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ALIEN RESURRECTION

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REVIEWS • TIPS • PREVIEWS • 16 PAGES • COMPETITIONS



GamesMaster

ALIEN RESURRECTION

You wake up scared, alone. Something moves in the darkness. Is this a dream? No, it's the beginning of your worst nightmare...

Want to see more of the PlayStation's scariest game ever? Turn to page 60!

Flip the page to find out what else lurks inside this bumper issue of Britain's best-selling multi-format games mag, GamesMaster!

IT ALL STARTS OVER THE PAGE! FLIP IT AND GET INVOLVED!





THE WORLD'S MOST EXCITING

MAG

AINS...THE WORLD'S

MOST EXCITING GA

**MASSIVE
FEATURE!**



p. 60

ALIEN RESURRECTION

AT LONG LAST, IT'S FINISHED! AFTER FOUR YEARS IN THE MAKING, WE BRING YOU EVERYTHING YOU NEED TO KNOW ABOUT THE GREATEST ALIEN GAME EVER!



>> PREVIEWS

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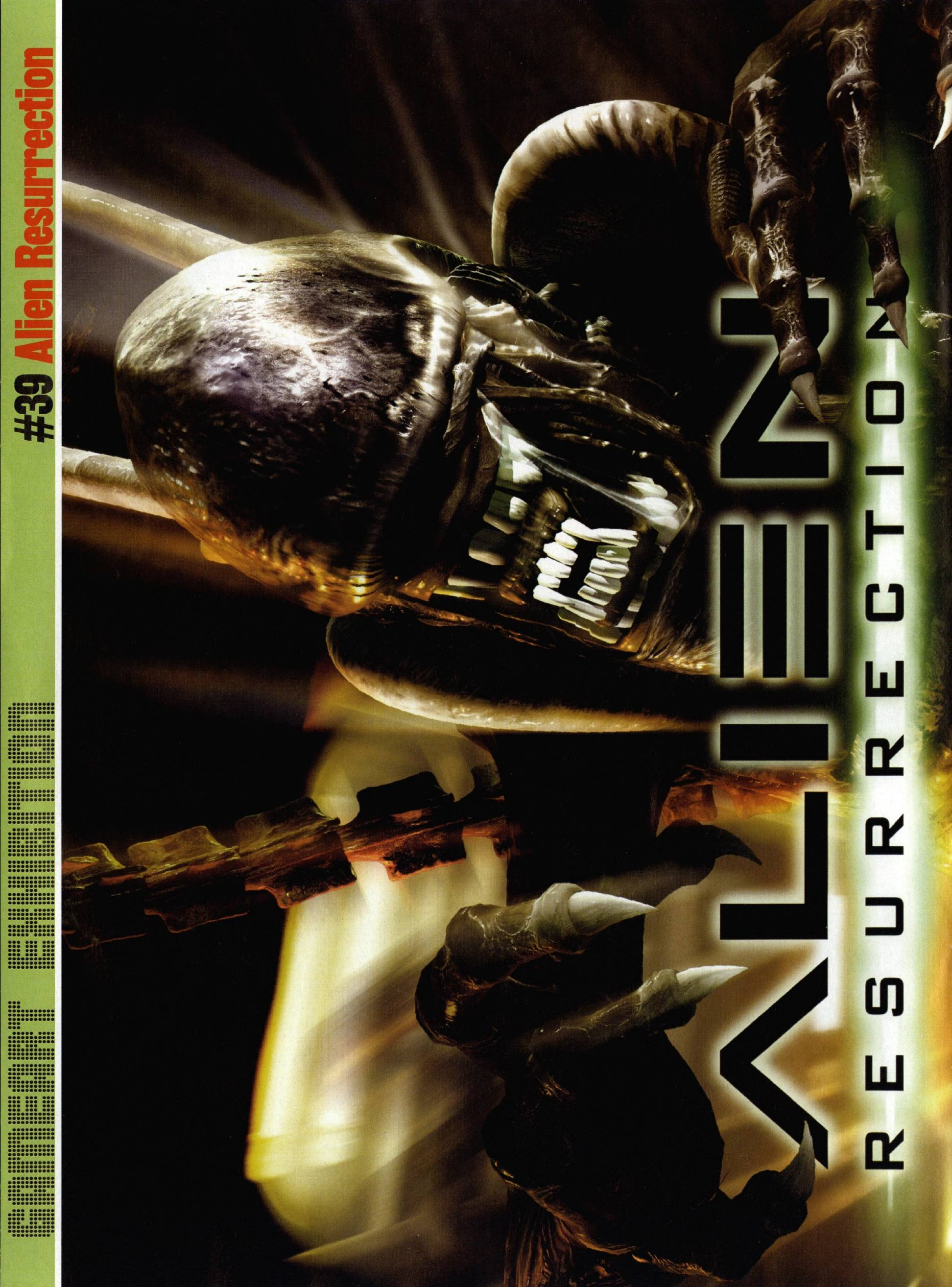
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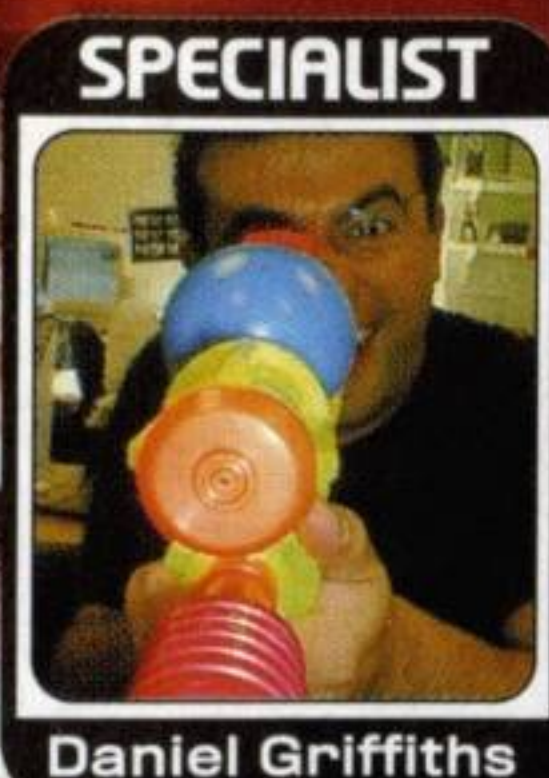
ALIEN RESURRECTION

