

| Publisher/Developer | Players/Genre | % Done | Release |
|---------------------|------------------|--------|---------------|
| Namco | 1-2 Light Gun | 95 | March 1999 |

Web Address: www.namco.com

Point Blank 2

Just Say No To
"Point"-less
Video Game
Violence

The sequel to Namco's lighthearted light gun game Point Blank is on its way and promises to deliver more of the addictive multiplayer action that made the original a cult favorite. Like its arcade cousin, Point Blank is a collection of deceptively simple gun games starring a pair of bumbling explorers. Although Point Blank's graphics were intentionally cartoonish, the action was surprisingly intense, particularly when joined by a friend.

Following the axiom "If it ain't broke, don't fix it," Namco serves up a piping-hot pack of new minigames—along with plenty of your old favorites—for Point Blank 2.

Among other tasks, you'll be required to save the Earth from UFOs, keep a tin can airborne for 10 seconds, shoot the correct answer to simple math problems, and mow down an entire clan of cardboard ninjas. For you retro fans, there's even a game that requires you to shoot 20 insectoid "galagas," which fly in formations straight out of the arcade classic.

Like the previous PlayStation version, Point Blank 2 also has a Story Mode, which has you searching for a lost princess in a comical theme park.

The real fun, however, can be found

The object of this game is to shoot off the knight's armor—without hitting any exposed body parts. Ouch, indeed.



Look for escapees from other Namco titles in Point Blank 2.

once again in Point Blank 2's addictive Party Modes—Tournament, Team Battle and Turf War—which allow up to eight opponents to shoot it out, two at a time.

One word of caution—Point Blank 2 only works with Namco's own GunCon light gun; however, given Namco's increasing library of great shooting games, including Time Crisis and the Point Blank series, the GunCon is rapidly becoming one of PlayStation's must-own peripherals. ☹



| Publisher/Developer | Players/Genre | % Done | Release |
|--------------------------------------|---------------|--------|--------------|
| Fox Interactive Argonaut Software | 1 Action | 50 | June 1999 |

Web Address: www.foxinteractive.com

Alien Resurrection



You know you're f-ed when aliens start dropping out of the sky.

Alien Resurrection is based on the fourth movie in the Alien series and is being developed by Argonaut, the creators of Croc and the original Star Fox. You can play as one of five different characters from the film: Ripley 8, Call (the

ship's mechanic, played by Winona Ryder), Johner (that huge guy from *The City of Lost Children*), Christie (the dreadlocked sharpshooter) and DiStephano (the soldier from the Auriga). Each character is designed for specific levels, so you won't be able to pick one at will.

Alien Resurrection will feature "highly destructible environments," a huge arsenal of weapons and mission-based objectives within the game's 13 levels. The game's top-down 3D perspective is similar to Pitfall 3D's, but the shooting elements and interaction with the environments make this a decidedly darker, tenser action game. The frame-rate and action seem rather sluggish, but this game is far from complete. The final version should run smoother and will also have sharpened AI (so aliens will work as a team and pop from walls and ceilings and such).

Right now the game is slated for a June release.

