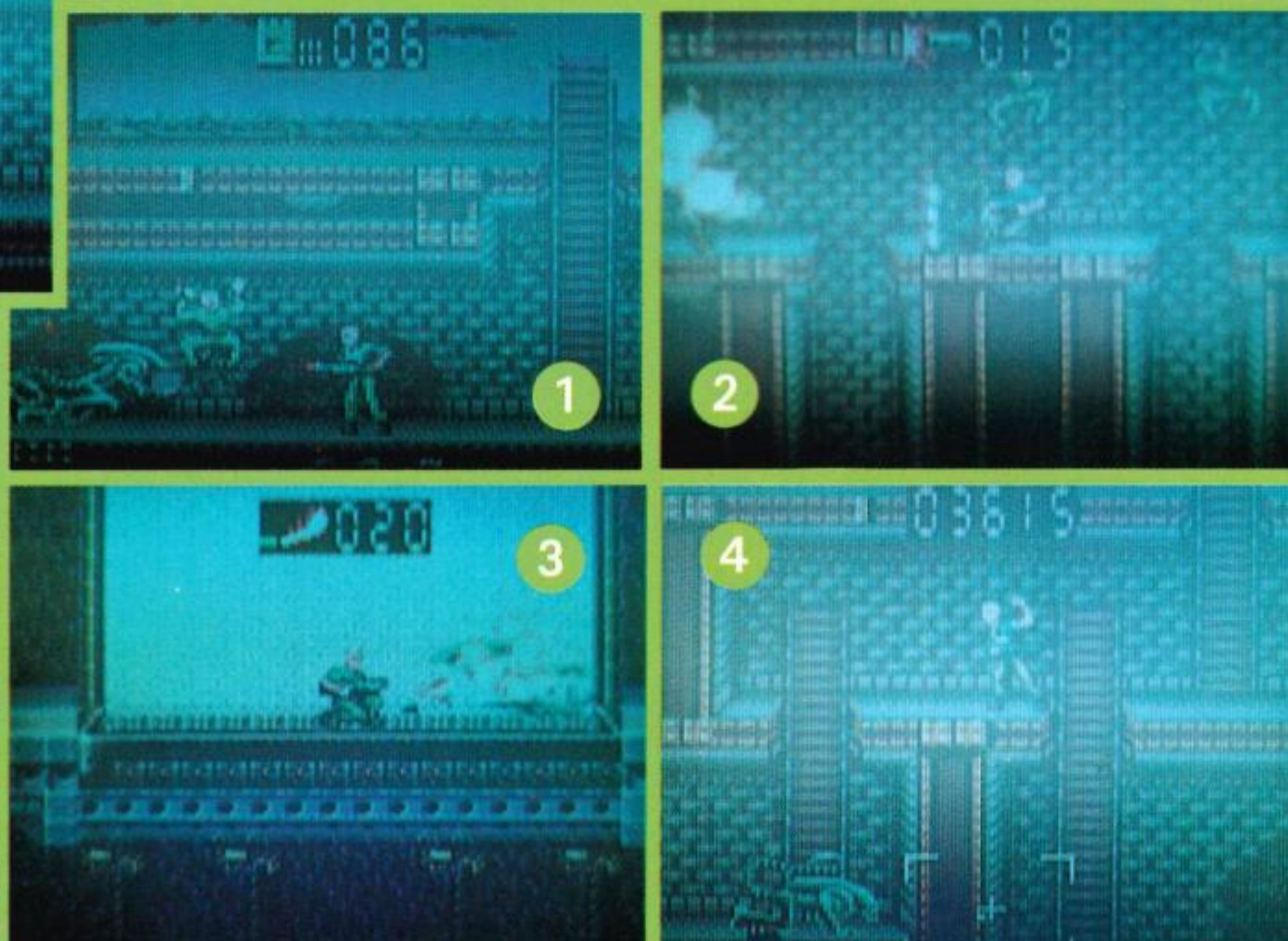
## what's what

- title:** Alien
- publisher:** Acclaim
- developer:** Probe
- format:** Game Gear
- type:** Tactical shoot 'em up
- out:** January 1993
- price:** £29.99

# weapons

If you subscribe to *Which Assault Rifle?*, if you like to relax at home in full camouflage, and if people often say of you "I don't understand – he was such a quiet lad, he'd never hurt a fly", you're just going to go bonkers over the hardware in *Alien 3*. The various weapons all have different pros and cons, so it's not just a question of selecting the biggest, most phallic one, and the whole thing's very realistically done.

You're able to shoot in any direction (just like real people with joints can!) and you can also fire either up or down when you're standing on a ladder, or left or right when you're crawling through a tunnel. The down side of this realism is that each weapon only has a limited number of shots, so a certain amount of prudent stock control is required.



## 1 pulse rifle

A rapid fire weapon with a rapid response time and a reassuringly large magazine. The best weapon for getting served first in the pub, but unfortunately you'll need quite a sustained burst to finish off an alien.

## 2 bazooka

With the risk of catching some shrapnel if used in enclosed spaces, and a rate of fire similar to that of a musket, this weapon initially seems less than ideal. However, it is the most potent item in your armoury and it's all but guaranteed to take all the fight out of an oncoming alien. It's also good for blowing up the automatic doors, which is immensely satisfying and makes you look really flash too.

## 3 flamethrower

Ideal for a range of DIY chores around the home including stripping paint, toasting xenomorphs and reducing face-huggers to piles of smoking soot. Limited range, but the marvellous hissing noise and the diverging fan effect of the flames make it the weapon of choice for crap shots and pyromaniacs everywhere.

## 4 hand grenade

Uh-oh – this one's a bit of a 'You'll never take me alive, copper,' last resort sort of weapon. Each grenade tends to bounce off walls and floors like a veritable rubber ball, and has an unerving habit of coming to rest at your feet. Still, the chances of being blown into tiny, bite-sized Ripley pieces are very much reduced with some careful positioning, and you can lob them through open hatches to clear a room below, without having to make a personal visit.