

DETAILS

PUBLISHER

Sega

DEVELOPER

Creative Assembly

CREDITS

Spartan: Total

Warrior [2005]

Viking: Battle For

Asgard [2008]

Stormrise [2009]

PLAYERS

1

KINECT?

TBA

SMARTGLASS?

TBA

RELEASE DATE

7 October 2014

WEBSITE

alienisolation.com

TWITTER

@AlienIsolation

ALSO ON

XBOX 360

The simplicity of this game's mechanics may just save this restricted version of the game.

ALIEN: ISOLATION

We almost forgot the human factor



We've admitted before, we were concerned.

The battle of wits Creative Assembly had been teasing between our protagonist

Amanda Ripley and the unkillable, unstoppable Alien sounded like it would be amazing to play... for about two hours. But where was the rest of the game going to come from? We were clearly foolish to think that wasn't something that the developer had been thinking too.

You see, rather than as advertised, the Alien actually isn't the only threat you have to navigate on the Sevastapol space station. Other threats, both human and synthetic, are going to be interested in you. Your arrival on the space station suspiciously matches the emergence of this new terror in their midst and frankly, the longer-term residents won't find your protesting very convincing. Unlike the Xenomorph

however, they're most definitely susceptible to weapons. It creates the central dilemma of the game. Kill or don't kill. Attack or hide. You'll apparently be able to play through the entirety of *Isolation* without killing a soul. According to Creative Assembly, that just felt right for the character of Amanda, or at least felt right for the family she belongs to. That doesn't mean you can't put an aggressor in harm's way, of course.

And once again *Isolation* appears to be placing itself among the top level of FPS games with the kind of emergent, unscripted gameplay that would make a Big Daddy proud. From crafting your own weapons and tools to bringing together the superbly programmed AI of the Alien with other NPCs on the station, there's a lot of scope for random events to take place that will be completely unique to you and utterly terrifying to experience.

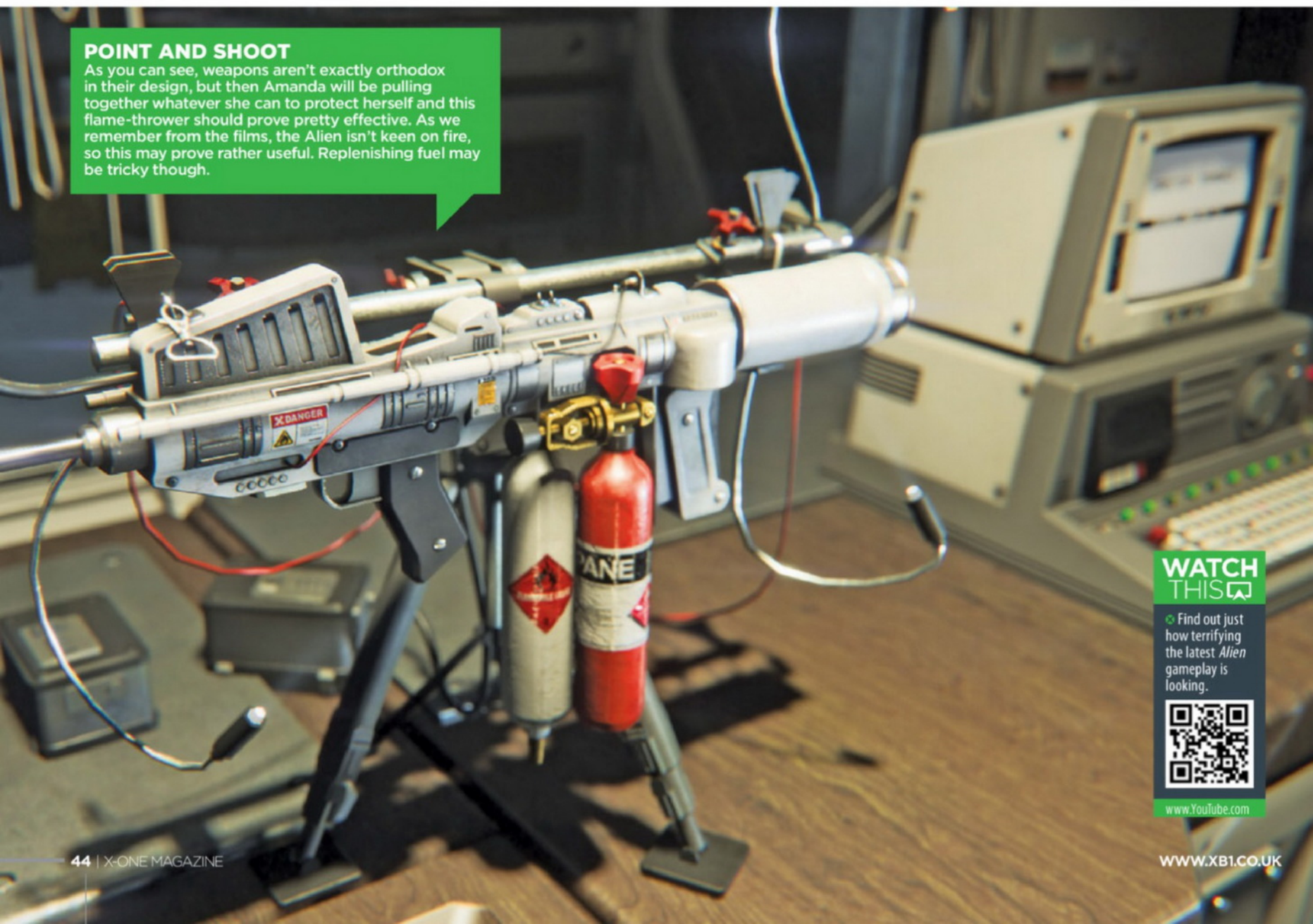
The additional layer to this is the structure of Sevastapol itself, built to be a real place, which essentially translates into gaming parlance as metroidvania in structure. Go where you like, access new areas with new equipment and then go back again. The Xenomorph will continue to stalk you throughout and everyone else will likely be as free to explore as you. There will be no safety to be found on familiar ground other than you know where the exits are. Not to mention that your oh so unreliable motion tracker might just as well be picking up an android working in a lab as it is a creature in the air ducts. Things may not be quite what they seem.

