

360



» [360] As the Alien you can harvest humans by pinning them and summoning a Facehugger to have its way with them.

## Aliens vs Predator

THE GOOD, THE BAD AND THE FUGLY

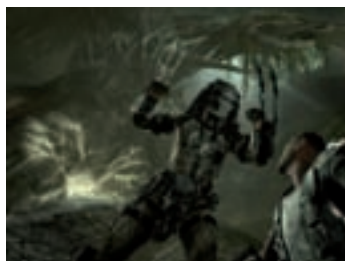
» FEATURED SYSTEM: 360 » ALSO AVAILABLE ON: PC, PS3 » RELEASED: OUT NOW  
» PRICE: £49.99 » PUBLISHER: SEGA » DEVELOPER: REBELLION » PLAYERS: 1



The thing with the latest *Aliens vs Predator* game is that it keeps firmly to tradition.

You can't go prone, there's very little strategy involved, and there's absolutely no cover system other than the one that involves hiding behind walls and edging along slowly with your index finger on the trigger button. But given the history of the AVP games, this no-frills approach actually makes sense. As such, it seems wrong to criticise the game for staying true to those old FPS mechanics that have got the series this far, despite making it feel a tad dated when compared to its contemporaries.

All three campaigns, each around three hours long, are good enough to give some enjoyment, and this is helped by the variety in controls and play styles that Rebellion has given to each of the three species. Play as a marine and you get a creepy corridor shooter, assume the role of the rookie Predator and you're required to scout



areas undetected before unleashing stealthy melee attacks, and the Alien missions serve up a mindless game of running up walls and scratching chunks from balding marines and squid-faced hunters. And bolstering this is a fun multiplayer component that offers plenty of entertaining game modes and a nice change of pace.

Certainly the graphics and enemy AI could be better, the story could be more rousing, and the game overall lacks polish, but it's still one of the better *Aliens vs Predator* efforts that Rebellion has released.

### » Scores

Presentation	70%
Graphics	70%
Sound	80%
Playability	80%
Addictivity	75%

Overall **74%**



### OPINION

Playing Rebellion's latest game is like the last ten years never happened. While it's content to ignore the advances in the genre made by its competitors, AVP remains a highly entertaining game. It's also incredibly scary, especially when you're playing as the marines.

Darren Jones

## Plants vs Zombies

TOWER DEFENCE MEETS iPHOTOSYNTHESIS

» FEATURED SYSTEM: iPHONE » ALSO AVAILABLE ON: PC » RELEASED: OUT NOW  
» PRICE: £1.79 » PUBLISHER: POPCAP GAMES » DEVELOPER: IN-HOUSE » PLAYERS: 1



*Plants vs Zombies* finally makes it to the iPhone, and we're pleased to report that it's just as brilliant as previous iterations. Maybe even better, actually.

If you're not familiar with the setup, you play a gardener who must protect his home from the walking dead by cultivating zombie-killing vegetation. Initially the plants at your disposal are of the seed-spitting variety, acting like gun emplacements to conquer the encroaching undead hordes, but with each wave of zombies you defeat, more varieties of defences become available, and very soon you have to hand-pick the ones you want to take into battle. Strategy comes into play through the nurturing, selection and positioning of your plants. In order to grow your defences you must collect sunlight that appears randomly on the playing field and must be touched to be stockpiled. Some plants, however, such as Sunflowers, won't attack but will instead produce added sunlight,

allowing you to grow your army faster. This means that success comes from ensuring that you have a steady influx of sunlight to farm your defences while at the same time ensuring that you have enough plants to drive out the zombies and protect the sunflowers.

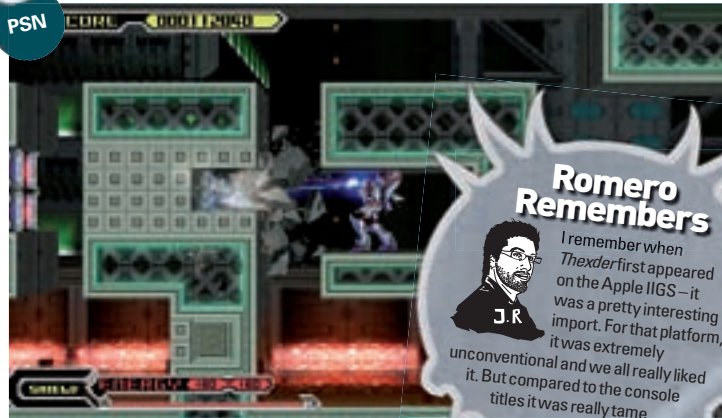
While it's a shame that the iPhone version is missing the survival mode, puzzle mode and mini-games of the PC iteration, this addictive and humorous tower defence title is still an essential purchase, and because of the iPhone's intuitive touch-screen controls, plus the fact that it's so darn cheap, this is probably the very best version to get.

### » Scores

Presentation	85%
Graphics	80%
Sound	90%
Playability	90%
Addictivity	90%

Overall **90%**

PSN



### Romero Remembers

I remember when *Thexder* first appeared on the Apple IIGS—it was a pretty interesting import. For that platform, it was extremely unconventional and we all really liked it. But compared to the console titles it was really tame.

## Thexder NEO

» SYSTEM: PSN » PRICE: £6.29 » PUBLISHER: SQUARE ENIX » PLAYERS: 1-6

» Now here's a game that deserves to stay in the past. *Thexder NEO* is a crusty old shooter that features horribly clunky controls, dull level design and uninspiring visuals. Kudos to Square Enix for reviving one of its old catalogue titles as a download for consoles and we hope that this is the

first of many, but why we've been given this instead of, for example, the excellent *Einhänder* is a real mystery. A totally bland shooter that's best left alone.

» Score **49%**