

# A L I E N T R I L O G Y

Finally! It seems I've been waiting for *Alien Trilogy* almost as long as I've been waiting for a decent sequel to *Alien*... But as *Alien Trilogy* is one of those rare titles for which Acclaim tells their developer, "Take as much time as you need," I'm certainly not going to complain about the delay. Probe put a lot of effort into this one, and the results speak for themselves: *Alien Trilogy* is one of the best movie-to-game translations to date.



DEVELOPER - PROBE

PUBLISHER - ACCLAIM

FORMAT - CD

# OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW



**TAKUHI**

Truly an authentic *Alien* experience. Work on that hit tracking, though...

But is it another *Doom* clone? Yes, I'm afraid so. Though Probe tried pretty hard to differentiate *Alien Trilogy* from the current glut of *Doom*-inspired action titles, there's really nothing too new or innovative here. But what is here is, for the most part, done right.

All 3 movies are represented in *Alien Trilogy*, with each one being the basis for a 12-level section. (Obviously, they're only loosely based on the films... I guess they figured that the *Alien* and *Alien 3* games wouldn't be quite so much fun if they each had a total of only one enemy.) This is probably the coolest part of the game... Though the play mechanics remain basically the same, there's always lots of cool new backgrounds and a few new enemies to look forward to when you begin a new section. The games are all linked together by a few minutes of excellently done, very high-budget computer-rendered FMV.

The game mechanics are very *Doom*... Explore large areas, pick up guns, shoot enemies, look for the exit, etc. But while the theme's the same, *Alien Trilogy* has an atmosphere all its own. The game's very dark, and full of metallic colors, all of which light up for the briefest of moments when you fire a weapon. There's a ton of different wall, floor, and ceiling textures, and this game's artists have mastered the art of using cold, dim lighting to cover anything with a spooky antiseptic glow. Each level has quite a few different areas, too, so while you may spend most of the time in dark linking tunnels, you'll find many well-lit and impressive

looking hospitals, control rooms, locker rooms, rec rooms, and even swimming pools. You'll find plenty of furniture in these rooms, too, from cots to desks to cold-sleep pods. The degree to which you can interact with these items is impressive: You can blow open lockers, break windows, and even open up the cold-sleep pods.

Complimenting the creepy mood of the game's locations is the music... Full movie soundtrack style that sneaks into the game in a quiet, ambient sort of way, and then twists into a sort of panicked intensity when the action gets more intense. Beautiful stuff, and it's well complimented by decently sloshy, squishy, alien sound effects.

Another big addition is the variety of different mission objectives. Each game's storyline sort of flows, from reconnaissance missions in the early parts to destroying (or fixing) specific targets in the later parts, and then to taking out a boss. Mission objectives include everything from destroying specific enemy specimens to collecting the ID tags of dead comrades. There's definitely a good deal of variety here.

But I do have some big complaints with *Alien Trilogy*. The enemies aren't as well done as they could have been... They pixelate close up, to an especially embarrassing degree in the case of the face huggers. Even worse, they're very lacking in the AI department. Infected marines just stand there and shoot you, as you shoot them. The bosses are particularly easy: Just maneuver them into a corner, and then unload your assault rifle, leaving them virtually paralyzed.

Worst of all is the hit tracking. Like *Doom*, you can't look up or down, so when an enemy is on a plane above or below you, you have to leave it up to the computer to know which direction you're trying to shoot. But it really sucks at this, so the whole strategy of trying to catch enemies unaware by blowing them away from a higher platform or through a window is gone. The sad thing is that sometimes they can shoot up at you, even when you can't do the same to them.

While *Alien Trilogy* doesn't really succeed in being a better *Doom* than *Doom*, it does do something very few licensed games can claim to do; it makes you feel like you're actually existing in the world on which it's based. And that really is a rare and remarkable feat. So even though the programmers missed a few key points when designing the play mechanics, the artists and musicians captured the feel of the films so well that I can wholeheartedly recommend *Alien Trilogy* to *Alien* fans. -Takuhi