#39 Alien Resurrection

ALIEN RESURRECTION

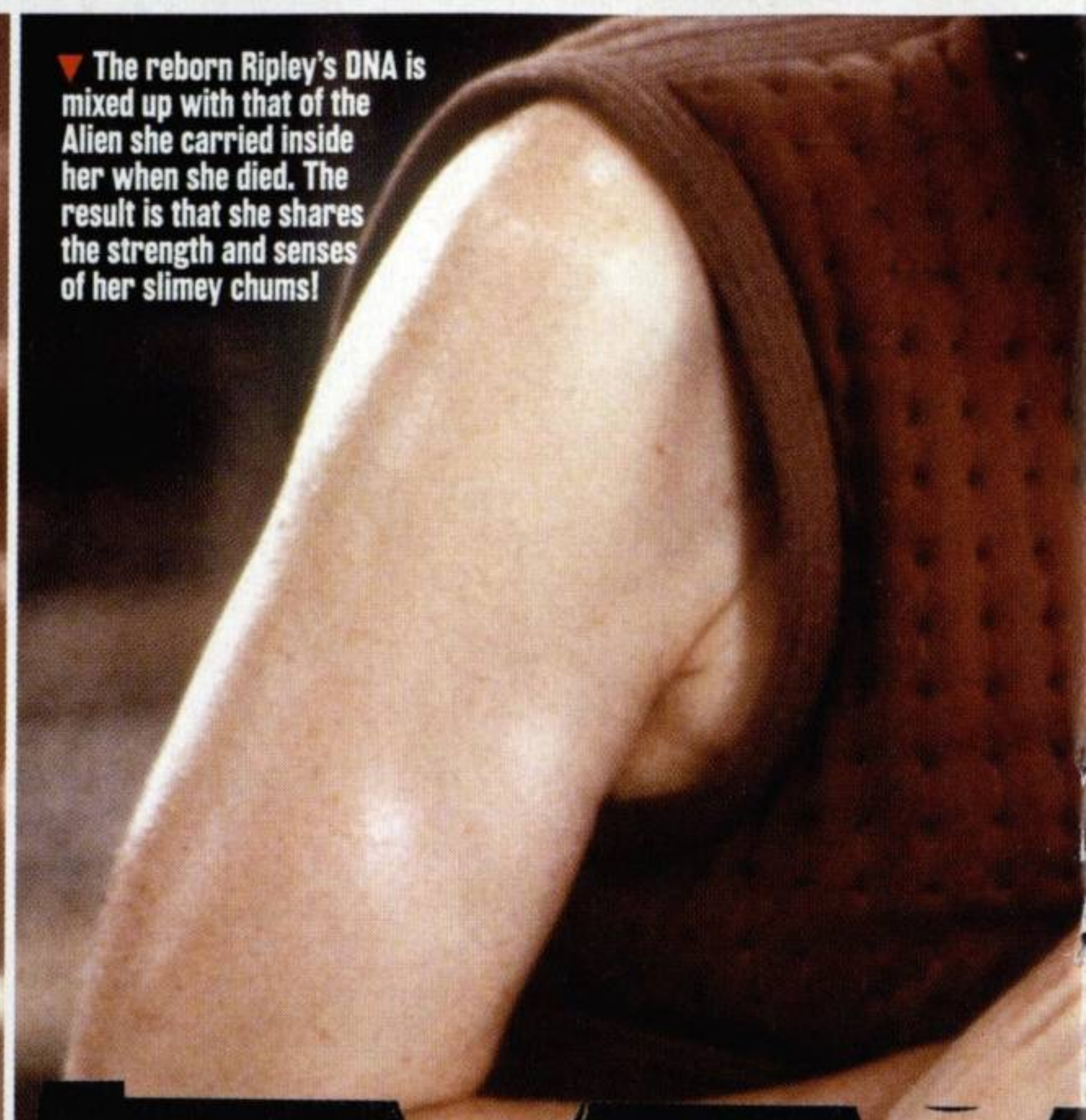
Team Galactic





▲ After just escaping with her life in the first two *Alien* movies, Ripley, played by Sigourney Weaver, dies at the end of *Alien 3*. So what did she do for *Alien Resurrection*? Resurrected her of course!

