GAME BOY

ALIEN™ vs PREDATOR™
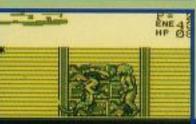## The Last of His Clan

8

It's always great to play a game that uses the limitations of the system to make a good game. *Alien vs. Predator* is a perfect example of this. Using the Game Boy's limited graphics capabilities, the designers have created a game that replicates the intensity of both the *Alien* and *Predator* movies.

The plot of the game casts you as one of the final survivors of the clan of the Predator. You're stuck on a planet that is infested with Aliens, and you must fight through various levels of the Alien hive in order to survive. You begin the game with only the ability to jump and hit, but, as the game moves along, you obtain energy and weapons to help you survive.

What makes *Alien vs. Predator* such a good game is that it uses the limited visibility of the Game Boy screen to depict the dark and muddled Alien hive. You can't see many of the Aliens coming at you; whether they are full-sized warriors, face huggers attacking from eggs or small chest bursters, they come quickly and stealthily, easily overcoming your defenses—just like in the movies.

Luckily, you are working with a system of hit points that allows you to take multiple wounds before you become an Alien incubator. You also have a mapping feature that shows you where you are in each part of the maze. But, if you run out of energy, your map fails and you'll be in the dark. You also can get replays so that you don't have to start back at the very beginning of the game each time you die.

Finally, the music heightens the game's ominous tone of survival, pushing the melodramatic music ability of the Game Boy to the limit. *Alien vs. Predator* is a hard game, but its difficulty is part of its intensity.

—Nikos Constant

Alien vs. Predator uses the limitations of the Game Boy to make the game harder. The Aliens blend into the various backgrounds, just like in the movies.

RECENT EVENTS: A PREDATOR DRONE SHIP PLACED ALIEN EGGS ONTO THE PLANET, WHICH HATCHED AND PRODUCED A FINE CROP OF ALIEN PREY.

THE DATE: 2593A. D.

THE PLANET: ALPHA CENTAURI 3, 8.6 LIGHT-YEARS FROM EARTH.

GRAPHICS   8

Alien vs. Predator uses the limitations of the Game Boy to heighten the intensity of the game. It's hard to see your enemies coming, just like in the movies.

SOUND/MUSIC   8

Game Boy music is usually disappointing with all its bells and beeps, but the music for this game pushes the Game Boy to its limit, creating an ominous soundtrack to accompany a very scary game.

PLAYABILITY   8

Alien vs. Predator is hard! It's hard to see the Aliens coming at you because they blend into the backgrounds. And if it isn't the Aliens, it's the mazes. It's easy to get lost in the Alien hive.

EDITORS' RATINGS

GORE	MIKE	CHRIS	BETTY
8	7	7	8

BANG FOR BUCK   8

THE LOWDOWN

Alien vs. Predator is one of the better games for the Game Boy. Its difficulty, excitement and use of the limitations of the Game Boy make it an above-average game. It's perfect for those late-night Game Boy sessions when everyone's asleep except you.

REVIEWS