

ALIENS

"GAME OVER MAN, GAME OVER!"



- » PUBLISHER: KONAMI
- » RELEASED: IN-HOUSE
- » GENRE: RUN-'N'-GUN
- » FEATURED HARDWARE: ARCADE
- » EXPECT TO PAY: £35+ PCB BOARD



HISTORY

Eagle-eyed readers will no doubt remember that we covered *Aliens* back in Issue 33, but don't worry we're not going

mad... we just wanted to show you Konami's superb vision of James Cameron's hit movie.

Released four full years after the original film and home computer efforts, Konami's take on the sci-fi masterpiece dispenses with the horror theme that worked so well in the various 8-bit games and instead turns the classic movie into a frantic run-'n'-gun through hordes of the vicious xenomorphs.

Taking on the role of Ripley (and Hicks when a second player joined in) your aim was to rescue Newt and kill the alien Queen that's threatening to repopulate the planet with her alien spawn. We're not quite sure what the xenomorphic matriarch has been eating, but it couldn't have been good as she spawned a constant supply of bizarre-looking creations, which greatly differed from those in the movie. Granted, there's always going to be a bit of artistic licence in videogames, but the vivid colours that Konami used were more than a little nauseating to look at – and don't even get us started on the aliens that could fly!

Fortunately, Ripley and Hicks were more than equipped to deal with the aliens Konami threw at you and had a variety of hi-tech weaponry that ranged from flamethrowers and three-way plasmas to devastating screen-clearing bombs. Perfect for running through the scrolling, multi-tiered levels.

If the above sounds familiar, then it's probably because *Aliens* is essentially *Contra* in all but name. Hardly surprising really when you consider that the popular series is also by Konami, who willingly admitted taking inspiration from *Aliens* when *Contra* was first released back in 1987. Hell, there are even 'into the screen' sections that feature the two heroes hurtling forwards in a heavily armoured AVC.

Konami gets a licence for a movie and bases it on its own game, which in turn was based on the original movie licence. It's an irony that Alanis Morissette would be proud of.



