



ALIENS VERSUS PREDATOR



PUBLISHER FOX INTERACTIVE

DEVELOPER REBELLION SOFTWARE

PRICE \$34.99

RELEASE APRIL 1999

WEB SITE www.foxinteractive.com

PLAYERS 1-1

Half-Life Smarsh-Life! Unreal? Not real enough! Quake II? Ancient history! It's been years in the making, but Fox's ground-breaking Aliens Versus Predator has finally arrived.

THE BIRTHS OF THE LEGEND

The Aliens and Predator film franchises are perhaps the biggest ever, apart from Star Wars. The first Alien film appeared in 1979 and featured creature designs by Swiss artist H. R. Giger. In 1986 James Cameron then turned the series into an action fest with Aliens and its Vietnam allegories. Then it was the turn of the Predator against Arnold Schwarzenegger in 1987, and later Danny Glover in an inferior sequel in 1990. This film cemented the legend of Aliens Versus Predators when an Alien head was seen in a Predator's trophy room. From there the legend was born, developed later by Black Horse Comics and now in a superb computer game.



RIPLEY GETS UP CLOSE AND PERSONAL...



...BUT HUDSON'S DEFINITELY NOT IMPRESSED

YOUR heart's pounding as you run through a maze of corridors lit by only by hazard lights, the Predator following your trail. The only sounds to be heard are your lungs gasping for air, the thudding of your boots on the metal floors, and the comforting pulse of your motion tracker (so far so good; there are no blips visible on its display). You run around a corner and discover the corridor's lights have failed, your motion tracker picks up one, two, three blips in front. You throw a flare into the darkness. Suddenly four aliens are visible, crawling towards you! You empty your clip into them...

Excited? That's how it feels to play Fox's Aliens Versus Predator as a solitary colonial marine trying to escape from a planet's infested colony. If your nerves can take it, you can even choose to play as a Predator or an Alien. Now how cool is that?



A GREAT SHIPING OPPORTUNITY FOR A PREDATOR

OTHER OPTIONS...

Half-Life

UPC 17 - 95% A great game, but it looks dated compared to Aliens Vs Predator and simply isn't as scary!

NEW
93%

Quake II

UPC 5 - 94% What was once the best is now a pale shadow compared to many of today's first-person shooters.

NEW
89%

Unreal

UPC 11 - 94% Still an impressive game, but, again, it is beginning to show its age compared to AVP.

NEW
91%

THE BEST GAME EVER?

I'm going to lay my cards out on the table now and set the tone for this review, so prepare yourselves, but Aliens Versus Predator (AVP) is a better game than Half-Life! There, I've said it. Forget Quake II - it's showing its age. Forget SIV - Blood 2 with too much action, not enough suspense - and forget all other first-person games you've played before. Don't get me wrong, Half-Life is an excellent game, but the use of the old Quake II engine meant the graphics weren't as good as they could have been. The aliens looked too unrealistic and had a cartoon feel to them (not that I know what aliens feel like!), whilst the humans looked good from a distance but up-close were shocking. The gameplay was good, being a mix between full-on blasting action and nerve-jangling fear of the unknown.



AVP is a far better proposition all round. The graphics, as you can see, are some of the best seen in this genre, with the exact look and feel of the Aliens and Predator films to them, even down to Predator ships and alien hives. Seeing them move is another matter; the aliens are so quick and keep coming at you until you've blown body parts off (even with no legs, they still crawl towards you!) and the Predators are often invisible until they actually attack you, whilst

when you're playing it the game's quality becomes even more apparent. Many of you will probably have played the Marine demo on last month's cover disk and understand what I'm talking about, but what about playing as an Alien or Predator? Well, each race has its own style of gameplay in their campaigns (AVP is basically three games in one), and the Alien and Predator demos released by Fox don't do the game justice.

As an alien you must protect your hive

"THE GRAPHICS ARE SOME OF THE BEST IN THIS GENRE, WITH THE EXACT LOOK AND FEEL OF THE ALIENS AND PREDATOR FILMS TO THEM"

the humans move really slowly in the eyes of the fast alien races.

