

Aliens: Infestation

WAYFORWARD GOES ON A PORTABLE BUG HUNT

» FEATURED SYSTEM: DS » ALSO AVAILABLE ON: N/A » RELEASED: OUT NOW
» PRICE: £29.99 » PUBLISHER: SEGA » DEVELOPER: WAYFORWARD TECHNOLOGIES » PLAYERS: 1



After unleashing hell with its superb re-imagining of the *Contra* series, it's disappointing to see WayForward make so many little mistakes with *Aliens: Infestation*. Yes, it's dripping with atmosphere thanks to superbly rendered backdrops, authentic effects and plenty of loving homages to the original movies, and yes, it looks fantastic, with some exceptional sprite design, but this game lacks bite.

This in itself is something of a disappointment, as it's easy to see what WayForward is trying to achieve with *Aliens: Infestation*. For the most part, it's a loving tribute to the 16-bit days. Caught somewhere between the frenetic gunplay of the Mega Drive's *Alien 3* and the more structured approach of the SNES outing – the superior version, in our humble opinion – *Aliens: Infestation* is a decent attempt at the Metroidvania clones that are so popular on handhelds.

Unfortunately, it lacks the organic design of the games it is trying to emulate, due to poorly placed items and frustrating difficulty spikes, usually around the boss encounters. It's also short, offering around six hours of play, with little replay value. There are plenty of enjoyable mechanics like inventive mini-games – yes, Bishop's knife routine is in there – and the ability to recruit new marines when you lose members of your core group is a lovely touch, but the weedy combat and dull exploration puts a real damper on the overall package. And if WayForward does come up with a nice idea like the aforementioned recruitable marines, it doesn't build on it – all the marines are identical, rather than boasting unique abilities or stats.

Aliens: Infestation isn't a bad game by any means, but it's a disappointing waste of the licence. We can't help thinking that this would have been better in expanded form on Xbox Live Arcade.

>> Score **68%**

DS



» [DS] You can't see it here, but the animation is fantastic, like we'd expect from WayForward.



OPINION

I was really looking forward to this but was left disappointed. There's no question it's a loving homage to the 16-bit run-and-gun genre and the movies, but what lies beneath is short and unsatisfying. With a few design tweaks this could have been something really quite special.

Stuart Hunt

PS3



Resident Evil 4 HD

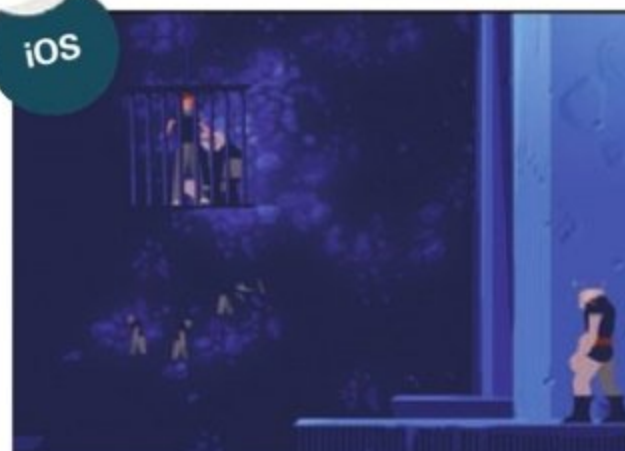
» SYSTEM: PS3 » ALSO ON: XBOX 360
» PRICE: £15.99 » PLAYERS: 1

>> Well this is bitterly disappointing. Capcom could have really gone to town on *Resident Evil 4* and given it the high-definition makeover that a game of this standing so obviously deserves, especially as the company's currently celebrating the franchise's 15th anniversary. Instead Capcom has simply churned out an amazingly lazy port – no Move support, nominal Trophies, new frame rate issues – which makes it very hard to recommend,

especially as it's overpriced by about a fiver. There's no denying that *Resident Evil 4* is a fantastic game, and anyone who has never experienced it before is going to be very happy, but this upscaled version just can't be justified if you already own a previous version. In short, this cynical cash-in is best avoided like Las Plagas.

>> Score **75%**

iOS



Another World: 20th Anniversary

» SYSTEM: iOS
» PRICE: £2.99 » PLAYERS: 1

>> There's still a lot to enjoy about Eric Chahi's memorable game. This is a very good conversion as well, featuring massively improved visuals – you can instantly switch back to the original look with a quick swipe of two fingers – that really enhance an already atmospheric adventure. Only fiddly touch controls, which make certain sections needlessly difficult to play, let it down.

>> Score **78%**

PS3



Resident Evil Code: Veronica X HD

» SYSTEM: PS3 » ALSO ON: XBOX 360
» PRICE: £15.99 » PLAYERS: 1

>> If *Resident Evil 4 HD* feels overpriced, *Code: Veronica* feels extortionate. Work has at least been done to improve the game's lighting, which looks very nice, but the game felt dated on release, and it's hard to recommend this download over the four versions that are already available. Another disappointing port of a genuinely enjoyable game.

>> Score **60%**