

# FIRST LOOK PREVIEW

|                                     |            |           |
|-------------------------------------|------------|-----------|
| <b>Alien Trilogy</b>                | <b>SAT</b> | <b>25</b> |
| <b>Sim City 2000 Networks</b>       | <b>PC</b>  | <b>26</b> |
| <b>Skeleton Warriors</b>            | <b>PSX</b> | <b>26</b> |
| <b>Soul Hunt</b>                    | <b>PC</b>  | <b>26</b> |
| <b>Masters Of Dimensions</b>        | <b>PC</b>  | <b>26</b> |
| <b>Mech Warrior 2</b>               | <b>SAT</b> | <b>26</b> |
| <b>Earthworm Jim 2</b>              | <b>PSX</b> | <b>26</b> |
| <b>Crusader No Regret</b>           | <b>PC</b>  | <b>26</b> |
| <b>Victory Boxing</b>               | <b>PSX</b> | <b>27</b> |
| <b>Actua Golf</b>                   | <b>SAT</b> | <b>27</b> |
| <b>Darkstalkers: Night Warriors</b> | <b>PSX</b> | <b>27</b> |
| <b>Jetfighter 3</b>                 | <b>PC</b>  | <b>27</b> |
| <b>Blast Chamber</b>                | <b>PSX</b> | <b>27</b> |
| <b>Three Dirty Dwarves</b>          | <b>SAT</b> | <b>27</b> |
| <b>Orion Burger</b>                 | <b>PC</b>  | <b>27</b> |

WHILE DR WHO NIPPED OUT OF HIS TARDIS FOR A WEE, THE BOYS HERE AT GM PUT A CROWBAR THROUGH THE WINDOW AND CLIMBED IN. WHILE NICKING THE STEREO AND EATING ALL HIS JELLY BABIES WILL PRESSED SOMETHING AND BEFORE THEY KNEW IT THEY'D SHOT FORWARD IN TIME. WANT TO SEE WHAT GAMES WERE BEING RELEASED? READ ON.

## ALIEN TRILOGY

ACCLAIM ● SEPTEMBER '96

The smash hit PlayStation game is ported over to the Saturn and much to the surprise of everyone, including the programmers, it's a perfect conversion. Despite the Saturn's lower colour palette and other technical differences all the graphical effects have been pulled off to spectacular effect.

The game is the same. Ripley (that's you) has to work her way through scenes from all three movies and rid the universe of the face hugging, acid bleeding, chest bursting aliens forever. The graphics are just incredible, with the look and feel of the movies. The game manages to keep that amazingly tense atmosphere of the movies and throw in tons of *Doomy* action. The sound effects are also top notch, definitely one to crank to the max.

Saturn owners are still missing that definitive *Doom* game, this could well be the one. It's huge, it's tough and it's action packed. It also features some of the best rendered level introductions you're ever likely to see. Expect the game to return to the top of the charts on release.



If only the game had as many one-liners as the second movie.



Gloomy dark corridors, walk down them at your peril.



SAT

SHOOT-EM-UP ● OTHER FORMATS: PC