▼ The reborn Ripley's DNA is mixed up with that of the Alien she carried inside her when she died. The result is that she shares the strength and senses of her slimey chums!



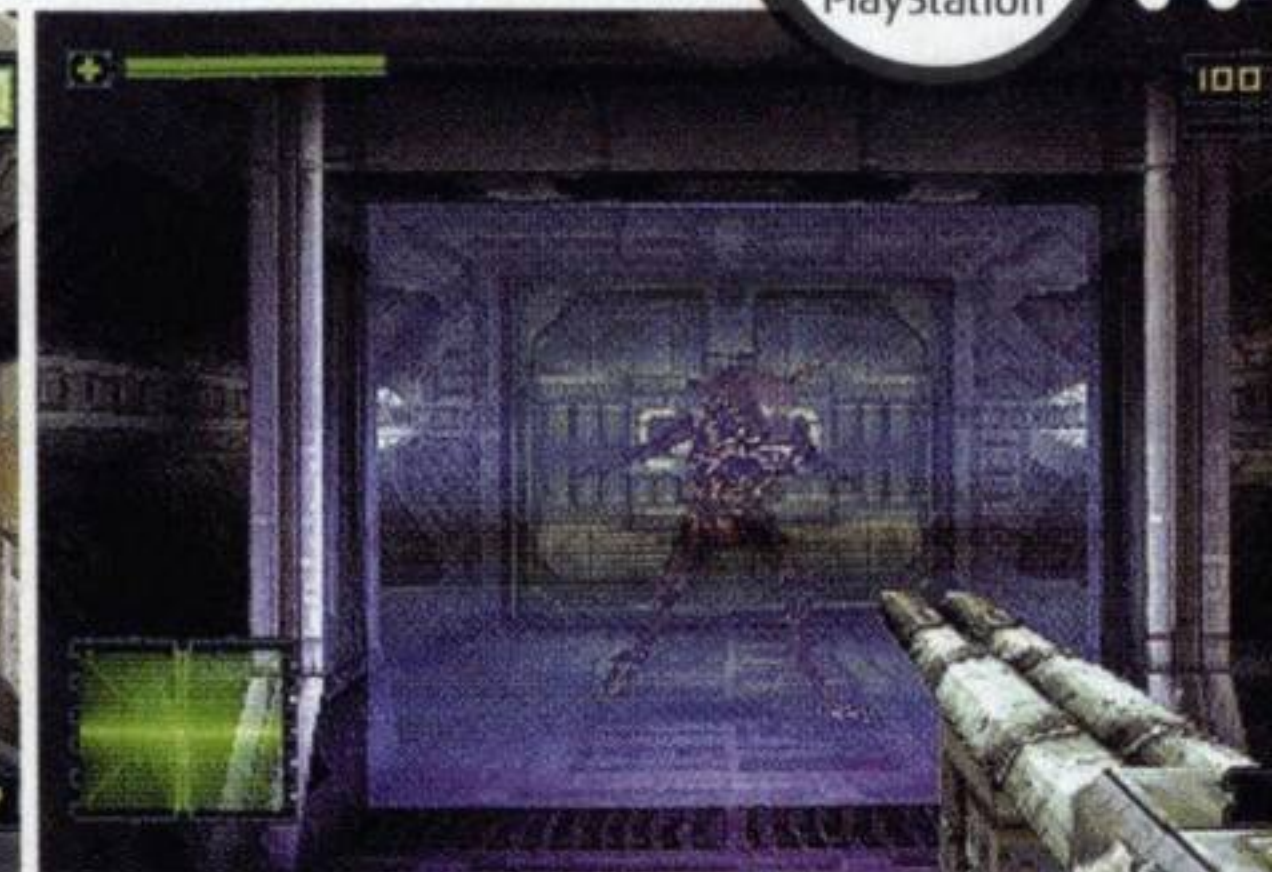
PLAYSTATION GAME OVER, MAN!

►► Four years in the making and two years after the film's release, it seems that the creation of *Alien Resurrection* on PlayStation has been as difficult as evading a bucketful of facehuggers in a phone box! But at last the game is finished and GM got to visit Argonaut's *Alien* HQ to put it through its paces...

ALIEN RESURRECTION



▲ Suddenly Mr Scaly looms out of the darkness. Gertcha!



▲ Hold it riiiiight there! This little fella seems to be reaching for the sky while you train your shotgun across his oily torso. Now let him have it!

► As you would expect for an Alien game there's lashings of ketchup getting flung around! And mind you don't get splashed with nasty acid Alien blood too!



▼ Christonabike! The game can fling up to four Aliens at you at once so sometimes the best policy is to run backwards spraying your pulse rifle at the writhing mass!

▼ One of the hardest to defeat baddies is the humble facehugger. These brutes scuttle on floor level then leap for your face! Mummeeee!



Alien Resurrection – from the makers of... *Croc*? Hardly fills you with confidence does it but it's true. *Alien Res* is the product of UK gamesmasters Argonaut, the hardcore team behind such ground-breaking smashes as *Star Wing* on the SNES and in more recent times *Croc* on the PlayStation.

