

NAME:

ALIEN RESURRECTION

NOTE:

NOTE: THEIR STRUCTURAL PERFECTION IS MATCHED ONLY BY THEIR HOSTILITY – AND IT'S YOU VERSUS THEM (GULP)

PRODUCT SPECIFICATION

STYLE: First-person shooter

PUBLISHER: Fox Interactive

DEVELOPER: Argonaut

RELEASE DATE: September

DISC INFO:

CHARACTER DESIGN:



COMPLETE: 90%

QUOTE:

"The atmospheric effects help to create a world that is instantly familiar"



Attacks are often too fast for you to react to in time, despite the fact that Argonaut have deliberately slowed the aliens down

DEAD AND BURIED

Alien Resurrection, originally scheduled to be released over a year ago, started life as a third-person action adventure game in the *Tomb Raider* mould. Playing as one of five characters from the movie, you could expect to be confronted by waves of attacking aliens including face-huggers, parasites and the killer queen. The game also boasted

numerous locations both from the film and rescued from the cutting room floor.

It all sounded like a dream come true for *Aliens* fans, but the game was marred by awkward controls and a less than perfect frame rate. The third-person view, although affording you a good view of your immediate surroundings, proved clumsy and difficult when you found

yourself being attacked from all sides by bloodthirsty extra-terrestrials.

Thankfully, Argonaut have more or less started from scratch and come up with a first-person game far more worthy of the film. *Alien Resurrection* is obviously a little late to cash in on the movie but, with the game looking this good, that shouldn't be a problem.



The industrial scenery is straight out of the movies and extremely atmospheric

Any of the *Alien* films introduce Sigourney Weaver's nemesis as one of the most terrifying creatures you could ever not wish to meet. In the *Alien Resurrection* movie scientists are attempting to control and breed this most ferocious of species, enjoying limited success until the inevitable happens and Hollywood's scariest space monster EVER gets loose. Enjoying considerably more success controlling the aliens is Ben Tuszynski, senior producer of *Alien Resurrection* at Argonaut. PSM hunted him down using motion tracker technology and, while staring down the wrong end of a flame-thrower, he agreed to spill the beans on this eagerly-anticipated film license.

"*Alien Resurrection* is an attempt to create an environment that is reminiscent of all of the *Alien* movies, particularly *Resurrection*. It comes complete with the overwhelming terror that comes from such an iconic enemy, who could attack in many forms from any angle at any time," begins Ben inviting PSM to take the 90% complete version for a spin. The demo takes place in a darkened sound studio at Argonaut, but within seconds of picking up the hand controller, PSM is onboard the doomed USM Auriga surrounded by some of the best ambient sounds to grace the PlayStation. Would you even be able to hear the pitter patter of tiny face-hugger feet if one was round the next corner? Only one way to find out.

Control is achieved using both of the analog sticks – one for movement and one for looking around. As PSM negotiates the sparsely-populated first level, it's immediately apparent that for the team at Argonaut this has been a labour of love. Steam rises from vents in the



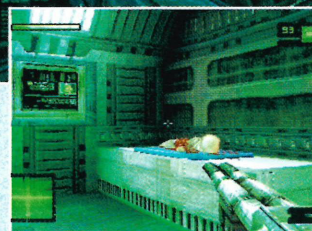
The ship's in trouble –
all around you are accidents
just waiting to happen



The flame-thrower has a familiar sounding hiss and is an
extremely formidable weapon in the right hands



If the face-hugger gets
you and you don't have any Auto-
Docs, it's only a matter of time
before your chest bursts in front
of your eyes. Nice



floor, water drips from the ceiling, but the minute you stop to admire these or any of the other gorgeous details that fill the levels you just know that you'll be attacked from behind. Possibly for the last time.

"These atmospheric effects help to create a world that is instantly familiar to any veteran of the movies," states Ben. But, prior knowledge of the films won't help you much once you start playing, no matter which of the three difficulty settings you're on. Even repeated attempts at completing the same level won't necessarily help. Ben boasts, "On every level there are random attacks from aliens as well as set pieces. It's unlikely you'll ever play the same game twice."

There are ten levels but, as Ben is quick to point out, each of these is made up of a number of large sections. "We have 79 sections in all and one of the levels we have takes a minimum of two hours for the testers to play through."

Events in the game follow those of the film quite closely and you get to play four characters – Ripley, Call, Christie and DiStephano. Your main objectives are to destroy the clones, kill the alien queen and hunt down any newborn. All types of alien appear, including those able to swim underwater. This makes for some particularly terrifying gameplay because you have to not only worry about the monster behind you, but also about where your next breath is coming from.

Perhaps the only disappointing aspect of *Alien Resurrection* is the lack of a multiplayer option. Ben answers, "This is not a multiplayer type game as we set out to set up a haunted-house horror environment." Welcome home... ■

Justin Calvert

DESIGN PROFILE

LOGO:



NAME:

Ben Tuszynski

JOB TITLE:

Senior producer

HISTORY:

Ben has worked on such games as *Davis Cup Tennis*, *Excalibur* and *Trash It*.

INFLUENCES:

The team have been influenced by David Fincher, Ridley Scott and, of course, all four *Alien* movies

OTHER INFORMATION

WEB SITES:

www.argonaut.com
www.foxinteractive.com