

Alien T

PSX-PRO Coverdisc

This issue of PSX-Pro sees a continuation of our strict cover disc policy – quality above all else. Good demos are a rare commodity – excellent ones are rarer still – and if we aren't 100% happy that our disc is far superior to those of all the other PlayStation magazines, we won't use it. We'll go without and save your money. That, of course, will not be necessary with Alien Trilogy from Acclaim. This is the finest game yet to grace Sony's machine – everyone knows it – and it is you, as a reader of PSX-Pro, who gets to play two whole exclusive levels. Kind of what you'd expect, really...

PSX-Pro will cost £4.99 only when there's a cover-mounted disc

Two completely new levels specially created for PSX-Pro!

We've genuinely amazed ourselves here at PSX-Pro by securing a demo disc which manages to surpass the amazing trio of efforts we brought you last month. Not only is Alien Trilogy the May Game of the Month (See page 10 for the full review), it is the single highest scoring game ever reviewed in PSX-Pro, gaining a massive nine-and-a-half, and earning every bit of it. But then that's the kind of quality you've come to expect from us...

This demo of Alien Trilogy contains two massive levels which are not included in the game. They've been specially programmed for us, and you. After the brilliant intro, you'll be confronted with an options screen, and the good news is that none of the options have been disabled for the demo. There's a choice of three difficulty settings, ranging from hard to ludicrously difficult (no easy rides!), along with the chance to alter the music-to-effects ratio and the joypad configuration. Control-wise, everything's explained on the disc itself, so we won't waste time with it here.

Alien Trilogy is like Doom, only inasmuch as it is played in a fully three-dimensional environment. RT, whilst a tremendous blaster in its own right, asks much more of you in the strategy department, and has more to offer in terms of genuine atmosphere. You'll need your wits about you if you're to survive for more than just a few short minutes.

The game itself is dark, and often the only sounds you'll hear are your own footfalls on the metal walkways of the alien environment. Aliens can creep up on you undetected and – at the risk of sounding like some sort of bird – there are genuine shocks from time to time as a face hugger screeches into your limited field of vision and attaches itself to your face.

You begin with just a puny pistol, but better weapons are scattered throughout the maze-like passages, as are many other items which will be of use. Look everywhere – there may be secrets – and don't take on a big alien mutha unless you know you have sufficient firepower. Ready to face the aliens? We doubt it...



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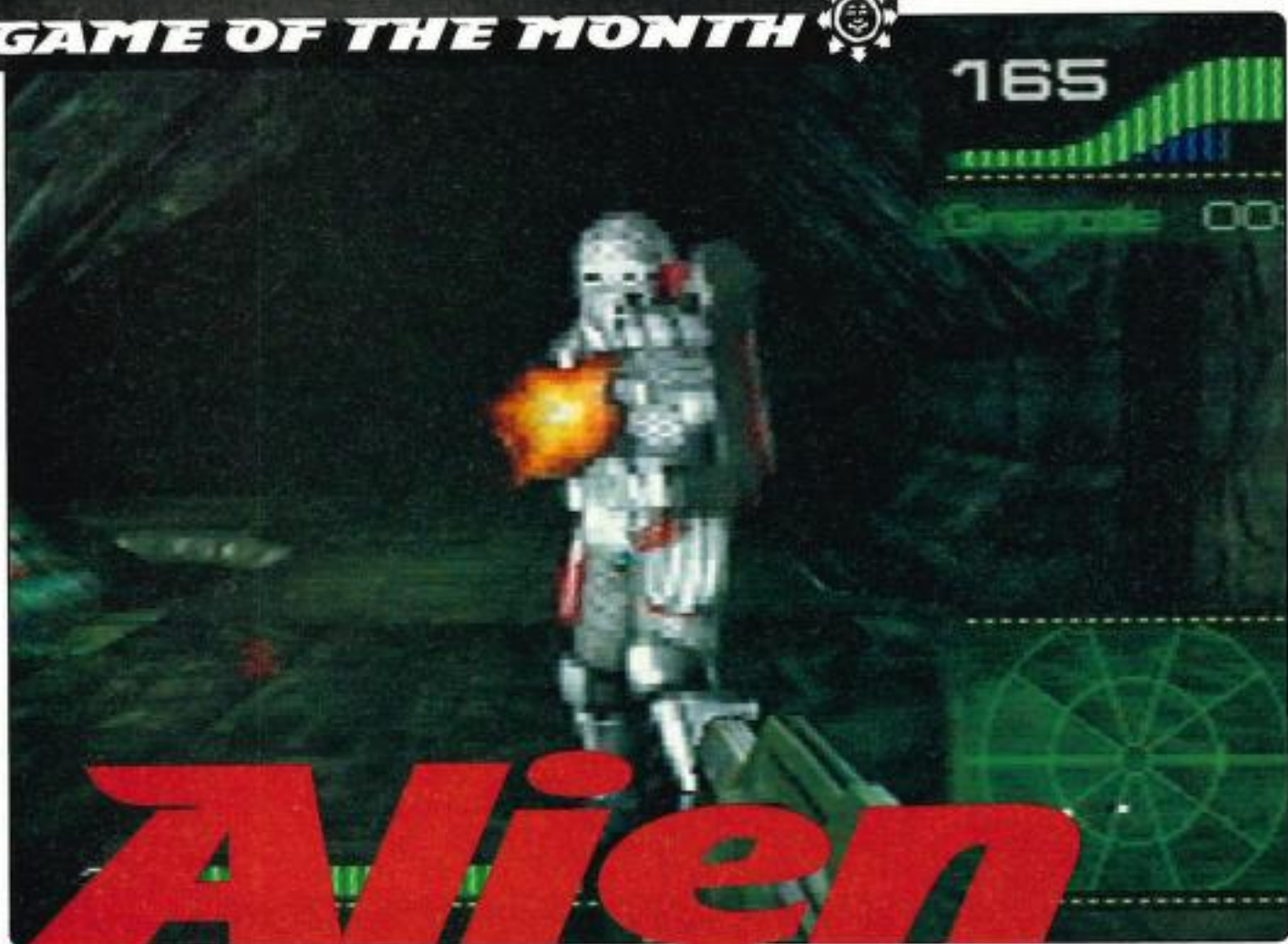
Exclusive