Landing the rights to make a game based on the *Alien Resurrection* movie, the team first made a game rather akin to *Tomb Raider* but, after working for a few years on the game they realised that – ulp! – it just wasn't scary!

The remote, third-person view was great for watching Ripley and her co-survivors pick their way around the ladders and walkways of the USS Auriga, the game and film's setting, a huge spaceship unexpectedly overrun by escaping

Aliens. However, being able to take in so much in a single eyeful meant that you could see the Aliens coming from a mile off so the brave and admirable decision was made to scrap the game about a year ago and begin again – this time as a first-person *Quake*-style title full of suspense and dark Alien-infested nooks and crannies. The team produced a demo to show the bosses back at 20th Century Fox (who own *Alien*) and they were wise enough to allow *Alien*-nutters Argonaut to realise their gorey vision for the game.

At last, the definitive *Alien* experience? We think so...



IF IT MOVES... KILL IT!

Thanks to game being based on *Alien Resurrection* (which has human characters as nasty as the Aliens!) there's plenty of variety in what you get to kill too.



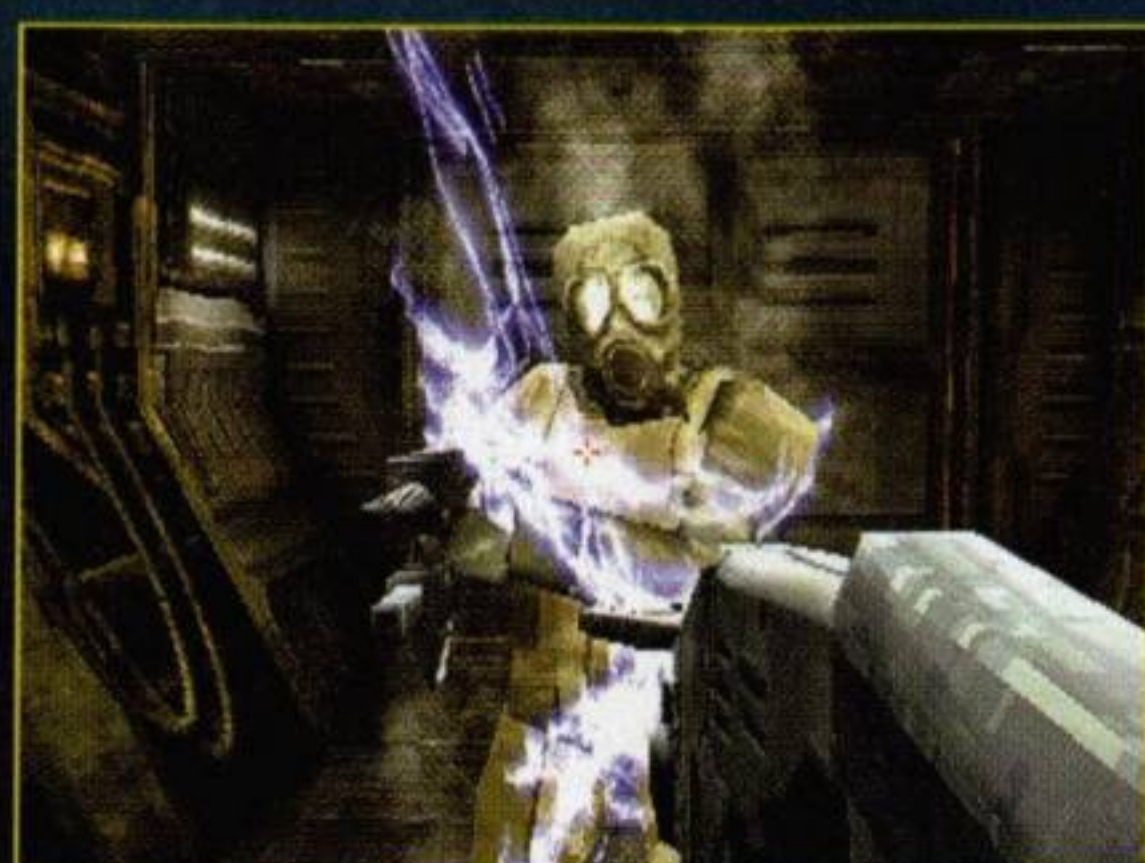
▲ The Auriga is full of guards and marines who can cause you as much grief as the Aliens! Fighting men as well as beasts helps keep the variety level up.



▲ Ah this is what it's all about! The game features the brownish Aliens of *Alien 3* which aren't so bad, the blue ones from 4 and the real hardnuts from 1!



▲ The facehuggers are lightning fast, often leaping into view half a second after your motion sensor alerts you! Cue much backtracking and shooting at the floor.



▲ As you journey through the Auriga you meet all sorts of folk – non of them pleased to see you. Mid-level game engine cut-scenes help the plot along too.



FRESHLY HATCHED!

Much of the level design could be salvaged but once the switch was made from third-person to first-person the whole mood of the game changed dramatically for the better. This is one of the most atmospheric games we've played. Even the Settings screen insists that you have your TV's brightness set nice and low so as not to be tipped off when an Alien is about to strike! In fact, much of the first level is spent creeping around catching glimpses of the Aliens who scuttle away as soon as you spot them.

