

# OUT NOW

PLAYSTATION



■ It was an alien that made that mess, but if you put a couple of shotgun rounds into him, he'll actually explode all over the place.



■ Check out the detail in the ship's command room. It's just like the movie.

■ Don't shoot until you see the whites of their teeth. We don't fancy this alien's chances.

# ALIEN RESURRECTION

GAME INFO

Join Ripley and the crew in the world's most terrifying game...



■ Publisher: Fox  
■ Developer: Argonaut  
■ Price: £35  
■ Release Date: November 17th  
■ Players: 1  
■ Extras: Mouse, Dual Shock pad

Video Gamer Recommended

Can a videogame ever be genuinely frightening? *Resident Evil*, the most famous horror game of them all, had its fair share of spooky moments, but we think zombies are just inherently unscary. Most people can walk a lot faster than the undead can shamble, and since zombies don't know how to work door handles, you'd be safe in pretty much any building. Aliens, on the other hand, don't play by the rules. They smash through solid walls, drop from ceilings, spray acid blood if you shoot them and impregnate you with chest-busters when you run out of ammo.

They're spectacularly nasty creatures, and in *Alien Resurrection* they might be lurking in any dark corner. The first warning you get is a jolt from the Dual Shock controller followed by a glimpse of movement in the shadows, and moments



■ The Dale Winton of the alien world laughs at our puny attempts to dispose of him.



■ Catch an alien by surprise and it will react incredibly quickly. No second chances.

later a nightmare on legs will be sprinting towards you, trying to remove various parts of your anatomy with its slimy jaws.

*Alien Resurrection* is based on the poorest film in the series, but is probably the best game to spring from the *Alien* franchise. You begin the game playing a clone of Sigourney Weaver's Ripley, bred to provide a host for

captive aliens. Of course, the aliens escape and wreak havoc in a typically gloomy military facility where you're being held, leaving you to sneak out from your cell while the guards are fighting for their miserable lives.

You probably won't notice just how quiet and empty the game is until you've spent a good half an hour picking your way past the mutilated remains of fallen soldiers. In one excellent section on the first level,



■ This electric gun can be charged up for a more powerful and deadly attack.



■ Use it on corpses to set them crackling with energy. Hey, they're dead anyway.



■ There's a lot of crawling through air vents to be done. Completely nasty.



■ All aliens look the same, but we're sure we've seen this one before.

## CONTROLS



## what does what

Left analogue ▶ Movement  
 Right analogue ▶ Look around  
 D-pad ▶ Movement  
 R1 ▶ Use item  
 R2 ▶ Reload/open door/action button  
 L1 ▶ Crawl  
 L2 ▶ Fire weapon  
 Start ▶ Pause  
 Select ▶ Change item



■ Even the humans in this game are after your blood. It's not fair.



■ In a gunfight with the aliens, acidic blood flies all over the place. If you're lucky, you can even shoot their heads off... which is nice.



■ The motion tracker in the bottom left corner doesn't have much of a range, so the aliens will be on top of you as soon as the thing bleeps.

your first sign of any life is when you find yourself being sealed into a dark room by somebody, with a welder on the other side of a heavy door. There's little sound other than your own footsteps on the metal floors and occasional muffled shouts from elsewhere in the barely lit complex. You're equipped with a torch which lasts just long enough to light the way through an ominously dark corridor before it shuts down to recharge itself, and the overall effect is extremely atmospheric.

At certain points later in the game you get to play as other characters from the movie, but although they have slightly different abilities (some carry motion

trackers or heavy weapons) the gameplay remains much the same. Basically all you have to do is flip switches to open doors in other parts of the level, then retrace your steps to find the next unsettling action sequence. The aliens attack in all manner of

ways, leaping from air vents and battering their way through doors, and even though you learn to recognise the situations where the game's designers like to place an alien or two – such as when you've just pulled a switch or crawled into a narrow space to get a power-up – it's usually enough to bring you out in a cold sweat. Rather than give you puzzles to solve, *Alien Resurrection* relies on the difficulty of its battles to



■ The standard pistol comes with unlimited ammo but it's about as powerful as a spud gun, and you need to reload every 12 shots.



■ With any luck these aliens will be full up after dining on another unfortunate human.



■ You can often hear guards fighting aliens, but it's rare to see the action as it happens.



provide the challenge. Getting caught by a face-hugger is particularly unpleasant, as once it impregnates you, you've got barely a minute to find medical assistance before a baby alien erupts from your chest, making a truly sickening noise and killing you stone dead. Nasty.

In fact, almost anything will kill you. Something as innocuous as a jet of steam or a spark of electricity will



## KISS MY FACE They mostly come out at night...



■ When you get too close to an egg, it opens and disgorges...



■ ...A face-hugger. These things are truly repulsive.



■ If it gets near you, you'll be violated by the hideous beast.



■ A timer counts down, showing your remaining life.



■ Eventually - squelch! A baby alien erupts from your chest.



■ The way this special white alien minces around is one part of the game that's less than terrifying. We flushed it out of the airlock.



■ Whoops - set off the alarm there. Luckily for Ripley, there are hardly any guards left alive.



■ The worst part is when they turn towards you, stare for a moment, then leap forwards.

### ↑ uppers

#### Sigourney

- Trouser-meltingly frightening.
- Atmospheric graphics and sound.

### ↓ downers

#### Winona

- Impossibly difficult in places.
- Linear levels require no thought.

» annihilate you as quickly as any alien can, and if you get attacked from behind or have to reload your gun in the middle of a fight, you can forget about much of the progress you've just made through the level. *Alien Resurrection* is totally unforgiving, often forcing you to repeat huge sections if you die.

The one major problem with the game, other than the extreme difficulty level, is the control system. It's just about possible to play with an old-style PlayStation controller but we wouldn't advise it. Even with the essential Dual Shock model it's way too twitchy to aim with any degree of accuracy, particularly when you've got a bunch of face-huggers scuttling towards you and you need to pick them off one by one. You can switch between various preset control options but none of them are as

### FLICK TO...

Page 104 - we've got a DVD player plus boxed sets of all four Alien movies and copies of the game to give away!



■ Whatever you do, don't go crawling through alien blood.



■ In a game of two halves, we have a winner by a split decision.



■ There's one dead face-hugger on the floor, and it looks like its mother is after some revenge.

easy to use as, say, *GoldenEye* on the N64. As far as we're concerned, the only way to play is with a mouse. It makes the controls seem far more friendly, although if you haven't already got one (and how many people have?), that's an extra £20 to add on top of the price of the game.

It wouldn't be quite the same nerve-racking experience, though, if you didn't face such a struggle with both the controls and the sheer rock-hardness of the alien foes, and if you do make it to the final level you're either some kind of gaming god or you're part of the development team. It's far from perfect but *Alien Resurrection* certainly gets our vote as the scariest (and possibly the hardest) game in the world. Highly recommended. ■

Martin Kitts

### GAMEPLAY

A bit unoriginal and predictable, but still very tense. The controls are tough to work with.

7

### PRESENTATION

Looks and sounds very atmospheric. It's unmistakably Alien through and through.

8

### VALUE

It'll take ages to finish. Shame there's no multiplayer mode or alternate routes.

6

### VERDICT

Tense, violent, gory fun with the best aliens ever designed. The game's very tough to master and the controls are awkward, but it will reward the persistent player. Good stuff.

7