

# Alien



▲ This is a bonus level in which you grab a load of good gear.

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



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



▶ Shooting barrels is fun, but it's also a rather effective weapon.



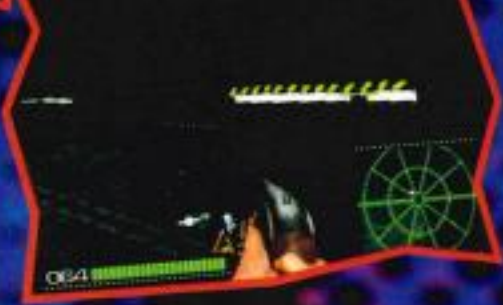
**C**learly, the aliens from the three *Alien* movies are a superior breed. After three attempts not only has Ripley failed to kill them, they have in fact thrived and prospered. However, we have had a brilliant idea to prevent any further acid bloodshed. Here it is... stay on earth. Let's face it, their 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

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



Incoming slots transfer  
Mission brief  
You are advised to clear the entrance for the marine drop crew by removing grates and barrel barricades and dispatching any xenomorphs you may encounter.  
Note that due to the protective design of the **barrels** (for transportation), your **blow** will be ineffective in their removal. Search out alternative means



# Triology

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 repetition 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

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

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

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

◀ 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.



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 when we've shoved a seismic charge up his...



Meet Plastic Pete 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 gun so kill him with a grenade.



This is Barksy the fun-size dog alien. He's not in the least bit frightening and falls apart at the faintest whiff of a bullet. So don't waste powerful weapons 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 excuse to get something that looks like a willy into the game.



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 re-enter it each time you die, and also, if the password fails 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 password system is cack, but not one of these problems is crippling so we're looking at a very smooth, very frantic action game with a

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

## Ultimately

### Vicious

83 out of 100

- Loads of action, top aliens
- Very repetitive, dark

Machine: PlayStation  
 Publisher: Acclaim  
 Developer: Probe  
 Price: £45  
 Alias: Igly

UK



◀ 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.



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

◀ Another confusing screenshot. Don't blame us, it's supposed to be like that.