Sound effects (all lifted from the film) go a great way to conveying the tense atmosphere of the movies and the bloke who did the computer voices and booming loudspeaker announcements has been drafted in to say things like 'Level 2 pass required' or 'Power re-routed' as you flick the Auriga's umpteen switches.

LEAPING LIZARDS!

Played *Alien Trilogy*? Wha-ha-ha! What a shambles! Comparing this to *Alien Trilogy* is like saying Scootch and Steps are the same! *Resurrection* uses fully-polygonal smoothly

animated monsters, each constructed from 400 polygons rather than *Trilogy's* paper-thin waddlers.

And, unlike *Trilogy*, where the Aliens only ever attacked head on, in *Resurrection* they are able to leap around the scenery, often scuttling along the ceiling towards you or springing from wall to wall while you wheel around trying to plug them!

BE AFRAID...

To help you keep tabs on the slimey suckers the game features a motion tracker in the bottom left of the screen. If an Alien moves, it beeps, the shriller the beep the closer it is!

However, it can only detect Aliens which are moving so be prepared for those that lie in wait then spring up out of nowhere!

BE VERY AFRAID...

It all adds up to a fantastic experience. The grungy look of the ship's interior, the fast and smooth Aliens, level design that'll keep you exploring deeper and deeper and atmosphere that'll bring you out in a cold sweat... More soon.

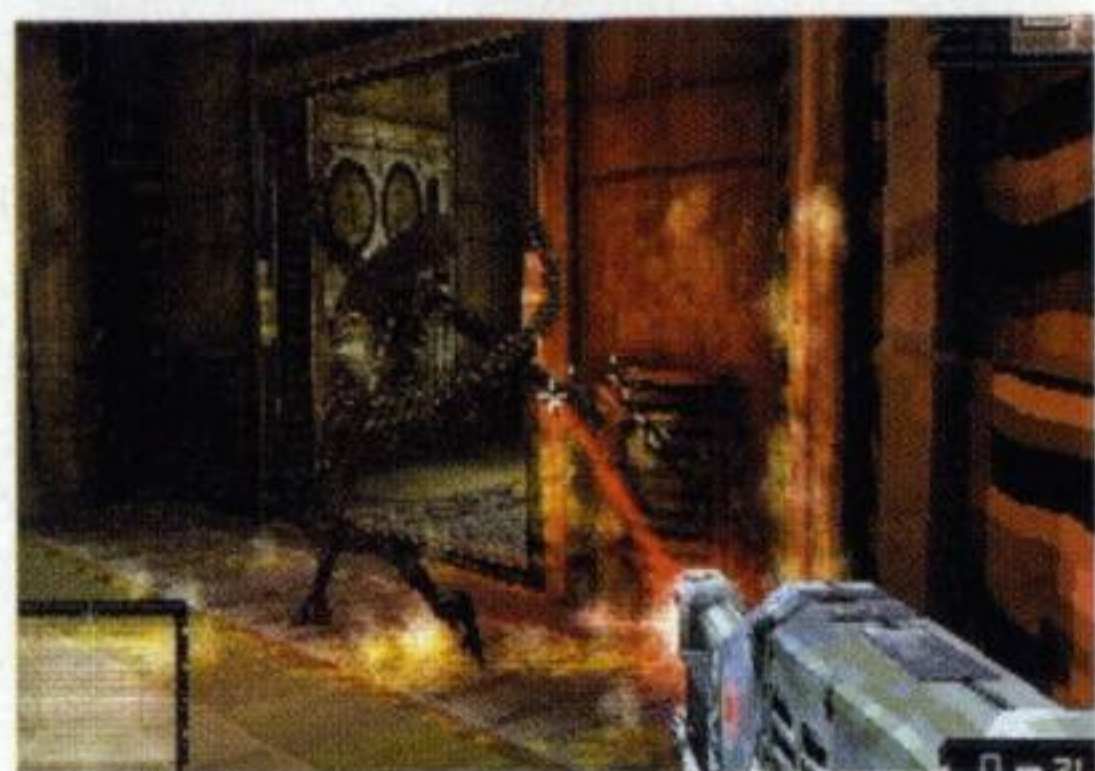
▼ Compared to the 2D Aliens in old PlayStation hit *Alien Trilogy* those featured in *Resurrection* are much scarier. You'll leap out of your chair. Promise.



▲ See the splats of acid Alien blood? Looks like there's a hell of a fight going on – and you've only got a pistol left...

◀ The Aliens respond depending on where you shoot 'em. A shotgun blast to the head sends them reeling backwards!





▲ Playing the game with the Dual Shock pad is tricky (with one stick for movement, the other for looking around) but you'll suss it soon enough.



▲ There are great bits where Aliens drop on you from above or come smashing through locked doors to give chase. Run for your life!



HUG MY FACE!



▲ Uh uh, Alien eggs can only mean one thing – impending facehugger attack! Erk!

lose a bit of health, oh no, it actually implants an Alien in your stomach and a little 'Alien' bar appears on-screen below your health bar. This counts down and when it hits zero the Alien hatches out of your stomach (with much bloodshed) and you die!