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再生(▶) /



Alien Trilog



by
ANDY

Acclaim has finally given all you Alien fans out there the chance to be your very own Ripley



Graphically, Alien Trilogy is awesome





The map and your weapons are easily accessible



Imagine if you will the classic Doom. Remember how it had everything you required in a game? The levels were packed with tense atmosphere, tough blasting and gripping gameplay. Proving its superiority over all previous releases, it was inevitable that a sequel would arrive. And it did. For the PlayStation version, both games were included on a single disk, and it's still a top selling title.



If there's any justice in the world, Alien Trilogy will soon be joining Doom at the very peak of the pile.

Why? For the sole reason that it's got everything that Doom has, only it's far more polished in all departments.

Whether you're a fan of the movies or not, Alien Trilogy is guaranteed to have you on the edge of your seat. The dark corridors could hide any number of aliens a few short feet away. Your scanner will pinpoint their location, but as for whether it's a face hugger or an alien warrior, only sighting the beast will reveal the answer. And by then of course you may be in grave danger.

Incorporating aspects of all the Alien movies, the three huge levels are split into numerous stages with each mission outlined in detail before you begin. You begin the game by searching for the colonists on LV426 - as in the second movie. You then move on to Fiorina and round things off in the Bone Ship from the first movie. So, although Alien Trilogy incorporates all three films, there is a certain amount of artistic license involved. But this doesn't leave you disappointed.

The 3D environment far surpasses expectations, and it looks as if you've been dropped straight onto the movie set. The aliens look impressive in 3D whether they're crawling face huggers, advancing warriors or slithering chest bursters.

As you blast these critters out of your path you will notice that stepping into the green slime and gibs of the dead aliens will take some energy from your good self. It's the acid blood you see, it kills you. The only way to counter this harmful liquid is to collect armour icons or special wellies which are dotted around the corridors.



Above: An enemy cops for it
Below: On board the Bone Ship



A dark corridor which no doubt leads to danger



Alien Trilogy

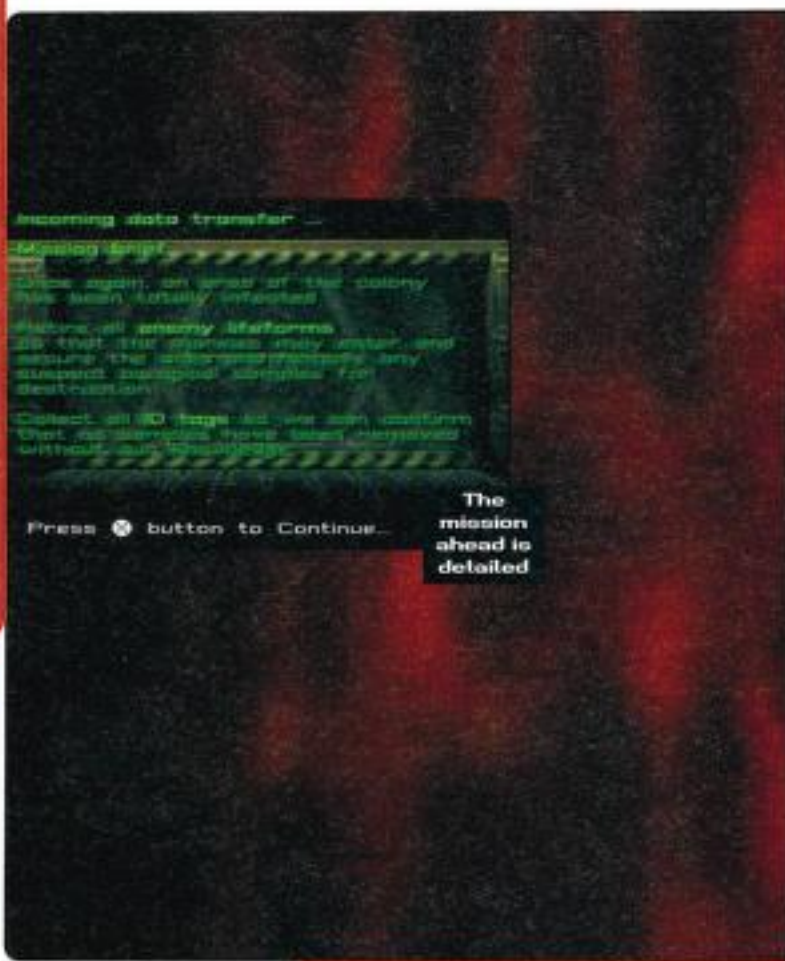
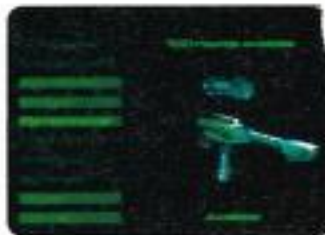
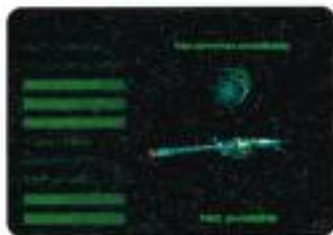