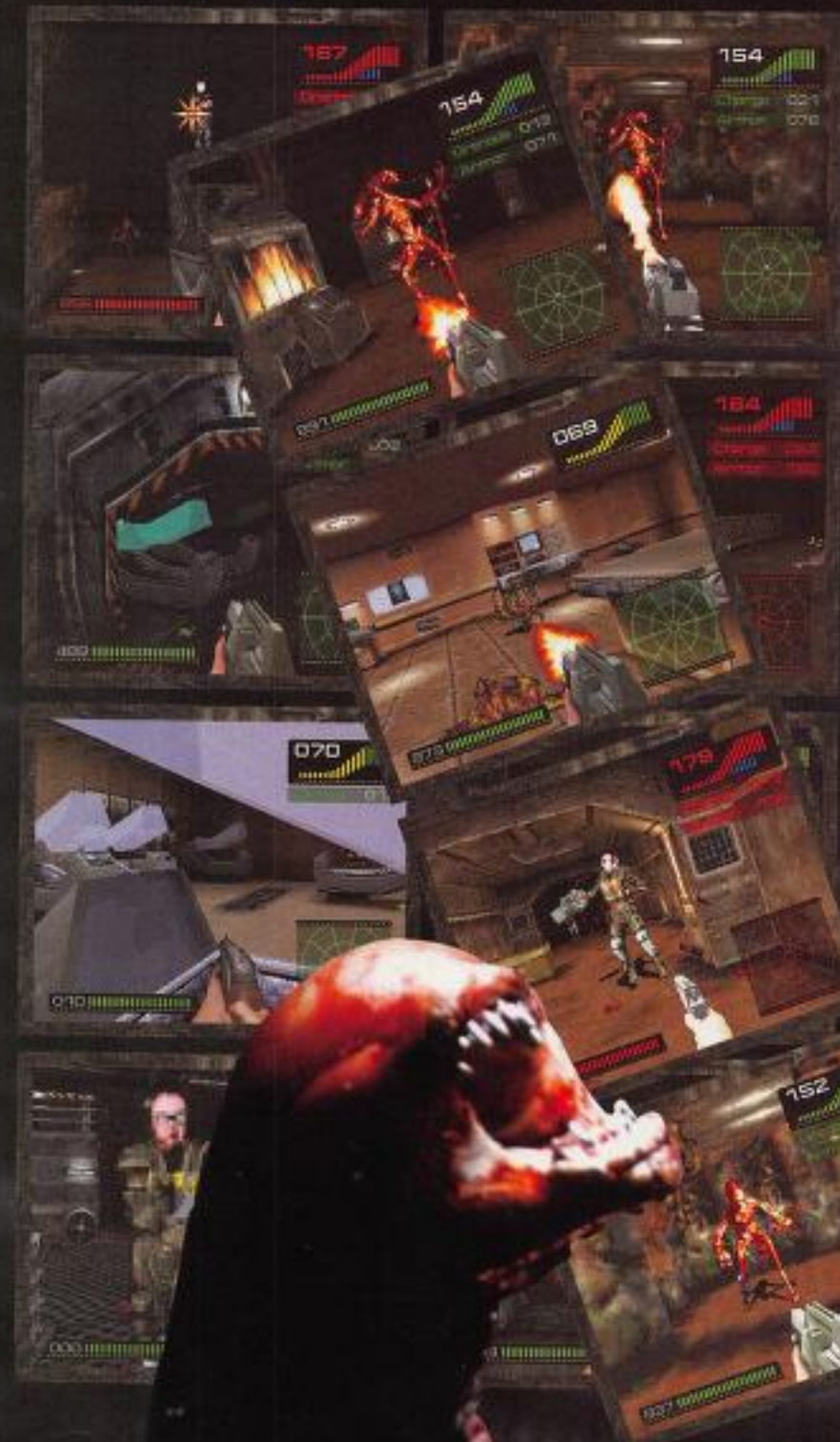
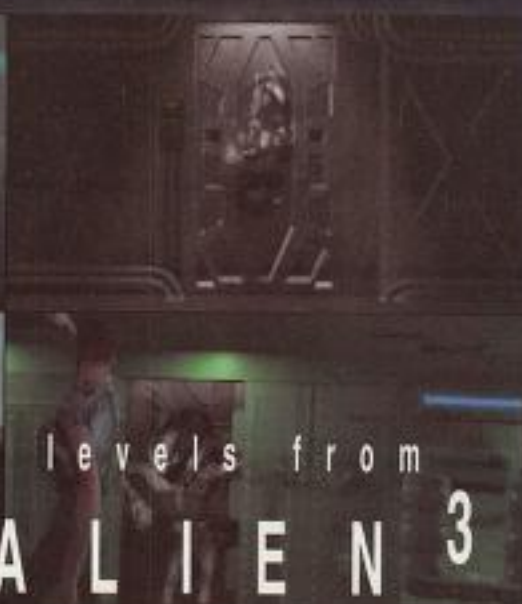
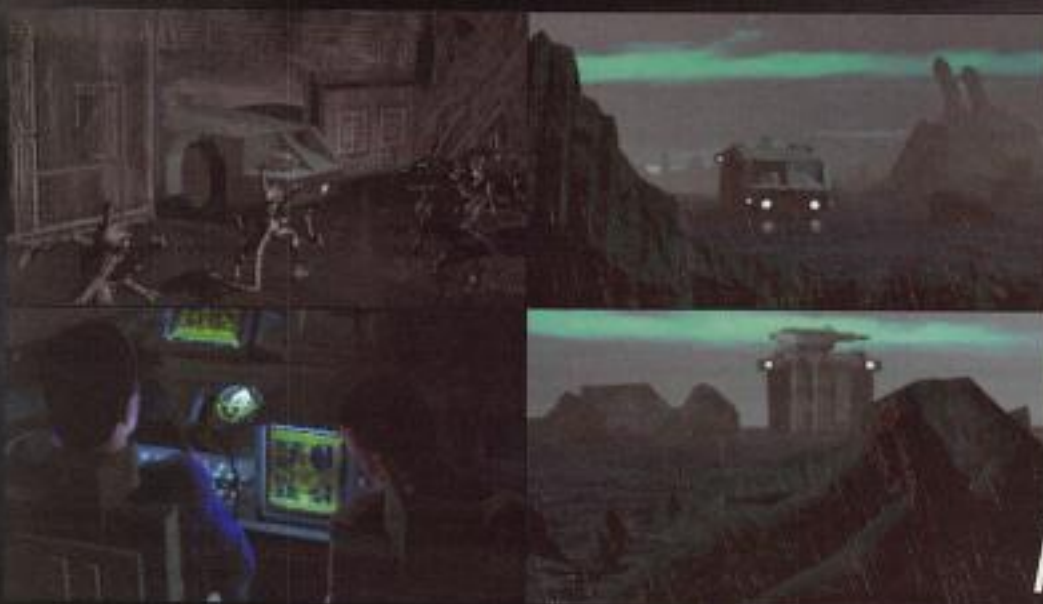