The solution is to find and use an Alien Extraction device which will remove the embryo before it hatches, leading to much panicky pegging about!



▲ They can be real swines to kill especially in confined air-ducty spaces.

Of course, one of the major stars of an *Alien* movie or game are those lovable facehuggers! In *Resurrection* the facehugger system is amazingly complex and clever.

If you get attacked by said nasties you can – of course – shoot them to bits – problem solved. If, however, you leave them alone once they're hatched they'll come after you, following you throughout the level! If one of them facehugs you you don't just



▼ Arrgh! You've been facehugged! You've two minutes to live!



▲ Find and use an extraction device to kill the Alien inside you sharpish!



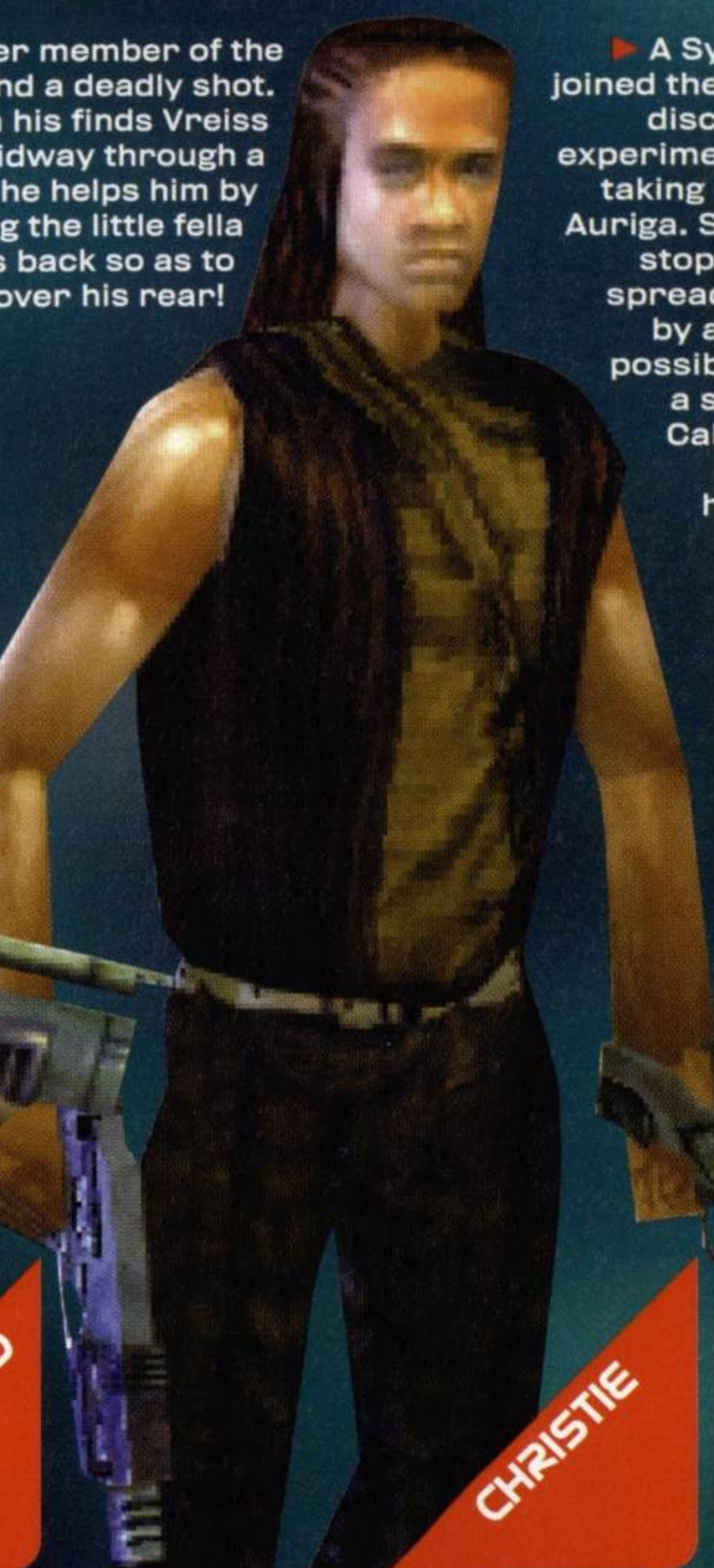
CAST AND CREW

Throughout the game you play as four different characters Ripley, Call, Distephano and Christie. There are 10 missions in the game and each involves one of the crew carrying out a vital task to aid their escape from the Auriga.



▶ Another member of the crew and a deadly shot. When his finds Vreiss midway through a mission he helps him by strapping the little fella to his back so as to cover his rear!

DISTEPHANO



▶ A Synthetic who joined the Betty after discovering the experiment that was taking place on the Auriga. She's here to stop the possible spread of the Aliens by any means possible. Being a synthetic Call cannot be face hugged!

CHRISTIE



▶ Cloned from the original Ripley's remains rescued from the furnace in *Alien 3*, she's back with scary Alien powers! You begin the game as a weaponless and confused Ripley before the action really hots up...

