

# THE UNCONVERTED

Arcade games that never made it home

## IN DEPTH



» Each character has two attacks: a melee attack, which chains a ferocious barrage of punches, slashes and kicks together, and a projectile weapon to keep the Aliens at bay.

» All the heroes can pick up and use any weapons they find. Be warned: seeing a Predator wield a Pulse Rifle may cause any sci-fi geek standing behind you to do a sex explosion.

» Your standard gun in the game has a self-replenishing ammo bar, a great way to keep an eye on how much ammo you have in your gun before waiting to reload.



» [Arcade] The presentation throughout *Alien vs Predator* is fantastic, and Capcom shoehorns plenty of fan service too.

## ALIEN VS PREDATOR

■ Developer: Capcom ■ Year Released: 1994 ■ Genre: Beat-'em-up

■ One of the twilight CPS beat-'em-ups to come from side-scrolling fighting game supremo Capcom, *Alien vs Predator* certainly ranks among the company's best, and succeeds by combining good old-fashioned fisticuffs with gratuitous violence, awesome firepower and two popular sci-fi movie licences. It basically has everything you could ever want from an *Alien vs Predator* game. How? Simple: Capcom did a great job of capturing the spirit of the films, with the game's seven stages riddled with references from either species' films.

Fans can expect to encounter plenty of familiar Colonial Marine weapons to wield, the Power Loader, chestbursters, Alien eggs and facehuggers – even the giant APC vehicle makes a cameo, where it's used in an enjoyable set piece stage. The game's plot is also great, with Capcom putting two hardened marines beside two Predators in a mission to stop an Alien infestation devouring Earth and the shadowy corporation, Weyland-Yutani, from harvesting them for experimentation. The four heroes at your command included the muscular marine Major Schaefer, who was notable for his robotic

augmentation and looking a bit like a Dolph Lundgren and Baby Commando love child; Lt Linn Kurosawa, a Jill Redfield-resembling heroine boasting ninja reflexes and attacks; and two Predators: Warrior and Hunter, with the former being less powerful but more nimble.

If there was any criticism we could level at the game, it's that it is a bit easy to finish, especially if playing through the game as either of the Predators, who, thanks to their powerful weaponry, make easy work of their interstellar rivals.

Considering how good the game is, the fact that *Alien vs Predator* never found a home release remains a mystery to all who have played this

excellent game, especially considering that Capcom's similar-feeling *Punisher* arcade game, which was released a year prior, did receive a home release on the Mega Drive. We can only speculate that the interest in 32-bit polygon-pushing consoles, which arrived in Japan around the time of the game's arcade release, was likely to blame for it being forgotten about and never getting the opportunity to appear on home machines, which is a crying shame. Thanks to MAME, though, it is possible for fans to experience this unconverted classic, which, in our opinion, stands tall as one of the very best examples of a licence mash-up ever seen in a videogame.



## CONVERTED ALTERNATIVE

### ALIEN VS PREDATOR 1993

The first ever *Alien vs Predator* game was released on the Super Nintendo by Activision and sadly doesn't hold a candle to Capcom's effort. It's still the closest thing you'll find to a home conversion of the arcade game, but how anyone can make a game about two warring alien races feel bland is beyond us.