



ODDWorld – ABE'S ODDYSEE



Platform: **PlayStation** Publisher: **GT Interactive** Developer: **Oddworld Inhabitants** Style: **Platform Adventure**
Release: **Out Now** Price: **£19.99** Players: **One** Analogue: **No** Dual Shock: **No** Memory Card: **One Block**

Oddworld Inhabitant's first installment of the Oddworld saga was so successful that they extended their original plan of five episodes to include the recent *Abe's Exoddus* (Issue 1: 89%).

This 2D platform adventure is similar to games such as the *Heart of Darkness* and *Flashback* in style. You play Abe, a young Mudokon who realises that the meat processing plant he works in is actually using other members of his own race as the main ingredient. Breaking free, you decide to rescue as many other Mudokons as possible and return home.

Abe's Oddysee is an extremely well-polished

game with tons of originality and stacks of humour. You have a limited vocabulary that can be used to direct some of the many other Mudokons around the level to a portal and, eventually, home. Abe also has the ability to transfer his spirit to some of the other enemies in the game. Gaining control, this gives him a new vocabulary and access to certain weaponry.

Both *Abe's Oddysee* and its sequel, *Abe's Exoddus* are very similar in style and quality, and anyone owning one should certainly seek out the other. Those who have not yet played either now have the perfect chance to make amends.

Will

VERDICT: 87%



ALIEN TRILOGY



Platform: **PlayStation** Publisher: **Acclaim** Developer: **Probe**
Style: **Shoot-'em-up** Release: **Out Now** Price: **£19.99** Players: **One** Analogue: **No**
Dual Shock: **No** Memory Card: **One Block**

With the imminent release of *Alien Vs. Predator*, and the release of the fourth movie in the series, this old game is looking rather dated, but for the time it was first released it was a pretty good first-person shoot-'em-up, especially for the PlayStation. Based on the same 3D graphics engine as *Doom*, it follows the familiar pattern of running around corridors, picking up a selection of weapons and ammunition, and trying to find keys to open various doors. The aliens are pretty scary, running at you out of the shadows, but you won't see them on the walls and ceilings.

The shapes of the various corridors also don't much resemble the sets of the movies, and the level designs are simplistic to say the least, but when the motion tracker starts bleeping, and the traces start closing in, it's hard to resist a quick "Four meters? That's inside the room!"

Anyone who has played a few first-person frag-fest games like this won't find *Alien*

Trilogy to be much of a challenge – in fact I know one twelve-year-old gamer who finished it in only three days. The PlayStation version of *Doom* is a much better game, and is one of the best versions of that great classic, so you might be better advised to get that instead, or wait and pay a little more for *Quake II*.

Cliff

VERDICT: 66%



WORMS



Platform: **PlayStation** Publisher: **Team 17** Developer: **In-House**
Style: **Action Strategy** Release: **Out Now** Price: **£19.99** Players: **1-4**
Analogue: **No** Dual Shock: **No** Memory Card: **One Block**

As one of the biggest multi-format games ever, *Worms* is a game you must all know by now. It's a combination of several different genres – you control a team of four worms and, using a variety of kick-ass weaponry, engage in a 2D battle with up to four other teams. The game is turn-based, and during each you will control one worm, first moving him around the map and then selecting a weapon or device to use, ending your turn.

Offensive weaponry takes on a variety of forms – many are affected by both gravity and wind, and so must be fired with accurate aim and power. The others are mostly short-range weapons or attacks – all have their own advantages and disadvantages for any situation.

Worms does look slightly dated nowadays, but then it always did, and this is still as playable as it always has been. Although the single player option won't keep you occupied for any length of time, the strength of the game is in its friendship endangering multiplayer mode, and for that reason alone you'll find yourself pulling this CD out of your collection for many months to come.

Will

VERDICT: 71%

