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[Prepare to Fight Against Aliens with Colonial Marines](#)

Sega brings the Aliens back in a squad-based shooter

This year's [GDC](#) is, as always, a place where exciting new game prospects are announced. It is the same situation with Aliens: Colonial Marines, a squad-based, tactical first person shooter ([FPS](#)) that will bring back to our screens the feared, but beloved Aliens - inspired from the Hollywood franchise with the same name. Developed by Gearbox Software, following an exclusive license with Twentieth Century Fox, the game will be published by Sega for the major game consoles - the Xbox 360 and Playstation 3, as well as the PC systems. The release date was not announced, but we should expect it in "late 2008". As you probably know already, in Aliens: Colonial Marines, you will be part of an US Colonial Marine squad that is preparing to fight against an Alien assault more horrific and intense than ever before. The game promises to bring to life the feeling you had when you watched the original movies and, to be sure it succeeds, it asked for the help of Bradley Thompson and David Weddle, two renowned scriptwriters. You will also be able to use all kinds of alien weaponry, from the well know flamethrowers and pulse rifles, to brand new types of weapons, equipment and skills. Still, the most important part of this game will be the experience resulted from the fact that Aliens: Colonial Marines will be a squad-based shooter, which means, in the first place, that it comes with an incredibly appealing four player co-op mode. Just imagine how cool it would be to take three of your friends and start fighting against hordes of aliens! Still, if you are the "lonely hero" type of player, there is no need to worry, since the single player campaign promises to be as exciting as the co-op mode. Even though that has not been explicitly specified yet, we really hope that we will get the option to play as the aliens somewhere withing the game. It would be a waste not to, even though we prefer humans.