levels from  
**ALIENS**

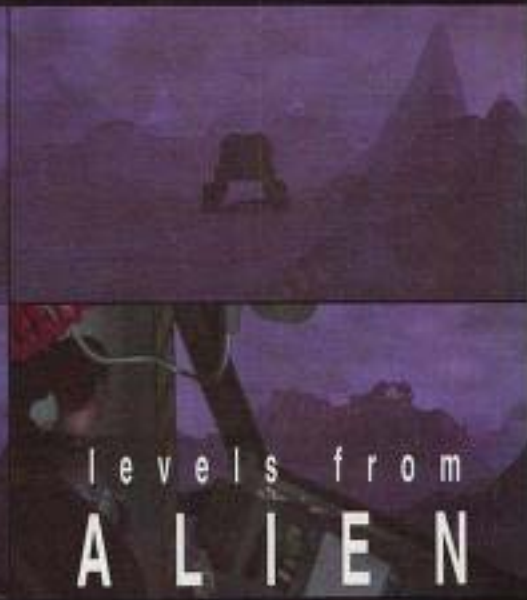


A couple of new twists on the *Doom* concept: There are obstacles, such as the steam vents, that must be avoided, and you have to use specific weapons to destroy specific obstacles, so be careful and don't completely drain any one weapon just on enemies.



You can interact with just about any obstacle you come across in *Alien Trilogy*. You can open the cold-sleep pods to find the ID tags of alien victims (or, if you're not so lucky, the chest bursters who killed them), break windows and lattice walls for easy shortcuts, and blow away lockers and curtains to look for hidden items.





levels from  
**A L I E N**

