

PLAYSTATION

SHOOT 'EM UP..

ACCLAIM

£44.95

APRIL

1 PLAYER

SATURN VERSION  
PLANNED

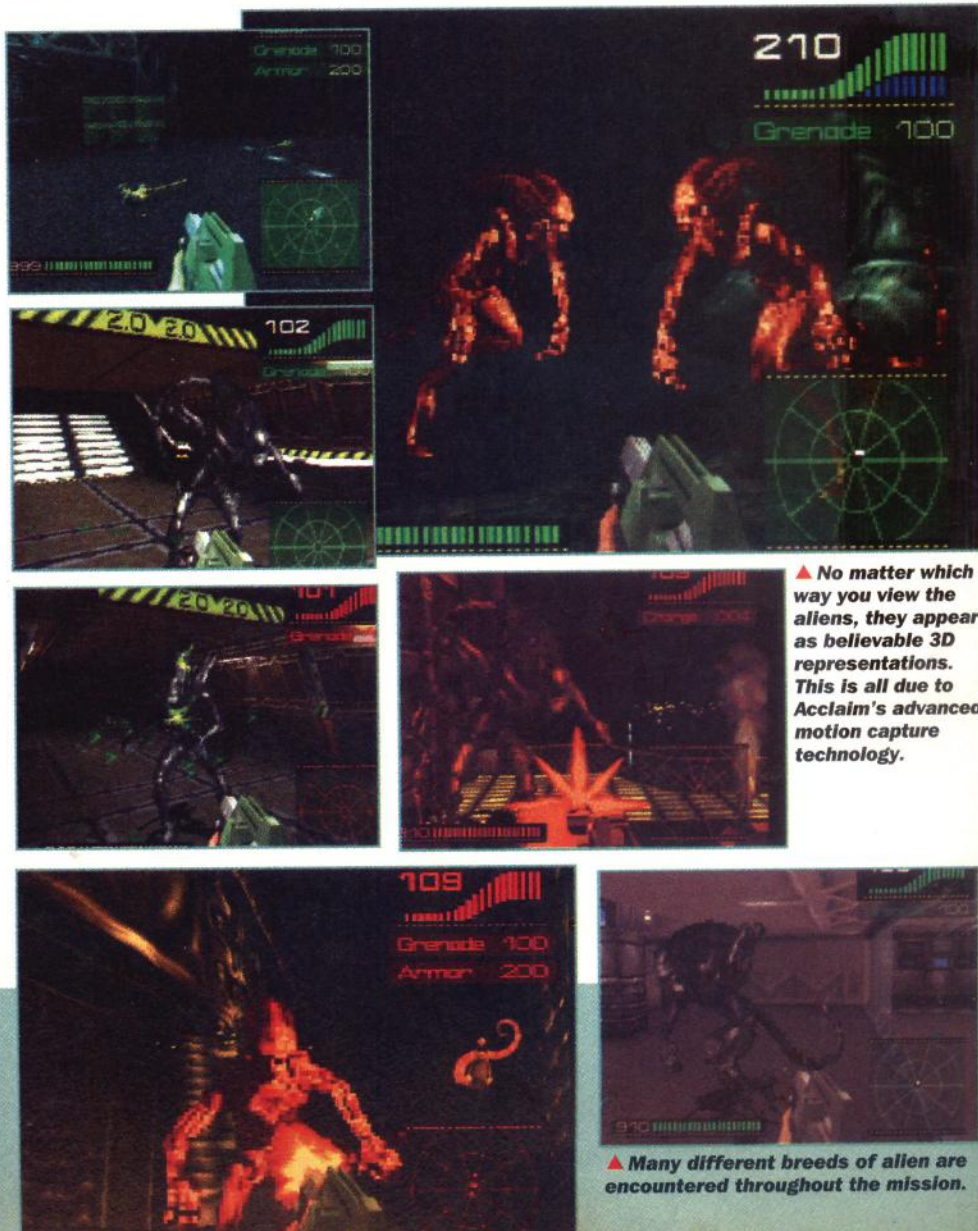
PC CD-ROM VERSION  
PLANNED

# ALIEN

## TRILOG

**Acclaim enter the Doom arena and it's game over man, game over..**

It's one of the greatest, yet more obvious video games ideas ever. Take the 3D premise of id's *Doom* with its brilliant atmosphere, but replace the Barons of Hell and Beholders with the acid-blooded creatures from the Alien trilogy of films. The idea was first mooted six years back, when Probe took the idea of such a game to Acclaim with the intention of releasing it for the ill-fated Mega-CD system. As time wore on, though, it became apparent that the humble Sega system wouldn't be able to handle such a game, and the idea was put on hold until a system with the hardware to handle such a game emerged. Of course, the PlayStation and the Saturn are such machines, and now Acclaim and Probe duly invite 32-bit owners to don the grimy vest of Ellen Ripley, and enter three, multi-level stages based on the classic films. While the plot takes more than a few liberties Probe have taken the best aspects of the three films and married them beautifully into a smart-looking shoot 'em up. As the player explores rooms coated in the alien secretions, the titular monsters lurch from the ceiling, Facehuggers appear from cracks in the walls, eggs split open, and humans are dormant in the walls – playing host to a new wave of aliens. At first sight, it seems to have everything Acclaim promised all those years ago, but let's face it *Doom* really is the benchmark by which all others are measured.



▲ No matter which way you view the aliens, they appear as believable 3D representations. This is all due to Acclaim's advanced motion capture technology.

▲ Many different breeds of alien are encountered throughout the mission.

