

## ALIENS

Electric Dreams, £9.95 cass, £14.95 disk, joystick and keys

Warrant Officer Ripley, the sole survivor of the ill-fated star freighter *Mostromo*, is picked up in deep space in a hyper-sleep capsule and returned to a space station orbiting Earth. There she is interrogated by a hostile committee of the top Company administrators. Her account of alien creatures that gestate inside human bodies is disbelieved and her warnings of an alien space craft containing thousands of unhatched eggs are ignored. She then learns that the very same planet, where the crew of the *Nos-*

*Richard*

CRITICISM

Having never seen the film I didn't know quite what to expect. However, I don't think full use has been made of this apparently 'fabulous' licence. Presentation is so important in a game these days that when you have scrolling messages you just don't expect them to wobble around like mad. It's so offputting. Once actually in the game things don't improve immensely. The title screen music just can't be from the film as it's all bouncy and jolly; it doesn't seem to fit at all. The movement from screen to screen is also very poor - horribly jerky which, unfortunately, didn't entice me to get any further into the game.

*tromo* encountered the creatures, is now inhabited by the Company's engineers and their families. When all contact is lost with the colony, Ripley reluctantly agrees to accompany an elite squad of Space Marines to the distant planet. On arrival they find an eerie, deserted base bearing signs of a struggle, and as night falls the Aliens come out...

The crew have set up a MTOB (Mobile Tactical Operations Bay) which enables you to control six crew members individually from an Armoured Personnel Carrier outside of the base. Each member carries a sort of video camera which enables you to see what he sees. Each member (Ripley, Gorman, Hicks, Bishop, Vasquez, and Burke) can be turned to by simply pressing their initial key - Bishop is an android and takes the letter I.

The top half of the screen is taken up by the view of the selected crew member and has a cross-hairs sight at its centre. The cross-hairs can be moved up, down, left and right. When moved to the edge of the screen it scrolls around - as if you are standing in

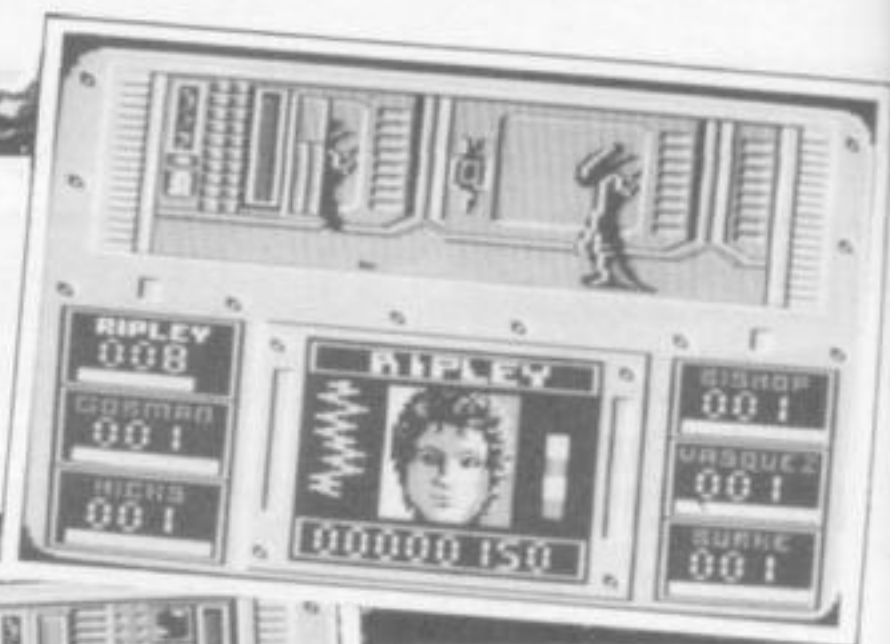
the centre of a room and turning. As well as being used for positioning, the cross-hairs serve as sights for your Smart Gun. When the sights are positioned on a door, hitting space bar gives access to the next room. Next to the doors are the locking mechanisms that can be blasted to prevent aliens from entering. Locked doors can be blasted open.

Bottom centre of the screen is a window which contains a portrait of the crew member presently under control, his or her name above and credit points below. To the left and right respectively are that member's Bio-Functions Trace which gives indication of their health and their ammunition status. Either side of the centre window are three windows. Each little window has the name of an individual member, the room he is presently in and the Bio-Monitor

*Anthony*

CRITICISM

Jerky the graphics may be, but the thought of what is to come egged me on through the maze. In fact I found *ALIENS* quite absorbing, though the way you choose the direction to move is quite difficult to master, and can become frustrating when you realise that the new tunnel you were following is in fact where you have already been. Thankfully they give you a good map to follow. This is one game that is not going to instantly appeal to many, but be assured that once you get to grips with the idea *ALIEN* bashing becomes good fun.



blasted by a smart gun. This acid blood is deadly and destroys everything, crew members included. Small amounts evaporate fairly quickly.

Bio-Mechanical growth appears on walls where an alien has passed. If not shot off it spreads and develops into face huggers and alien eggs.

Your mission is to get as many members of the crew as possible to the Queen's chamber on the far side of the base. All aliens lay eggs here and once entered you must be prepared for anything...

*Mass*

CRITICISM

Not an easy game to get into is *ALIENS*, a lot of practice is needed to shoot the aliens first time because you rarely get the chance to get a second shot - they're damn quick to react. Rescuing captured crew members is also a rush job, as well as concentrating on the screen you have to have a keen sense of hearing to listen for the bleeps - time wasted is another member gone to the dogs - or should that be aliens. Unfortunately the scrolling is bit of a let down, it's rather jerky to say the least. After overcoming my instant dislike to the scrolling and with a little perseverance I began to get well into the game and found that I rather enjoyed it. There's plenty of engrossing action to keep you busy well into the early hours. It's all a matter of practice.

### PRESENTATION 74%

You're even supplied with a map.

### GRAPHICS 72%

Shame about the scrolling.

### SOUND 69%

Unusually jolly tune, FX serve their purpose.

### PLAYABILITY 76%

Not an easy game to get into but then...

### ADDICTIVE QUALITIES 71%

... plenty of aliens to zap.

### VALUE FOR MONEY 75%

Not a bad price to blast away extra terrestrials.

### OVERALL 75%

Once mastered alien blasting is great fun.

