

TEVICAS SHARE OF EPIC BOSS FIGHTS." 45 Ninja Gaiden: Master Collection



HIGHLIGHTS

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little. A Challenge Card system is in place to alter repeated plays – you're able to choose from 40 modifiers that can be applied to a mission ahead of launch. These range from visual tweaks to give your bug hunt a new feel (such as Noir mode) to challenges that restrict enemy damage to head shots or increase the numbers of Xenomorphs your team will face off against.

If you just want to plough through the four story campaigns, you can, but activating Challenge Cards that modify aspects of the AI, enemy combinations, and more should make relaunching into these hives feel fresh.

KILLER QUEEN

The hope is that the four separate but connected story missions will hold your interest. Set aboard the Katanga, a space station orbiting an oil refinery that went dark decades ago, the premise fits in with Aliens' canon. Space marines from the USS Endeavor are deployed to hunt bugs, and no doubt take out the Queen.

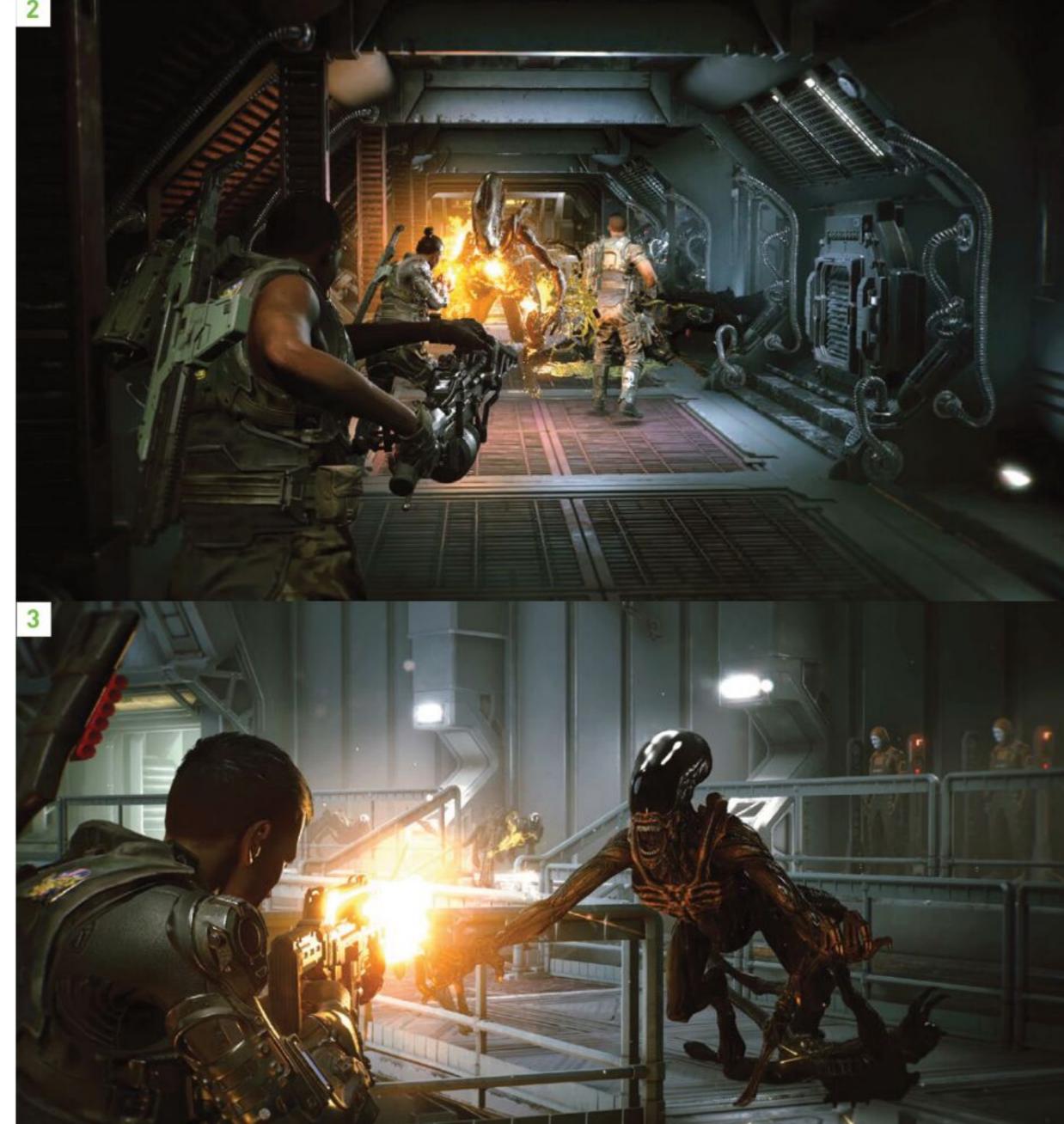
Each story mission is unique and set in Aliens-like environments; the oil refinery backdrop is no coincidence and echoes the industrial texture the films set in place. Though each story campaign can be played independently they form a cohesive narrative, and will tap into the broader corporate conspiracies teased in the movies. We expect a mix of metallic, functional ship corridors, fiery furnaces, and ancient alien technology – most of which will be caked in Xenomorph goo.