CALL

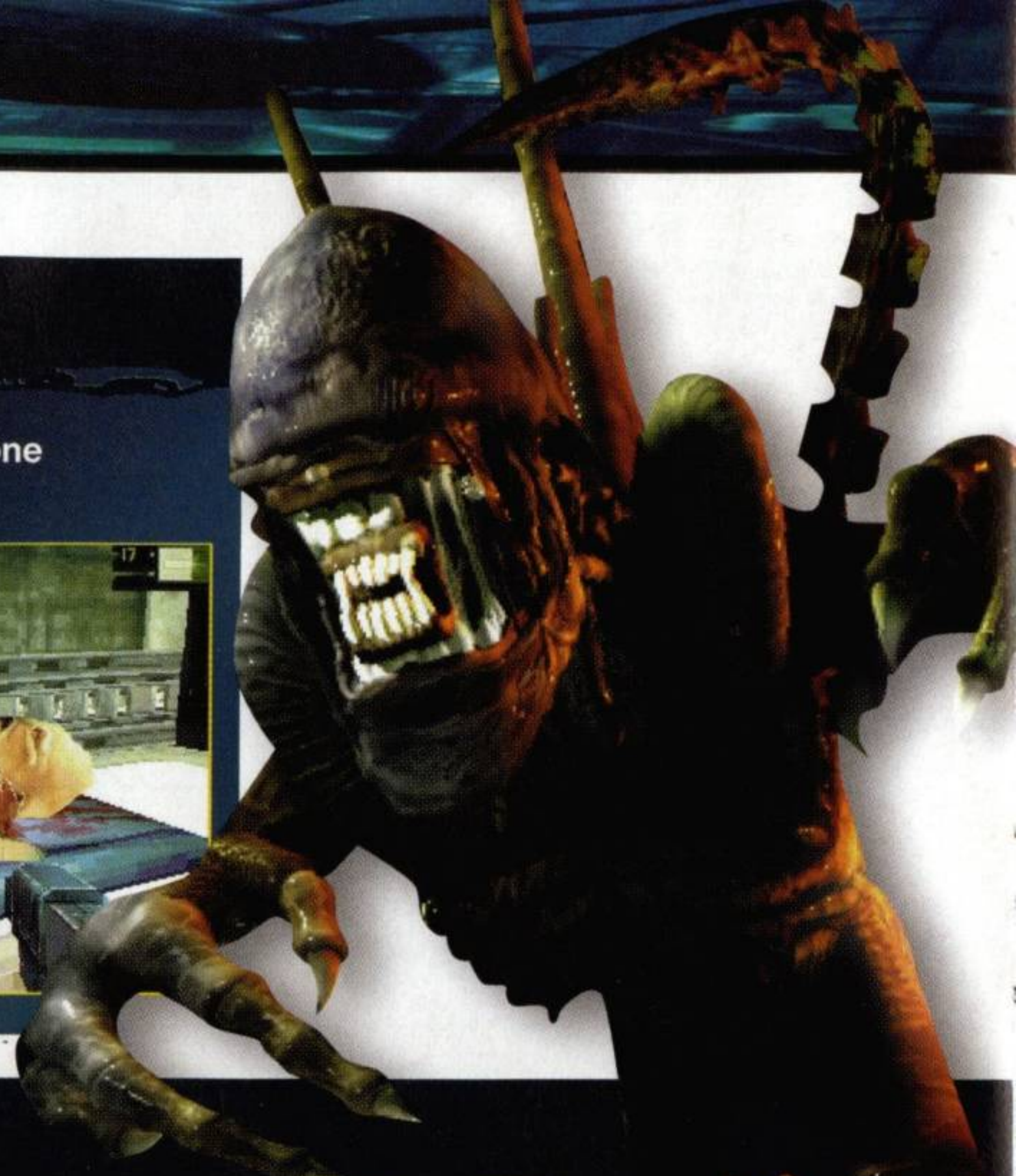


RIPLEY

▲ One of the first Marines Ripley and the crew meet. Surviving the initial combat with the crew, Distephano joins forces with them. His only goal is to get out of this hell hole alive!

SEND IN THE CLONES!

One of the missions features Ripley as she locates and destroys the Alien clones – who is in fact one herself... Simply sneak up to it and take it apart with a single shotgun blast. Urgh!



ALIEN ARMOURY

Where would a first-person shooter be without a decent crop of weaponry eh?



▲ **Pistol:** The basic weapon which will barely scratch an alien.



▲ **Shotgun:** Guaranteed to knock a nasty flat on his spiney buttcakes!



▲ **Flamethrower:** Good short range device. Watch them squirm!



▲ **Grenade Launcher:** Pop a huge, dynamite-laden cap in his ass!



▲ **Laser:** Stupendously powerful long-distance beam weapon.



▲ **Missile launcher:** Just the ticket for the slo-mo underwater combat!



▲ **Double pistols:** Distephano's guns dishing out twice the hurt.



▲ **Pulse rifle:** Remember the marine's guns in the movie *Aliens*? You got it.



▲ **Electric gun:** Great for clearing out large areas. Fire and forget it!

ALIEN RESURRECTION: WHAT'S IT ALL ABOUT?

