



Anyone who's viewed theatrical version 1 or 2 (we won't mention 3), knows that *Aliens* was a series ripe for gamedom. It's become the only Doom like adventure to feature a female (Ripley) lead, enjoyed huge success on the Jaguar and is now selling, I'm sure quite well, nationwide. We apologize for the late review, but Acclaim's notorious for getting us reviewables just as the game releases. As Ripley, you're sent on a wide variety of missions, requiring you to traverse an infested colony, a large prison block, and eventually the aliens' lair. This is definitely *Trilogy's* strong point; instead of simply running around, trying to get out of each stage as you do in *Doom*,

each level of *Trilogy* has a specific task which must be completed. Some stages are pretty straightforward; go in and eliminate any alien infestation etc.... Others are more complex, such as finding survivors and grabbing their ID tags, or shutting off damaged systems so recovery teams can come in. This adds welcome variety to the experience, and helps break the monotony inherent in many a 3D corridor game.

ALIENS TRILOGY

Each are has that distinct *Aliens* feel, motion tracker chirping... eerie silence, acidic beasts. All the destructive force from the movie series are here, the Pulse Rifle, Smart Gun, Flamethrower, along with the required handgun and shotgun. Combine these with secondary



grenades, and excluding the handgun (which is FAR too weak against the aliens), you've got an arsenal that won't let you down, all you have to do is find it and of course, use it wisely.

The title *Alien Trilogy* may be a tad misleading (especially with *Die Hard Trilogy* coming soon, which does indeed cover all three movies). *Alien Trilogy* isn't 100% based on the movies; it's more along the lines of 'Inspired by *Aliens* 2 and 3 with some new stuff.' On one hand, I can see why *Alien* (the first) wasn't included – there was all of ONE alien in it. But on the other, it would have been cool to go on a sort of hide-and-seek mission to find it, maybe before a timer runs out, or before it kills all of your shipmates.

If you're looking for *Alien Trilogy* to prove, once and for all, that the Saturn can do a burning *Doom*-style games, I'm not confident you'll be 100% satisfied. There's no pseudo light sourcing 'ala *Loaded*, and your surroundings tend to suffer from slight clipping. The lack of such features don't steal away *Trilogy's*



R REVIEW



SEGA SATURN

DEVELOPER - PROBE

PUBLISHER - ACCLAIM

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW



E. STORM
SAVE SOME DNA FOR
THE RESSURECTION!

overall appeal but would have been welcome in any case. My biggest, and only real criticism lies in *Trilogy's* targeting system. Auto aiming is sorely needed but does not exist. If your enemy is on the floor or ceiling, you must manually aim higher or lower. To do so, you have to hold Z, use Y or B to look up or down, and then keep holding Z until you want to return to normal. This is a major pain, especially when a swarm of facehuggers, who scurry frantically looking for a face, are swarming you. Having to do this will drive you mad at first, and while it does get somewhat better once you're used to it, it's still annoying and can cost you precious health in the heat of battle. Otherwise *Alien Trilogy* is finely produced. While *Alien Trilogy* doesn't "push the Saturn to new heights", it's one of the best movie to game translations currently available, is plenty long, and very challenging, both strategically and in terms of pulse pounding action. I await Alien resurrection and hopefully... 64-bit conversions. **ES**