As well as armour suits, there are numerous other power-ups to keep things ticking along nicely. There are extra weapons, medi-kits, ammo, and an auto mapper which displays the entire area before you discover the different parts yourself. You will be able to see where the secret areas are before blasting the walls away to step inside.

The weapons at your disposal range from the puny 9mm pistol to the Smart Gun, which is the mother of a weapon you may have seen in the Alien movies. It uses ammo like there's no tomorrow, but it doesn't half make an impressive alien stew.

To keep you on your toes there are a few puzzles to complete. Some doors can only be accessed by hitting a switch, while others will require a battery to power them up. It's down to you how you progress, but it has to be said that your patience will occasionally be tested as you go back on yourself to find an item you missed earlier.

As a rule, there's more to think about than just pumping bullets into aliens, and this is what keeps your interest in the game.



The Queen in her lair. This is the scene which will greet you at the end of a level.

For the best atmospheric effect, the ambient soundtrack should be switched off - not because it's rubbish mind you, it's just not suited to the game.

The silence of the stages gives a far more intense experience. Just the sound of your scanner beeping and the distant cries of aliens is ideal. It gives a greater feeling of realism - if there is such a thing.

The majority of the sound effects have been sampled from the movies themselves, so you do actually get the feeling you're taking part in the film.

Every alien scream and gunshot, especially the Pulse

In total there are over 30 different stages to explore and conquer. Not as many as Doom, but then it was never supposed to be another clone of the gun-toters' favourite (although it will inevitably be compared to this classic).

What Alien Trilogy lacks is the chance of a death-match in a two-player mode, but for a single-player experience it's difficult to see anyone bettering this for quite some time.

To ensure you keep on top of your progress you have the opportunity to save your game using a memory card. Alternatively, you can sprain your wrist writing down some of the incredibly lengthy passwords.

Alien Trilogy is so detailed it even has the cocooned humans pleading, *please kill me*, just before a chest burster explodes from within.

Suspense, darkness, action and aliens are here in abundance. You couldn't possibly ask for more. HR Giger himself would be hard pushed to find fault with any aspect of his Alien world creations, whether they be the twisting corridors of the Bone Ship or the evil xenomorphs. In short, Alien Trilogy is the best game for your PlayStation yet!

SUMMARY
GAME Alien Trilogy
GENRE Shoot'em-up
SOFTWARE HOUSE Acclaim
PRICE £44.99

From the moment Alien Trilogy loaded up, I knew it was something special. The intro sequence sets the scene as you are dropped onto LV426, and from there on in it's one rough ride which only the toughest will survive. Playing this game is about as close to taking part in the movie as you're likely to get. Every aspect is more detailed and polished than Doom, and as such it should be one hell of a commercial success. I doubt if it can be improved upon.

GRAPHICS 9
GAMEPLAY 9
LASTABILITY 9

OVERALL 9½

I WOULD HAVE GIVEN IT... 9½



By Stone

Much as I hate to agree with Andy, this is easily the finest PlayStation game yet. Genuinely scary, unbelievably atmospheric, and tough enough to keep you going for months.

Rifle bursts, are as true to the movie as they can be.

There is some video footage between each of the three stages, which mainly shows you travelling to the next alien-filled mission. Also, depending on exactly how you are killed, there will be a relevant death sequence. Whether you meet your maker at the hands of a face hugger, an alien warrior or a pool of acid, you'll find there's a sequence for each.

They're impressive enough and break things up a bit, but what's more important is the fact that there's no second chance - you are only allocated a single life.

The evil is dead ahead. Just stride boldly over the chest burster