



SHOOTING GAME

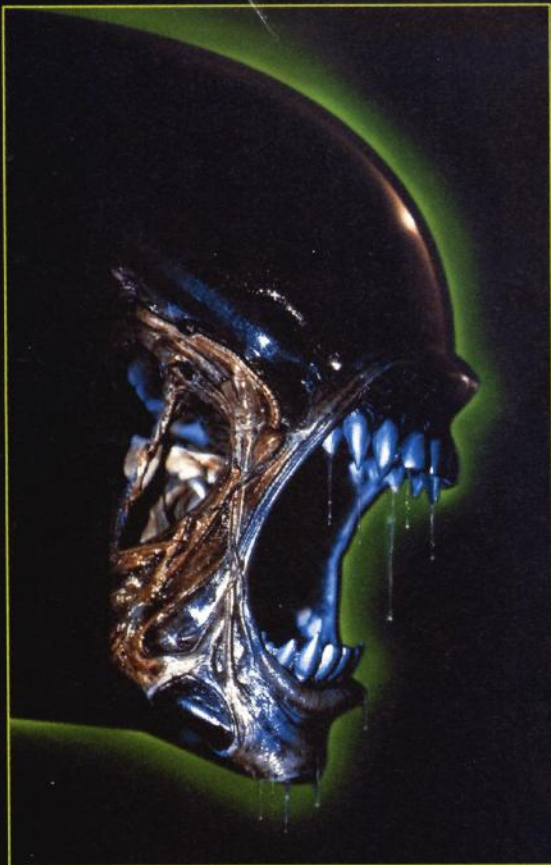
BY PROBE

OCT RELEASE

1 PLAYER

PLAYSTATION  
VERSION AVAILABLE  
NO OTHER VERSIONS  
PLANNED

STORAGE 1 CD  
RELEASED BY ACCLAIM  
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Just when you thought it was safe to have boiled eggs filled with spiders again, *Alien Trilogy* comes along and puts you right off.

# ALIEN

T B I L O G Y

**W**e'll have no more moaning about Saturn owners not having any *Doom*-style games for their machine anymore. Last month, Saturn *Exhumed* appeared and it was completely excellent. In the very near future we've got *Hexen* and *Doom* itself, with id involved in the conversion of the latter. And this month *Alien Trilogy* finally arrives. That's right, the hugely-successful tunnel-exploring, gun-toting formula of *Doom*, backed by the combined might of the three Alien movies. The thrill of experiencing the chilling onslaught of xenomorphic scum, just like it was in Aliens. PlayStation owners loved it, Saturn owners wanted it, and now they've got it! Let's rock!

## THE ALIEN EXPERIENCE

If you're reading this review with avid interest, you've surely seen the movie Aliens. In which case you probably have an idea in your head of what this game ought to be like. Dank dark corridors, motion detector bleeping as dots close in. Then a salivary sound above as shadowy figures drop to the floor, before the staccato sound and strobe-like flash of a pulse rifle rips into the squealing aliens. Yeh, that's how it should be. So how close is the game to the movies?



↑ Living humanoids prawns. Yes, they were in the movies.



↑ Blocky walking pumistones? Not in the movies.



↑ Exploding ketchup satchets? In the movie lunch scenes.



↑ Boring, empty tunnel scenes? Yep, Alien 3.

## THE CORRIDORS

Well, there's no problem in the corridor department. *Alien Trilogy* is completely made up of authentic shadowy tunnels. The game combines the three films into one big game, starting in the colony base of Aliens, moving onto the prison camp of Alien 3 and rounding up at the alien ship of the first film. But since all three films were made up of dark corridors, so all the game's levels are too. Different textures, same lighting conditions. There's also areas lifted straight out the movies. The map room from Aliens and the dead pilot chamber from Alien feature.



↑ Shadows? Check! Tunnels? Check! Okay, move along.



↑ Ohmygoddamntarnation! Lights in these shadowy tunnels.



↑ I know Tom Guise is hiding around here somewhere. Christ, he's above. Look, there's his prolapsed bowel hanging down!



↑ Ha, this guy doesn't stand a chance against me with my TV shaped head and hand growing out of my chin.