

ALIEN TRILOGY



▲ A red display indicates that you're suffering some kind of injury.

LEVEL HEADED

As expected, *Alien Trilogy* draws heavily from the three films for its levels. Acheron, for example, is a dimly-lit base with the alien secretions rounding off many of the walls, and dead human colonists also acting as decoration. The aliens also react differently between the three locales, with the slimy walls allowing them to scuttle across the ceiling and conceal themselves, while the brightly-lit prison complex means there are less places to hide, and thus they are more exposed and aggressive. By far the most aesthetically polished stage, though, is the 'Bone Ship.' Probe's graphic artists have recreated the majority of the scenes seen in the film, and at the centre of the huge ship is the huge fossil the Nostromo crew examine in the film. By now, though, a mixture of aliens inhabit the ship and prove incredibly hard to blow away in the restricted spaces.



Ripley begins her mission armed with a pistol but improved armaments are left scattered around the levels, presumably discarded by dead colonists and previous marine expeditions. Once again, fans of the second film will be in their element here, as Ripley eventually has access to shotguns, flamethrowers, smart guns, and pulse rifles, along with a selection of grenades and seismic charges. The latter prove incredibly

GUN-HO

effective against the aliens, but are best saved for the slight puzzle element the game offers. Basically, this boils down to locating previously invisible exits by using a grenade to clear away any alien secretions – hardly brain-straining stuff! In addition to the said weapons, Ripley can also replenish lost health via a number of medi-kits punctuating the levels, while night lights and auto-mappers also prove useful.



▲ Open fire on the windows, and yell nervously over the sound of the noise!

▲ In the early stages you tend to blast anything and everything that does or doesn't move!

▲ Fancy light-sourcing helps build the atmosphere.

THE WEAPONS

Fortunately the weapons are authentic to Aliens, not the other two. Otherwise you'd be hacking away with hatchets and cutlery. Starting off with your standard issue pistol, you should locate the shotgun as soon as possible. Next up is the flamethrower and, of course, the pulse rifle is in there too. Adding to your armaments are various grenades. However, unlike in Aliens, you can't just fire willy-nilly at everything around. Strategic use of weaponry is essential - from using grenades to blowing holes in certain walls, to making sure your more powerful guns aren't wasted on facehuggers.



THE MOTION DETECTOR

Primary tension-inducing prop from Aliens, the motion-detector sits on the bottom-right of your screen at all times. If you're expecting it to start bleeping rapidly though, with multiple tracers moving around on it, you're gonna be sorely disappointed. In fact it seems to only have a three metre range, as blips only appear when you can actually see the alien near you. The only time you really use it, is to tell you which side of your body a face-hugger is scuttling up. Completely useless.



Okay...



I've got me detector.



Yoiks, there's a blip.



Ooh, it's closing in.



20cms and closing!



It shows up anything.



Aargh, except eggs!



Scream, a skindiver!



No blips on my detector.



Nope. I'm quite safe.

THE ALIENS

Yep, the box you've been waiting for. The one which is going to tell you all about the super-fast scuttling insectoid creatures that leap spider-like from wall to wall, snapping out with their proboscis jaws. Except they don't. Picture instead, grey blokes in costumes, staggering lethargically around in a vain attempt to lash out at you. Four simple hits with a shotgun does the trick. Later on, you get the dog aliens and, as a nice treat, the Mother Aliens. But, although tougher, they still pale in comparison to their movie-counterparts. Perhaps they're based on the guy in the costume from the Alien Wars thing at the Trocadero. Anyway, providing a much greater challenge are the human agents and samurai androids, who never appeared in the movies.



Well, there he is. The hardest enemy of the lot. He's called a Samurai Robot. Sammy the Samurai Robot.

REVIEWER

I've always liked *Doom*. In fact, when the first shareware version came out all those years ago, it appealed to me because of its similarity to *Aliens*. So *Alien Trilogy* would seem to be just perfect. Well the idea might be, but the actual game doesn't quite match up to expectations. Graphically it's fairly impressive. The dark, moody scenery is very accurate to the movie. And all the sound effects are brilliantly authentic too. It's just the aliens that are a let down. Instead of scaring the hell out of you, they just lope stupidly around, waiting to be shot. It's only when there's more than one enemy (and in general, the tough ones aren't even aliens), when things start getting troublesome. But that's more annoying than exciting. I don't think *Alien Trilogy* has as much tension or entertainment value as *Doom*. It's not bad by any means (and if you're curious, it's near identical to the PS version), it's just not as great as it could be.

TOM CALISE

RATING



An atmospheric and enjoyable 3D shooting game, but it isn't as good as a 3D Aliens game really ought to be!