Example review sector

This is a bonus level in which you grab a load of good gean

Oh god, another face hugging comes your way. Bite the git.

Shooting barrels is fun, but it's

also a rather effective weapon.

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It's pitch black, but you can just make out a vest in the gloom over there

learly, the aliens from the three Alien movies are a superior breed. After three attempts not only has Ripley failed to kill them, they have in fact thrived and prospered. However, we have had a brilliant idea to prevent any further acid bloodshed. Here it is... stay on earth. Let's face it, their hands were a bit crap anyway so they're not likely to be building any space cruisers in a hurry so all we do is stay put down here and leave them to it. Ah, but that's no real fun is it?

No, instead we should applaud the flaccid attempts to wipe out the dribbling

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xenomorphs and relish every action-packed moment of it. And what better way to do it than in a Doom-style battle taking place over all three of the Alien chapters? Curiously, the game presents the challenges in reverse order with the final set of levels taking place on the spaceship Nostromo. Odd though it is, it matters not a jot because, if we're perfectly honest, the whole game looks much the same throughout (apart from differing texture maps on the walls).

As in Doom the missions all have a very basic aim. There's a token effort to make each mission slightly different in that on some you have to wipe out aliens, on others you have to destroy weapons stockpiles and

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rooming data transfer

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Note that due to the protective devo of the **marries** for transportation your Shorn will be ineffective in the removal. Sepret out attennative marries

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but the view through night succession goggles.

so on, but in the end the real aim is to go in, shoot the crap out of everything then get out again. This does lead to an awful lot of repitition and at points you will find it occasionally tiresome. But overall, the action and tension created by the moody graphics will be enough to keep you going until you've completed

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every one of the missions.

The challenge of completing a mission comes in two forms. There's the obvious problem of enemy characters which we'll come to in a moment but there's also the mission objective itself to sort out. Most of your efforts will be concentrated on searching and finding routes through the levels and like

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Doom your passage through the game is hindered by the placement of locked doors and lifts with switches that, for some reason, are placed elsewhere. A bit illogical it may be but of course it does mean you can't just romp through the

levels first time. There are a few other hazards to spice things up such as dark areas for which you either need to find a light switch or a torch and sections of the level that are hidden by false walls. But that's about it as

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It's an empty lift, but where does it lead, eh? To the next level, exactly as you thought no doubt.

> Pick up the medikits to restore your energy if you're damaged

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▲ Shoot the pods before they start chucking out face huggers at you. They're pretty slow to open.

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Windo review sector

Four aliens, three humanoids and a thingy....

If you're looking for a place to meet new friends this isn't it. The place is riddlod with faul creatures and synthetic draids gane mad who, without exception, would like to get a good look at your innersts. Here are just a few of the weird 'things' you'll meet along the way.

Steve the Face Hugger. Shoot him while he's on the floor or he'd grab onto your head and give you the most gut charning trench snog you've ever had... with tongues and everything.



Terry the Alien. He's got a big long crap looking head and bay is he pissed off about it. A few good shotgun blasts will see him off, or if you've got a pulse ritle, use that. This is your old mate Colin. Only he's not the happy go lucky, fun-lowing chap he used to be. You see, he's been implanted and it's made him go all furny in the head. All him. We don't know who or what is inside this while suity thing and quite frankly we don't care. Needless to say we'll blow him full of holes whenever we encounter him.



far as puzzle-solving goes. The vast majority of the challenge comes in the form of enemy characters and if you want to know more about them take a look at the "Four allens..." boxout. Many of the foes you'll meet merely block your way and require some intense blasting to get rid of. However, the things that makes the game enjoyable are the more intelligent enemies and the way they've been positioned in the levels. Even if you're tooled up with every available weapon there are times when you simply can't survive by just firing at the enemies. When this happens you really need to learn where the aliens are, what their movements are and what the scenery is like. In one section you have to stand in a doorway picking off a few aliens to clear the room beyond. Following this there's a corridor flanked by high platforms upon which stand more aliens. These have to be lured down and killed before you move through to the post room. Here you find a platform overlooking a large area containing four or five more aliens. To enter the area

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If you're a bit of a sucker for mindless violence (every hand in the room shoots up), Allew Trillogy will have you weak at the knees. Here's a selection of the delicious pieces of mind-numbingly explosive hardware available to you. Not bad!

The palae cities is drawny. Not unly does is let out little bursts of anno at a cracking rate, it also anno at a cracking rate.

The shoulder lamp is useful for illuminating dark passages. But it doesn't last long.



It's hard to make out but this is Upside Down Bob. He thinks his ability to stick to ceilings is dead clever. He won't be so clever whos we've shoved a seismic charge up his... Most Plastic Pate the Synthetic. He was once a top mate who was really clever and ran on duracells. He's now a total maniac and has a very big gan so kill him with a grenade. This is Barksy the fun-size dog allen. He's not in the least bit frightening and falls apart at the faintest whill of a bullet. So don't waste powerful weapars on him. I'm sure the people behind the game would like us to think this is an embryo. We all know, however, that it is an accuse to get something that looks like a willy into the game.



big mound of atmosphere and the benefit of some classic alien characters. Sadly there's no prograssion from the *Doom* formula but as another example of straightforward gun-related mayhem it's a steamingly good affort and one that'll keep you going for far longer than is probably healthy.

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Vicious

Publishes

Developer

Price.

Leads of action, top aliens
Very repetitive, dark

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means certain death so so you have to grenade two aliens from a distance then let the remaining ones chase you up some stairs one by one. As well as having to carry out your battles in such a strategic way. your selection of weapons also affects your chances of success. The shotgun, for example, is by far the easiest way to get rid of face huggers but doesn't really do the business quick enough when faced with a synthetic humanoid. All this really adds to the excitement of the game and it's probably these strategic elements that save the levels from their own monotony.

Now before we give you the final word on the game we have one bad criticism. If you don't have a memory cartridge the alternative password system in the game is a bloody nightmare. The passwords are huge, the game doesn't remember the last password so you have to reenter it each time you die, and also, if the password falls to work because you got one letter wrong, you can't simply select that letter and change it, oh no. You have to delete right back to it and re-enter everything that followed it again.

All right, we've had our winge and you've probably gathered the general feeling towards the game by now. It's a bit on the repetitive side, some bits are a little bit dark for their own good, and the passsword system is cack, bok not one of these problems is crippling so we're looking at a very smooth, very frantic action game with a



 Look, we've played a million levels, so don't ask us to remember what this is about

> A sort of accidental sauna, but not a very healthy one. Wait a bit.

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▲ Shoot the costes and they explode to great effect. So on, it's a laugh.

Another confusing screenshot. Don't blame up it's supposed to be like that.

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