

CARINGLY, THE FILM OF ALIEN 3 ATTEMPTED TO TACKLE THE SOCIAL ISSUES OF TODAY, AS WELL AS SHOWING TONS OF THINGS BLOWING UP.



No Ripley that's not a face hugger, it's someone's glove.



We've invented a new kind of dance here.



Er, I wouldn't go up there if I were you Ripley. If this alien was bleeding and it fell through that trap door, would that make it an acid drop?

ALIEN 3

FROM - ACCLAIM
FOR - AMIGA

PRICE - £29.99
AVAILABLE - FEBRUARY

In 1979, Alien, one of the best science fiction movies was filmed; in '85 Aliens made it onto the big screen and now 13 years later the third film in the series has been released.

Alien 3 is set on the mining planet and penal colony of Fiorina 161, affectionately known as 'Fury 161' to its inhabitants, all of whom happen to be murderers and rapists of women. The latest film in the cult sci-fi movie trilogy has Ripley facing the solitary Alien - weaponless.

As this would make for a rather dull game, Acclaim have used a little artistic licence to give you an impressive arsenal of weapons to ensure you get through the game without falling asleep. In the film Ripley only has her wits and cunning to protect her, oh yeah and a kitchen knife

(whoopie doo). The only resemblance to the film appears to be the scenery - it contains loads of aliens, while there is only one in the film. You have to rescue prisoners who are being held ready for impregnation, unlike the film where they were just killed ruthlessly by the Alien. Not nice I know but, hey, that's showbiz. The Amiga version is basically a conversion of that for the Mega Drive, which to all intent and purposes, is absolutely identical to its console cousin.

The main aim of the game is to rescue each and every prisoner and get to the exit before the time limit expires or before you die horribly with an alien bursting from your insides. You have to scurry around the airways and save the hostages. You can collect

power-ups to replenish your various weapons which range from grenade launchers and flame throwers, to pulse rifles and hand grenades - you'd be well advised to look out for them because after a while you'll need them.

The finished game will have 15 levels and these will represent all of the prison colony. You must go all over the colony and wipe out the infestation.

From what we've seen it looks pretty good and could become one of the better platform games on the Amiga. Expect to see the game out around February.



On the floor is a time bomb. Ripley is standing too close to the bomb. She should climb up the ladder.



Grenades as well huh! There's no motion on the motion tracker so throwing it is a waste of ammo.



Why weren't there any weapons in the film? Ripley is running around with a pulse rifle.



Despite the fact that if she blasts this alien she would get covered in its acid blood, Ripley still lets rip with her pulse rifle. Talk about dim.



Ripley has about as much intelligence as she does hair. The alien is on the other side Ripper old girl. At least we won't see an Alien IV movie.