



Aliens Vs Predator

PC

AVAILABLE: EARLY 1999
CATEGORY: FIRST PERSON SHOOTER
PLAYERS: 1-MULTI
PUBLISHER: FOX INTERACTIVE

wow-o-meter

It's a great concept which has appeared as a scrolling beat 'em up in the arcades and on a few consoles, but finally the Aliens Vs Predator series is making it's debut as a first-person action game! Choose to play as either a Xenomorph, Predator or Colonist and then see how long you can survive! The gameplay and visuals look simply stunning, with Aliens able to cling to walls and ceilings, Predators able to enable cloaking devices and Colonists able to fry them both with stupidly big flame-throwers. Yes! If Fox Interactive get this one right, it could be the multiplayer game to beat all current multiplayer games. This one was shown at E3, and the crowd's response was most impressive, though development of the game is only just getting into gear. As far as the single-player game goes, the most appealing feature is the ability to revisit any level in the game at any time, which will obviously be necessary with some of the puzzles. This true non-linear approach should really make you feel as if you're adventuring through a big infested space station, not a computer game. Bring it on!

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The Settlers III

PC

AVAILABLE: NOV/DEC
CATEGORY: SIM
PLAYERS: 1-20
PUBLISHER: BLUE BYTE

wow-o-meter

Settlers is back! Essentially a God Sim, Settlers III has a little bit of everything, from strategy and combat to resource management and general sim duties - all with an incredible amount of detail and humour. You can play either the Egyptian, Roman or Asian campaigns and attempt to maintain their economy and growth until they're strong enough in a certain area to go out and conquer other whole civilisations. Each race is unique in a variety of ways, from their clothes and skills to their professions and tactics. The multiplayer game will support up to 20 players at once for some seriously challenging - and funny - games.

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Gangsters

PC

AVAILABLE: TBA
CATEGORY: STRATEGY
PLAYERS: 1-MULTI
PUBLISHER: EIDOS

wow-o-meter

Here's your chance to be the boss. Gangsters is set to enter territory Grand Theft Auto steered clear of, so it'll be interesting to see how this one goes with the censors. The aim is to run a mafia crime syndicate, make lots of money and... er... "whack" anyone who gets in your way. You control each gangster individually, and can view what's happening around town from either a map-like menu or a street-level camera. The game had definite similarities with Syndicate, yet with a few more sim-like functions. There certainly seems to be a lot of fun stashed away here, so let's hope Eidos don't rush this one out before it's ready...

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