WATCH THIS SPACE

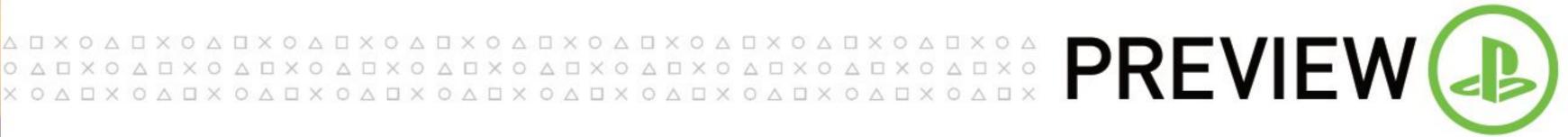
Out in the wilds Aliens: Fireteam faces the same obstacle the movie franchise has had to overcome: the contradictory ferocity of the franchise's creatures. The Xenomorphs are the universe's deadliest killing machine, and a whole hive drove Ripley to nuke them from orbit, but one could be vented as she scurried around in her grundies. In-game this means the devs have to balance giving us the space marine fantasy with ensuring there's enough challenge to make every firefight a frightening event. With a deep upgrade system, a focus on squad play, and a variety of enemy types to compete against, this could just make it.

IMPRESSIONS

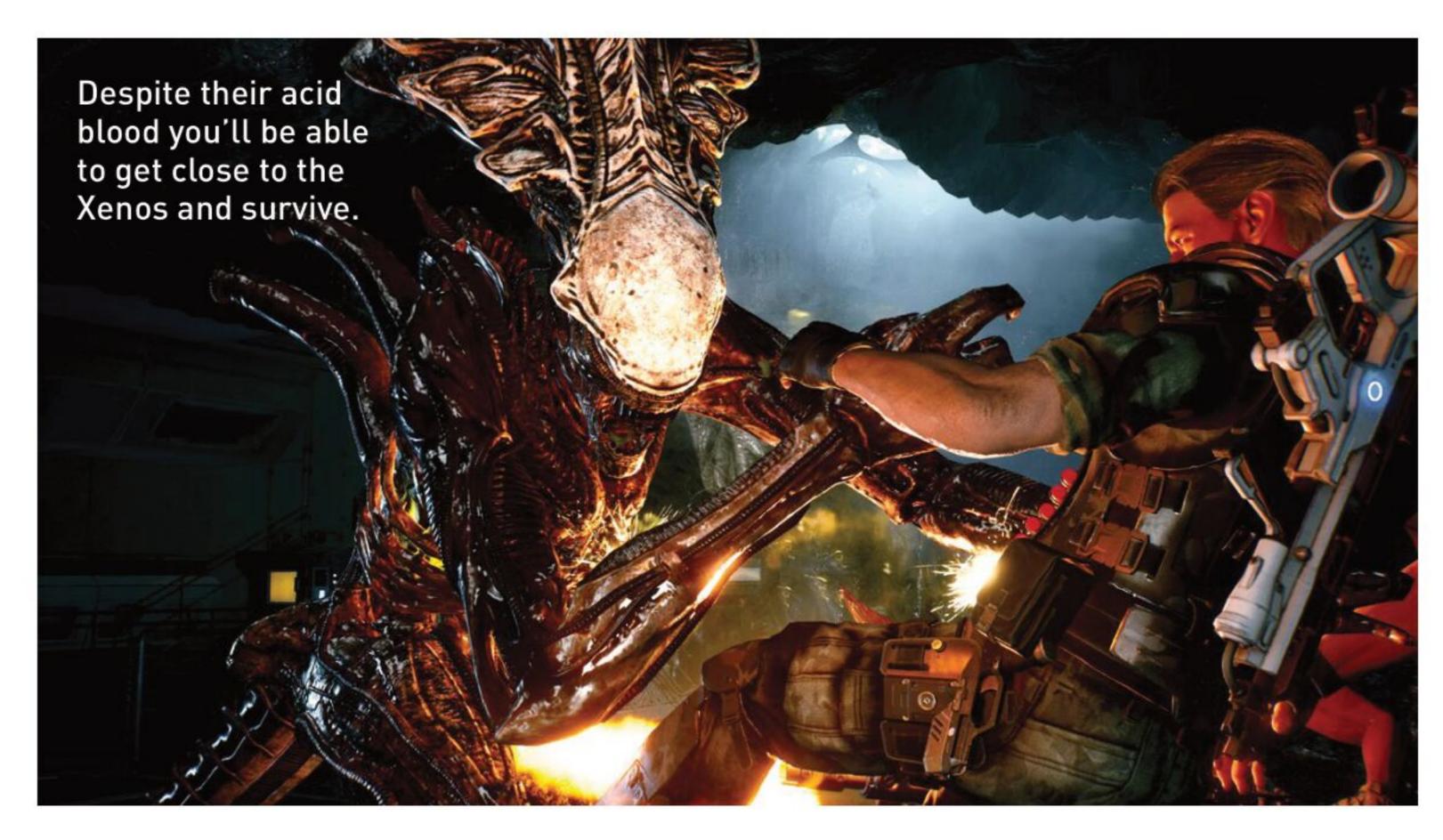
Rather than being revolutionary Aliens:
Fireteam is aiming to deliver tried and tested ideas within the confines of the licence. How far it can bend the rules of this universe will determine if it succeeds.



