

In *Aliens* Ripley used more than just a shotgun to kill the Queen, so why are you trying just that?



In the dark tunnels the warriors attack you to protect the eggs. Flamers are best for this section.



The sleeper pods may not be as transparent as the PlayStation version's but they still hold surprises.



This would be perfect if only you had the chance to shoot that annoying little girl from the second movie.



Insert your own smart-arsed one-liner from *Aliens* here and yell it out in your best marine voice.



LES ELLIS

Ever since the first movie proved that it takes more than a couple of indigestion tablets to cure John Hurt's aching chest, the Alien has been Hollywood's favourite monster. The second outing was unforgettable, as a bunch of tough marines went to meet the family at home and ended up with one of the best movies, and certainly some of the best one-liners ever. Aw, come on. How many times have you heard someone screaming, "Game over man!" or "Whoppee β#\$%ing doo!"? Plenty, I bet. Then there was the third movie. The less said about that the better.

Now Acclaim bring you the chance to go head-to-head, or more sort of shotgun-to-head, with Ripley's nightmares from all three of the films.

Acclaim's conversion production line just keeps on rolling. Their philosophy of getting a



The aliens will attempt to get around behind you and attack if they can, so make sure you keep moving backwards as you fire. Look out for acid.

game to succeed on one format and then banging it out on as many others as they can, as quickly as possible has worked up until now, but *Alien Trilogy* presents a much bigger challenge than the likes of *Bust-A-Move 2* and some ropey baseball game.

# ALIEN

## trilogy

The gameplay and levels are identical to the ones in the PlayStation version but now that *Exhumed* is out there doing the business on the Saturn you can see where improvements could have been made. The ability to look up and down, and have your shots track properly would have added a lot more to this. The levels really needed to be much bigger as well.

Graphically, although most of the effects have been converted, the Saturn version doesn't measure up quite as well as its PlayStation predecessor. The aliens look awfully grainy and pixelly when they get close and let's face it, the aliens are what this game is all about. They're very flat and un-3D.

*Alien Trilogy* is still a very stylish and atmos-

pheric shoot-em-up with a lot going for it. There isn't another game on the Saturn that can match this for sheer edge-of-the-seat excitement. However, *Exhumed* is better. It looks better and more importantly, it plays better.

All the movie sequences have been reproduced perfectly here, helping to make you feel that you are involved in the films somehow. If you want to feel closer to them, go and shave your head for the *Alien 3* sequences.

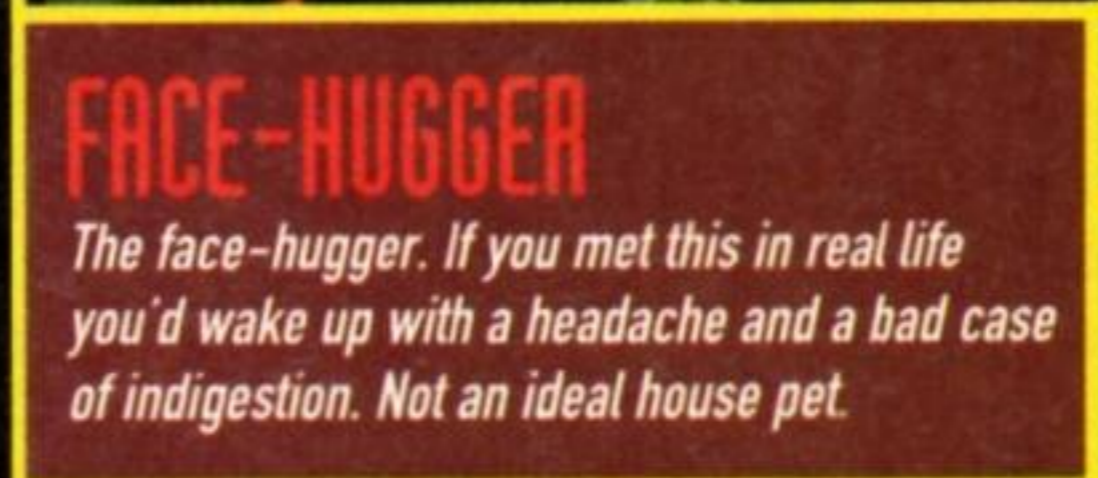
So is *Alien Trilogy* great? Almost. Is it better than *Exhumed*? Nope. Could it have been done better? Yes. Has it aged? Badly. While it's a very atmospheric blast with some impressive video scenes and a really tense feel to it, it has suffered a little with age and is starting to show some signs of cracking. A good game, but not the great one it once was.

## PLEASED TO EAT YOU



### BOG-STANDARD ALIEN

The bog-standard alien. Bloody fast and tough to boot. You're going to be offing an awful lot of these babies on your travels.



### FACE-HUGGER

The face-hugger. If you met this in real life you'd wake up with a headache and a bad case of indigestion. Not an ideal house pet.



### THE QUEEN

The Queen. The Bitch. The top alien. Forget harsh language or clever tactics, just keep running and firing if you want to stand a chance.

### ALIEN TRILOGY

FOR: SATURN  
NO OF PLAYERS: 1  
FROM: ACCLAIM  
AVAILABLE: NOW

### GRAPHICS

**84** Good video and levels capture the movies' feel. Disappointing aliens though.

### SOUNDS

**86** Some very tense effects and alien screeching. Perfect weapon noises as well.

### GAMEPLAY

**82** The levels are a bit limited but otherwise it's tough and action-packed.

### LIFESPAN

**81** The levels are a bit too short and there aren't really enough of them.

### OVERALL

**81**

### JUDGEMENT:

TRILOGY IS A VERY TENSE AND ATMOSPHERIC GAME BUT JUST FALLS SHORT OF BEING GREAT. WORTH A LOOK IF YOU CAN'T FIND EXHUMED.