



[Left] Rockabye baby on the tree top. Doesn't she look lovely!

Alien Resurrection

PLAY
INFORMATION
UK PAL

Publisher: Infogrames

Contact: 0161 827 8000

Price: £24.99



[Below] This is what nightmares are made of.



BISHOP'S BEEN BASHED ONE TOO MANY TIMES, NEWT IS NOTHING BUT A SQUIDGY MESS, BUT RIPLEY... WELL, SHE'S ALIVE, BUT HER BREATH SMELLS FUNNY...

In the vast, barren wastes of space floats the silent hulk of the USM Auriga. As she glides, humming gently through the frozen night, something is hiding in her shadows. Her corridors stretch endlessly, lined with piping and ventilation systems. Generators hum and fluorescent lights flicker erratically. Blast doors are dented and electric cables thrash wildly, spitting showers of sparks into the darkness. Debris and blood are spilled on the floor. There are creatures here.

Get Away From Her...

Ripley is alive again, her body rescued from the molten metal in which it fell. She has

been recreated, enhanced. Warrant officer, survivor of colony LV-426 and penal system Fiorina 161, Ellen Ripley is more than she used to be. She is alien; mother to a new generation of acid-spitting black death. Her DNA has been cloned and a new breed of terror is heading for Earth. This is where you step in. Prepare to be scared to death.

It is normally taken as a rule that the longer a game is delayed, the worse it is going to be. *Alien Resurrection* is a thoroughly apt name: shifting from third person perspective to survival horror, it finally settled as a first person shoot-'em-up. What you have as a result isn't a disaster. It's a taut, hair-on-the-back-of-your-neck-raising, claustrophobic masterpiece. Through the eyes of Ripley,

you are shoved into this survival horror-style shooter from the outset, although, unlike the 'classic' *Quake II* (from which the game gets its control system), this is infinitely more intelligent.

You begin unarmed. There are no aliens, just splintered bodies, flickering lights and endless dark walkways. As you progress through the ship, screams and nerve-shredding walls can be heard. The slaughter is still going on. Then you catch a glimpse of an alien. It slithers across the ceiling, caught in the light of your shaking torch. Then it's gone again, into a vent, deep within the ship.

And this is how the game goes. Slowly, the ante is upped then, when your senses can stand it no longer, they come. Tides of

Game Over Man!

Make sure you get the most out of your alien killing frenzy with our quick guide to aid you in all your exterminating needs...

Pistol

Ammo: Infinite
Damage to human: Medium
Damage to alien: Low
Info: Causes little damage to Xenomorphs but will cause them to recoil slightly. Can cause acid splash if you are too close.



Shotgun

Ammo: Four shots in chamber
Damage to human: High
Damage to alien: High at close range
Info: Will kill at point blank but causes massive acid splash, which can be very harmful to you. Can take out more than one enemy at a time.



Pulse Rifle

Ammo: 60 shots per clip
Damage to human: High
Damage to alien: High
Info: Try to find this weapon. It works underwater, causes severe damage and spills very little acid.



Flame Thrower

Ammo: Lasts 80 seconds
Damage to human: High
Damage to alien: Medium
Info: A multiple target weapon, it can be used to clear rooms of egg pods. No acid splash but becomes more inaccurate the greater the number of aliens.



Electric Burner

Ammo: Battery cell. Replaced when expired
Damage to human: Lethal
Damage to alien: High
Info: A slow fire-rate, so gun will only stun an alien. It does buy you time to escape though, and is lethal to humans. No acid is spilled when used either.



Grenade Launcher

Ammo: Two grenades per clip
Damage to human: Lethal
Damage to alien: Lethal
Info: Slow firing, high damage - you don't want to be near the explosion. Highly inaccurate but devastating. Use with caution.



Rocket Launcher

Ammo: One rocket per load
Damage to human: Lethal
Damage to alien: Lethal
Info: Mass destruction, will clear areas instantly and works underwater. Don't stand too close to blast site and use wisely. One shot per load and a very slow reload time.