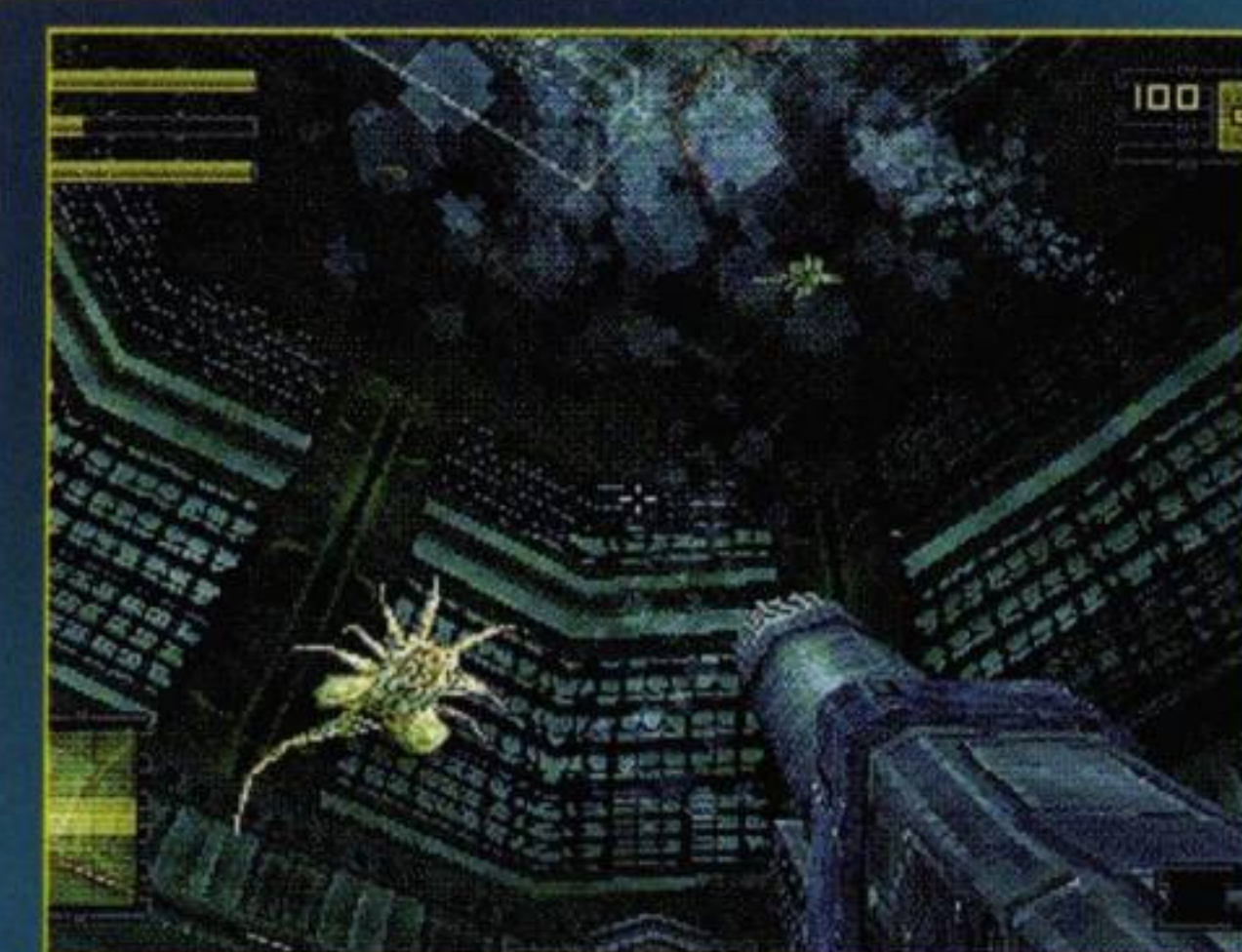


Resurrection is the fourth movie in the famous *Alien* series and sees Ripley being reincarnated *Jurassic Park*-style from a blood sample taken at the end of *Alien 3*. On board the USS Auriga, a huge research spacestation, evil scientists have been working on cloning Ripley in order to get at the *Alien* she carried within her at the end of the third movie.

Meanwhile the rough-and-ready scavenger crew of The Betty arrive to do a little business – just as Ripley, and the Aliens the scientists have raised, escape from quarantine!

There follows a battle with enemy Marines and Aliens of all sizes and shapes as the crew of the Betty and Ripley try to get off the ship...

SWIM FOR IT!



One of the most memorable parts of the film and best bits of the game are the underwater sections. Here your motion through the level is much slower, and you have to navigate corridors that not only turn left and right but drop down and climb vertically above you

too! And all the while there are shoals of Aliens and facehuggers swimming towards you! You also have to watch your O2 meter! Gah!

PUZZLER

It's not all shooting and killing y'know. To get from one side of the Auriga to the other you've got to do a fair amount of collecting, hoarding and fiddling...



▲ **Darn it!** Your path is blocked by some painful-looking hot steam jets.



▲ **Ah!** A simple twist of the valve nearby ought to sort it out for you.



▲ **Voila.** The pressure is released and you can squeeze by un-crisped.



▲ **The damaged ship** features electrical traps with lightning zinging about.



▲ **Re-routing the power** to other areas via control units will clear the path for you.

