



MT 9  
STATUS:  
**REVIEW**

BY ACCLAIM

PRICE: £39.99

PLAYERS: 1

GAME TYPE: SHOOT 'EM UP

CONTINUES: 0

SKILL SETTINGS: 3



**A**liens? Tense, nervous, killer aliens? We all know that problem. As if it weren't enough being sent to a prison colony for the rest of your life, you get there and find there's a hideous life form gestating in your intestines. Before you know it there's an epidemic and slimy acid-blooded xenomorphs are running around all over the place, no matter how much alien powder you put down near the pantry. However, now relief is at hand in the form of fast-acting Ripley, a veteran at the old alien-exterminating game, who has had the misfortune to crash land her space jolopy on the rough and tumble colony of violent sociopaths and deadly extra-terrestrials, armed only with a flame thrower, a machine gun, some grenades and sundry other small arms.

Aliens 3 is the exploration and guns game from Acclaim based on the latest in the famous Alien movie series, which sees Ripley saving all the captive surrogate alien parents and destroying the alien-infested areas of the prison.

# ALIEN

**SHOOT! SHOOT!  
AARGH!  
KILL! DESTROY!**

The thing about Alien 3, the movie, is that Ripley and her convict cohorts have no weapons with which to defend themselves from the invading face-eaters except toxic waste, fire and long metal poles. In the game, Ripley the Walking Arsenal is carrying so much artillery the aliens don't stand much of a chance!

Ripley can cycle through her weapons at the touch of a button to select the one most apt for the situation she is in, with the currently selected firearm shown in the bottom corner of the screen, next to a counter indicating how many of the original 99 rounds are left in that weapon. The offensive capabilities Ripley has at her disposal are:



**Pulse Rifle** ▲

**PULSE RIFLE** A no-frills rapid fire gun which kills all known aliens dead with a couple of short bursts. It doesn't take long to run out of ammo, though.



**Grenades** ▲

**GRENADES** Good, honest grenades for the throwing of. Best used for dealing with aliens hiding around corners in the ventilation ducts.



**Flamethrower** ▲

**FLAMETHROWER** A short-range but high-power weapon which acts more as a reserve for when everything else has run out.



**Grenade launcher** ▲

**GRENADE LAUNCHER** A pump-action weapon which shoots high explosive grenades, although it has a slow fire rate and not much ammo to start with.



# ALIEN 3

## PAUL'S COMMENT



I criticised Probe's programmers for taking liberties with the plot of The Terminator when they produced the Megadrive game of the film, and they've taken more liberties with the plot of Alien 3. This time, though, I'm not complaining at all, because, unlike Terminator, Alien 3 has loads of great action which you could spend months enjoying. It's really not much more than a maze game with big guns, and it can't really be said that there's a whole lot of variety, but the action is so intense you could almost be there. The animation and the graphics are just superb and the music and sound effects are the best I've heard on a Megadrive since... since I don't know when. Plugging in the headphones or the hi-fi is essential. Chopping up the aliens with all those weapons is absolutely terrific fun, so much fun in fact, that I will definitely come back to the game after I finish it. I don't know when I'll do that, though, because I've been playing this in every spare moment and so far I've only got as far as level seven out of at least twelve. Don't worry if you've never seen the films, just get this game at all costs!

## SPOT THE DIFFERENCE

The game of Alien 3 does differ a little from its big screen counterpart. For starters, Ripley is toting a whole heap of guns, none of which appeared in the film, which is a set in firearms-free zone. The rescue-the-prisoners aspect is also a new non-film feature. Still, other than this just about everything is perfect, right down to Ripley's shaven bonce.



ALIEN 3 REVIEW



## FRUIT AND NUT CHEWY BAR (IE THE TRACKER)

As well as several tons of hardware, Ripley also has a motion tracker, as seen in *Aliens*, to help her out. It displays the a thermo-sensitive readout of the area surrounding Ripley, with human bio-patterns (ie the prisoners) flashing red, whilst those nasty old aliens show up blue, thanks to their colder body temperature.

Alas, you can't rely on the motion tracker because it drains its batteries faster than an early Eighties personal stereo. Luckily, there are more batteries to be found around the place which put new life into your tracker.



Aliens above and below. ▲



Grenades come in very useful bursts so they can be shot down passages to catch the alien napping. ▲

As you might expect, safety and pleasing aesthetics were the last things on the minds of the designers of the prison. As a result, the environment Ripley fights her way through is full of tunnels, air ducts and blind corners. Travelling through the air ducts is very dangerous, as Ripley has to crawl slowly along, hoping that there are no aliens waiting around the next corner. The easiest way to deal with this is to drop a couple of grenades around or down any corners before you venture around them, thus clearing them of immediate danger.