When I play computer games I like to become immersed in them; I want to feel like I'm there, I'm firing weapons or driving the vehicles. Apart from the recent *Thief*, which I'm still happily playing, AVP is the first game to make me feel this way and get me this excited since the original *Doom*, which could still rate in the high nineties today (well, I think so anyway!). The simple fact alone that this is based on two of the most successful sci-fi film franchises ever pushes this game into the high eighties score bracket, but

by first sealing off your temple and then killing all the human and Predator intruders. With no ranged weaponry, you have to rely on your claws and tail, and later your acidic spit. Luckily you can crawl anywhere you want - on floors, on walls and ceilings - and you have a sort of infra-red vision with which to see in the dark. Oh, and you move incredibly quickly. So fast, in fact, that you can often run down a corridor and kill your prey at the other end before they've even pulled the trigger. Attacking with claws is a messy business, and the particle physics in AVP become apparent when you slice someone's arm or leg off and droplets of

MESMERISING MULTIPLAYER

The multiplayer aspect of AVP must surely rate as one of the best ever. Okay, you can't build your own skins or levels, but let me explain:

The fact that anyone logged on over the LAN or Internet can play as either one of the three species means that each will be playing differently, making this a far more exciting game than *Half-Life*. For example, playing as a marine against an invisible Predator is a terrifying experience, with attacks coming from all sides, the occasional blip registering on your motion tracker, and aliens moving quicker than the eye can see. Once you've tried it you'll never want to go back to *Half-Life* again!



NOT AN ALIEN YOU WANT TO MAKE ANGRY!



THE MIRRORS ARE USELESS BUT LOOK GOOD



A VICTIM OF A PREDATOR'S BACK-SLAPPING!



EVEN THE DROPSHIP FROM ALIENS APPEARS

blood spray onto the walls; each bit of blood for each race is individually mapped and will affect the game's environment. You can even bite humans' heads off and suck their blood for health-giving properties. Nice! As you progress through the levels you can even get bigger and stronger, eventually becoming this huge eight foot, virtually indestructible monster. Great!

As a Predator, the gameplay changes again. You are equipped with all the gear seen in the two Predator films, including a pistol, medical kit, cloaking device, speargun, and even a shoulder cannon with a triangular targeting sight. All this stuff needs power, though, and your suit only contains a limited amount, depleted when you use one of the above and topped up by periodical power-ups scattered throughout levels. As a result of this, stealth is the name of the game. You can go in blasting away and killing all and sundry, but you'll soon run out of power, so by cloaking yourself you can sneak up to human sentries and patrols and simply use wristblades to cut off heads and body parts.

DON'T DELAY, BUY TODAY!

There's so much more to this game I've



YOU'D BETTER WATCH YOUR STEP HERE

not yet described here, like spaceships flying past windows, TV screens that can flicker into life, the alien craft seen in the Alien film with Sigourney Weaver, the huge alien statue seen in the temple, the beautifully animated drop ship that collects you from the planet colony, the mirrors you encounter and the depth of atmosphere. I've never experienced anything like it, and being a fan of the films I can obviously relate to what goes on in the game. If your machine matches the recommended specs then don't delay and buy this game now. Your nerves will be shredded, but at least you can say you've played one of the best games ever! **CHRIS**



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FOR	SPEC	MIN	REC	VERDICT	OUT OF 100
The graphics, the sound, the gameplay and the sheer scariness of it all!	PROCESSOR	P200	P200	Half-Life should run for cover! This is the most intense, nerve-wracking, heart-pounding, downright frightening experience ever!	94
	MEMORY	16MB	32MB		
	HARD DRIVE	85MB	185MB		
	GRAPHICS	20FX	20FX		
	CONTROLS	MOUSE, KEYS AND JOYSTICK			
AGAINST	Unlike Half-Life, the levels are not continuous or linked by movies				OUT OF 100