A taut, hair-on-the-back-of-your-neck-raising, claustrophobic masterpiece!



(Right) Oh, it's a girl! I think we'll call her Samantha. Ah look at her, she has her mother's tail!



(Above) The alarm is wailing, red light fills the ship and everybody's panicking. The last thing you need to see is this!



Alien Spotting

Such is the influence of the Alien movies that the pesky black-shelled blighters have turned up everywhere. We snort around to uncover some memorable (and not so memorable) Alien cameos.

Predator 2

Probably the most famous Alien appearance outside of the films, this skull was found in the Predator's trophy cabinet during the end of the film. It is anatomically incorrect, because the Xenomorphs possessed an exoskeleton, which means this might not actually be one of theirs after all.



Space Balls

Pulling into a space café, our heroes stop to chat with a familiar looking crew (the cast from Alien). John Hurt eats a slice of pizza, it goes down the wrong way and an all singing, all dancing chestbuster is born. Classic stuff.



French & Saunders

A whole episode dedicated to Aliens. Dawn French is ever so apologetic when her stomach rips open. Jennifer Saunders, meanwhile, spends a lot of time bearing an uncanny resemblance to Sigourney.



Toy Story

Blink and you'll miss it. In the arcade with 'Ooo, The Claw', we see a young lad smashing a chestbuster for a giggle. Just what they needed on the Nostromo.



[Below] A classic case of disagreeing with something that ate you.



them scramble over each other on the ceiling, they dart off walls and screech around corners lashing out at you. If you don't get off enough rounds they'll tear you to pieces. Survive it and it's just a case of waiting until the next onslaught. *Alien Resurrection* is the gaming equivalent of Russian roulette. You know that sooner or later, something very nasty is going to happen. Still, it's all done in the best possible taste and as far as shooters go, *Alien Res* is the dog's love sacks.

You Bitch!

Weapons are few and far between, but once you find them they do you proud. Lasers, shotguns, pulse rifles, grenade launchers and flame throwers make an all-star cast of an arsenal but, because this is a thinking man's shoot-'em-up, you can't just go off emptying your gun willy-nilly. Ammo is in short supply, the aliens are not.



And because *Alien Res* is for those of us with slightly more cranial activity than the Beckhams, there are puzzles aplenty to wrestle with. More often than not you'll be solving them in darkness, with battery breath huffing down your neck, which only adds to the urgency with which they must be accomplished.

Another fantastic aspect is the frame rate of *Alien Res* and the solid feel of the Auriga. Glitching or tearing of any sort – in fact, any kind of programming gremlins – seem to have bypassed the game entirely. What you have instead is a very real environment, inhabited by some very real dangers.

It is almost beyond comprehension that a game with such a shaky beginning could have turned itself around to become the tense space thriller that we see before us. You would expect

some sort of programming error, or at least a lacklustre feel to gameplay, but you get neither. What you do get is the scariest game on the PlayStation. The buggers who developed it even include a warning on the title screen that 'this game is best played in the dark'. What are they trying to do? Keep 'Just For

Men' in business due to a sudden outbreak of blokes going grey overnight? Whatever the case, this is only the second case where we know of a game being far superior to the film it originated from, the first one being *Goldeneye*. Surely, by anybody's standards, that puts *Alien Resurrection* in very good company indeed. Go buy it!

DID YOU KNOW?

- In the classic chest-buster scene from the original film, only Ridley Scott and John Hurt knew what was going to happen. The reaction from the other actors is genuine fear.
- When Scott approached the film execs with the design for the alien they nearly banned it. Apparently it looked too much like a penis.
- A fifth film is already optioned by Fox.
- Xenomorph means 'foreign animal structure'.

PLAY+

LOOKS
SOUNDS
GAMEPLAY
VALUE
LONG TERM

93

PERCENT

Quake who?

Alternatively:
Alien Trilogy 91%
Medal Of Honor 95%