 JONATHAN GORDON

HOW'S IT LOOKING? Each new reveal seems to add a couple more hours of gameplay to the experience. A couple more previews and this might actually be a full game. We're hopeful.

POINT AND SHOOT

As you can see, weapons aren't exactly orthodox in their design, but then Amanda will be pulling together whatever she can to protect herself and this flame-thrower should prove pretty effective. As we remember from the films, the Alien isn't keen on fire, so this may prove rather useful. Replenishing fuel may be tricky though.



WATCH THIS

Find out just how terrifying the latest *Alien* gameplay is looking.



www.YouTube.com



PUBLIC ENEMY

Whatever else may be hunting you on the Sevastapol space station, the Xenomorph remains your number one concern. You can trick humans, get the jump on androids and cobble together protection for either, but from the Alien you just have to run. In all the months we've been watching it, we remain as terrified as ever in its presence.

HIGH FIVE

1 3D THINKING

Despite being a little low tech you might think the motion tracker would help a lot. Since it only shows 2D data though, you can never be sure of its readings

2 BLACK BOX

The Nostromo black box is the item that sets everything in motion for *Isolation*. Amanda desperately wants info on her mother's disappearance.

3 FUTURE RETRO

We love the commitment to the style of the original *Alien* movie. The Seventies feel to the design and items you find captures it really well.

4 REAL FACES

All of the characters in *Isolation* have likenesses based on real actors Creative Assembly hired to play the parts. The Alien thankfully was not.

5 SAMUS-STYLE

The metroidvania style of exploration is becoming clearer now for *Isolation*. You can explore as you please, unlock areas and return when you like.



“The Alien isn’t the only threat you have to navigate on the Sevastapol space station”

PARANOID ABOUT ANDROIDS

This thing is creeping us out! Androids have been used throughout the *Alien* series of movies as a distrustful member of the crew, likely to betray you in the name of logic and company orders. Normally we would say we’re looking forward to finding out what they might want from you on the space station, but frankly we’re not sure we are.

DID YOU KNOW? *Isolation*’s sound effects have been created in the same way as those from the original *Alien* movie