1 Weapons classes are drawn from the movies, and include the flamethrowers from Aliens. 2 Team formation is important, with different classes meshing to create support and offensive roles. 3 But you can also play solo, experiencing the core narrative as a lone wolf and discovering Katanga's secrets on your own. 4 The development team has a solid background in RPGs, so expect deep weapon and class upgrade paths.



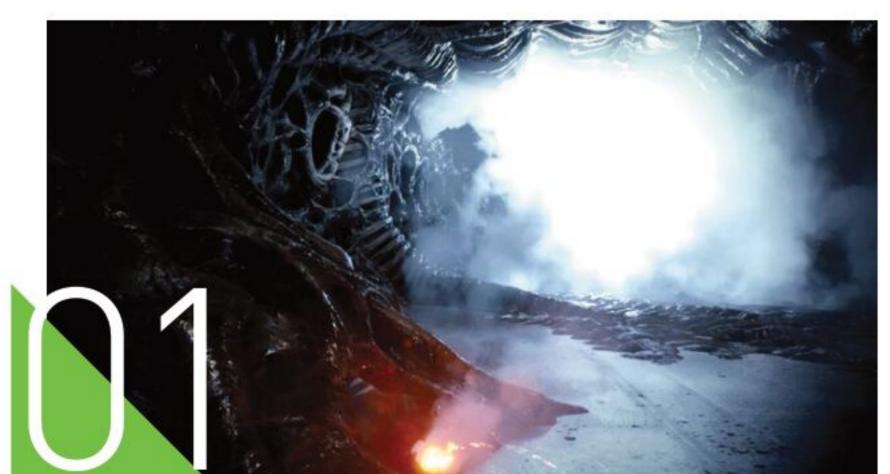






Game on film

Three ways Aliens: Fireteam echoes the films



Cold Iron Studios has nailed the tone of the films. The industrial grit of the series is here, as is the fizz and smoke of dropped flares amid alien nests.



In the films, the Xenomorphs are overshadowed by the greed of humans. Expect to reveal a deeper conspiracy and fight the 'corporations' in the game.



The bitch is back? Well, a boss Xenomorph is teased in Aliens: Fireteam. We'd expect nothing less than an epic confrontation with a hive queen.