## THROUGH THE AIR DUCT

## THAT'S MY ALIEN

### MARK'S COMMENT



Phew what a scorcher (beat *The Sun* to that one). This is one of the hottest action games on the Megadrive ever! Right from the smart intro sequence you know you're in for xenomorph frolics unlimited. Quite apart from shooting aliens with various neat weapons, the time-limited search for prisoners adds a real nail-biting edge, and ensures that only the jammiest player will get through a new level in one life. The sound effects are the best I've heard on any game (especially the rattle of the pulse rifle and the slurping sound made by opening eggs) and the music is also supremely atmospheric. To make *Alien 3* even more impressive the programmers have put in loads of little touches such as the way the grenades bounce down the airshafts and obliterate bothersome aliens, the way the face huggers leap out from the eggs and the warrior aliens which try to smash doors down by ramming them with their heads. My only criticism is that the aliens look a little too dog-like, but apart from that there's almost no faulting *Alien 3*. You 'd have to be barmy to miss it.



Walk through walls to find secret rooms. ▲

Those aliens eh? They all the same to me. However, there are in fact marked differences between them, physically at least, although they all seem to have much the same interests (ie putting their parasitic babies inside other living things).



## FACE HUGGER

The first generation face hugger lives in small eggs laid by the Mother Alien. Upon seeing these pods it's a good idea to shoot them, killing the beast before it has chance to attack. Leave the pods however, and the little blighters burst out as Ripley approaches, hugging her face in an attempt to impregnate her, or at the very least suffocate her! However, they are quite easily shaken off, but not before draining some of her energy.



Face huggers in the food store. ▲



## ALIEN WORKER



Yet ornery everyday alien worker/warrior. Attacks Ripley on sight. There are hundreds of these patrolling the prison and each one is highly dangerous. Don't hesitate or try to run. Shooting is the best policy.

Workers can absorb most damage to the chest.

## ALIEN GUARDIAN



An extremely hard alien, thankfully few of which are found on the colony. At the end of every few levels, one of these speedy chaps appears, leaping around like there's no tomorrow and spitting acid at Ripley. A fully-armed grenade launcher is a great help here and because it's time-limited you have to make each shot count.

This boss can take a huge amount of fire to kill. ▲

## BIG-SCREEN ALIEN DEATH

Any players who have been in a Rip Van Winkle-style state of suspended animation for several years, or perhaps are under eighteen and would never dream of breaking the laws governing video certification, may not have heard of the Alien series of films. The first, surprisingly entitled 'Alien' was brought to the world in 1979 and was a tense space horror thriller starring Sigourney Weaver, John Hurt and an alien. The emphasis was more on the lone-hunter-picks-off-the-trapped-space-ship-crew-theme, whereas 1987's sequel, imaginatively titled Aliens, was much much more of a gung-ho guts 'n' gore fest with a whole army of aliens. Alien 3 takes something of a departure from its predecessors, featuring no high-tech hardware and as much danger to Ripley coming from human adversaries as aliens. Alien 3 also features yet another new director, David Fincher, a first-time feature



Armed only with a flare, our hero explores the vast, unlit shafts. ▲

moviesmith whose previous credits include Madonna and George Michael promo vids and Nike, Pepsi and Levi's TV commercials. Previous directors have been the famous Ridley Scott responsible for the first film and the even more famous James "Terminator, T2 and The Abyss" Cameron. Although he'd probably rather forget about The Abyss because it was dull.

## ALIEN

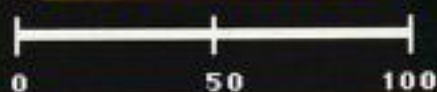


REFLEXES STRATEGY



CHALLENGE THOUGHT

92% RATINGS



### PRESENTATION

92%

PLENTY OF OPTIONS, A GREAT OPENING SEQUENCE AND SCARY INTERMISSION SCENES

### GRAPHICS

94%

CLEAR AND DETAILED SPRITES IN SOME COLOURS, PLUS EXCELLENT BACKDROPS RE-CREATE THE ATMOSPHERE WELL.

### SOUND

93%

THE TREMENDOUS MUSIC AND SOUND EFFECTS REALLY DO ADD A LOT OF ATMOSPHERE TO THE GAME.

### SHORT TERM PLAY

92%

AS EASY TO GET INTO AS A SWEET SHOP WITH NO DOOR, THE BLASTY ACTION PROVIDES INSTANT GRATIFICATION.

### LONG TERM PLAY

93%

LOADS OF LEVELS, AND THEY GET PROGRESSIVELY HARDER RIGHT UP TO REALLY, REALLY HARD LEVEL, AND IT'S NOT A GAME YOU'LL TIRE OF EASY.

### MEGATECH RATING

94%

NOT EXACTLY A TRUE TRANSLATION OF THE MOVIE, BUT ONE OF THE BEST ACTION GAMES EVER TO GRACE THE MEGADRIVE'S CARTRIDGE SLOT.