GAME NAME: Alien Resurrection

UK RELEASE: November

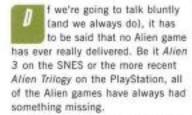
PUBLISHER: Fox Int. PRICE: £39,99

DEVELOPER: Argonaut GENRE: 3D Adventure

en Resurrection

Here's hoping...

Ripley's back and so are Giger's finest. Will she come away unscathed this time, or will she have to be cloned off the back of a sheep for Alien 5?



Fortunately then, the esteemed Argonaut are now on the case for the PlayStation version of Alien Resurrection, and after a visit to their London offices for a special sneak preview, we can report that this particular Alien game is looking

Firstly, rather than taking the usual first-person perspective as seen in Allen Trilogy, they have decided to go for a third-person perspective à la the now infamous Tomb Raider. This, they feel, will add atmosphere to the

game and empathy for the character you are controlling. In addition, to make the game run closer to the plot of the film, you will get to control a number of different characters and not just Ripley or some unknown space marine. Whilst controlling one of the characters, though, the other characters will still be doing something elsewhere, and you







may even get to run into them as you go about your business. The characters have also been made to look as close to their movie counterparts as possible to give the game that little extra link to the film.

Alien World

Although the plot does follow the film very closely, Argonaut told us that it's not just Alien Resurrection that all the ideas came from. In fact, ideas for the game have come from the whole Alien world, and things that didn't make it into the film have actually been used in the game, so expect some surprises.

Argonaut have had plenty of help from Fox in the making of the game, and anything they have requested from the film has been sent to their London offices so they could decide just how to implement it into the game code. Everything from the scripts, plots and drawings, to the costumes used has been looked over, to make sure that the game stays as close to its celluloid cousin as humanly possible. Even the sound library from the film has been given to Argonaut, so that they can pick and choose any noises they want to use. And after just one listen to the soundtrack and FX you will immediately recognise classic noises from the alien films such as the unmistakable sound of the Pulse Rifle.

Film licences are often a dodgy area to get into, but when the people who actually made the film offer as much in-depth help as Argonaut have received, there is almost no doubt that Alien Resurrection is going to be something special. 75

PREVIEW CO	DE
PläyStation	
NAME	Alien Resarração
COMPLETE	Terresidentes
PLAYERS:	