

Alien Resurrection

It's Facehuggeriffic!

Rare is the science-fiction fan who doesn't rate at least one of the *Alien* movies (and most commonly, *Aliens*) among the top sci-fi films of our time. So it's not surprising that the series has spawned an entire stable of video game incarnations. The latest is *Alien Resurrection*, under lengthy development at Argonaut Software, the folks responsible for *Croc: Legend of the Gobbos* (as well as *Croc II*, previewed elsewhere in this issue). After a host of revisions, the game is finally nearly ready for a spring release, and it appears the multitude of game tweaks have been for the better.

The game will loosely parallel events in the film, with players taking on the roles of Ripley, Cal, Johner, DiStephano and Christie as they race through the decks of the spacecraft *Auriga* in an attempt to stop the maniacal Dr. Wren from infesting Earth with the deadly aliens. Interestingly, the game will include areas of the ship that appeared in the first drafts of the script and set design but were scrapped for the final production.

There won't, however, be a great deal of time to admire the scenery; *Alien Resurrection* is an action game through and through. The game includes nine different weapon types, which can be modified with upgrades collected within the levels. The arsenal includes such satisfyingly devastating weapons as a flamethrower and a freeze gun. But you won't want to neglect the less powerful weapons or you might find yourself quickly indisposed; nail an alien with too powerful an attack at too close a range and you might just get taken out your-

self by the splatter of its acidic blood. Sounds like there will be at least some elements of strategy amidst all the action.

All the environments and characters are fully polygonal, which allows the game camera to make dramatic adjustments to tailor the view to the action on screen. While this sort of thing has proved less than perfect in other free-roaming shooters like *One* and *Apocalypse*, the focus in *Alien Resurrection* is cinematic rather than sensation-alistic—that is to say, the camera movements are intended to create atmosphere rather than simply to show off all the pretty polys—which may prove an important distinction.

The polygonal models also allow the game to re-create classic film elements like the Facehugger impregnation and subsequent Chestbuster alien birth. This is more than just a fancy death animation, however; if a Facehugger attaches itself to you, you'll have a limited amount of time in which to get to a medical station to have it removed or you'll end up an unwilling parent.

As of this writing, it was recently announced that early plans are already being laid for the next *Alien* film, which will apparently be co-written by Sigourney Weaver herself. With *Alien Resurrection* expected to release around the time of the 20th anniversary of the original film's release, it looks like this series has plenty of acidic blood still pulsing through it.



The dark hallways of the *Auriga* are re-created in painstaking detail.

Family reunion



Some readers may be surprised to learn that in addition to the numerous *Alien* games available for just about every game system in history, some other games have been released that are also related to the films—perhaps not so closely, but no less important. First we have *The City of Lost Children* (above left), which was released for both the PlayStation and the PC. The game is based on the film of the same name, which was directed by Jean-Pierre Jeunet, the director of *Alien Resurrection*. Next is *Darkseed* (above center), a PC game based on designs by H.R. Geiger, who designed the original *Aliens* as well as many of the movie sets. And finally we have *Ghostbusters* for the Sega Master System (above right). See, Sigourney Weaver was in *Ghostbusters*...