

ALIENS

WAS THAT IN THE MOVIE?

ARCADE, 1990

While *Aliens* features many of the big moments from the film, including the rescue of Newt and a final face-off against an Xenomorph Queen, it also features a lot of made up nonsense, too. Not that we're complaining, as the new enemies and bosses that are introduced keep you on your toes, while sequences like the frantic APC chase prove that Konami excelled at making action games. What a pity, then, that this never received a home release.



AXELAY

MORE THAN MODE 7

SUPER NINTENDO, 1992

While everyone lost their marbles over *Axelay's* sensational Mode 7 stages, it's worth remembering that its traditional side-on levels are just as sumptuous to look at and that it has a soundtrack that's every bit the match for its eye-scorching visuals. Mechanically it's on-point, too, with a generous selection of switchable weapons that need to be carefully managed if you want to survive each stage.



CASTLEVANIA: LORDS OF SHADOW

FANG-TASTIC

PLAYSTATION 3, VARIOUS, 2010

After several near misses during the Nintendo 64 and PS2 eras, MercurySteam and Kojima Productions finally nailed a 3D *Castlevania* game. *Lords Of Shadow* retains the exploration of earlier games in the series, but amps things up considerably from a combat perspective, playing more like a *God Of War* or *Ninja Gaiden* game. Its titans are straight out of *Shadow Of The Colossus*, while the high production values and solid voice cast are as slick as any other game of the time. A staggeringly good reboot.

