

# Alien Resurrection

## EXPECTATIONS...

### Here's hoping...

Well, for a start it's an Alien game, but this one is actually looking pretty hot. Expect it to be fighting with the big boys on its release.

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?

## P.R. SPEAK...

### Fox Int. Say:

*Alien Resurrection* – the game – will be as close to the film as possible.

**I**f we're going to talk bluntly (and we always do), it has to be said that no Alien game has ever really delivered. Be it *Alien 3* on the SNES or the more recent *Alien Trilogy* on the PlayStation, all of the Alien games have always had something missing.

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 pretty special.

Firstly, rather than taking the usual first-person perspective as seen in *Alien 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. **TP**



## PREVIEW CODE...

**PlayStation**

NAME: *Alien Resurrection*

COMPLETE: 70%

PLAYERS: One