

I'VE GOT MOVEMENT

## ALIEN: ISOLATION – ANATOMY OF SURVIVAL

How a hypothetical encounter might unfold in Creative Assembly's horribly faithful adaptation

**A**fter more than a few hours of non-consecutive hands-on time with *Alien: Isolation*, we're genuinely beginning to worry that Creative Assembly's Xenomorph is smarter than us. The good news is that

the creature's spontaneity equates to more replay value, especially as regards the timed A-to-B challenge missions that sit alongside the main story. With the aid of senior designer Gary Napper, here's one we've made up to illustrate the possibilities.



### 4 HEAD TO THE ENGINEERING CHAMBER

Did you make an EMP? Because there's an android in here, and it won't like you fiddling with the computers. Up for a noisy fight? [GO TO 9](#). Otherwise, you could try to sneak past. [GO TO 7](#).

### 1 HEAD TO THE MED BAY

There are humans in there. Terrified, murderous humans. You can always shoot them to get past ([GO TO 12](#)), but the Alien will hear if it's in the vents nearby. You might also consider using an item to create a diversion without exposing yourself ([GO TO 6](#)).

### 2 GATHER SCRAP AND MATERIALS

Partly generated in response to how you play, these can be used to make items (beware – time doesn't stop when you pause). Making one item often means sacrificing the chance to make another. So which do you need more, a medical kit ([GO TO 1](#)) or an EMP? ([GO TO 4](#))

### 3 RUN STRAIGHT THROUGH

The noise of hurrying feet will immediately alert the Alien, but you might get lucky. *Isolation's* reliance on procedural generation means that surprisingly few strategies equate to an instant failure. Still, consider this a last resort. [GO TO 7](#).

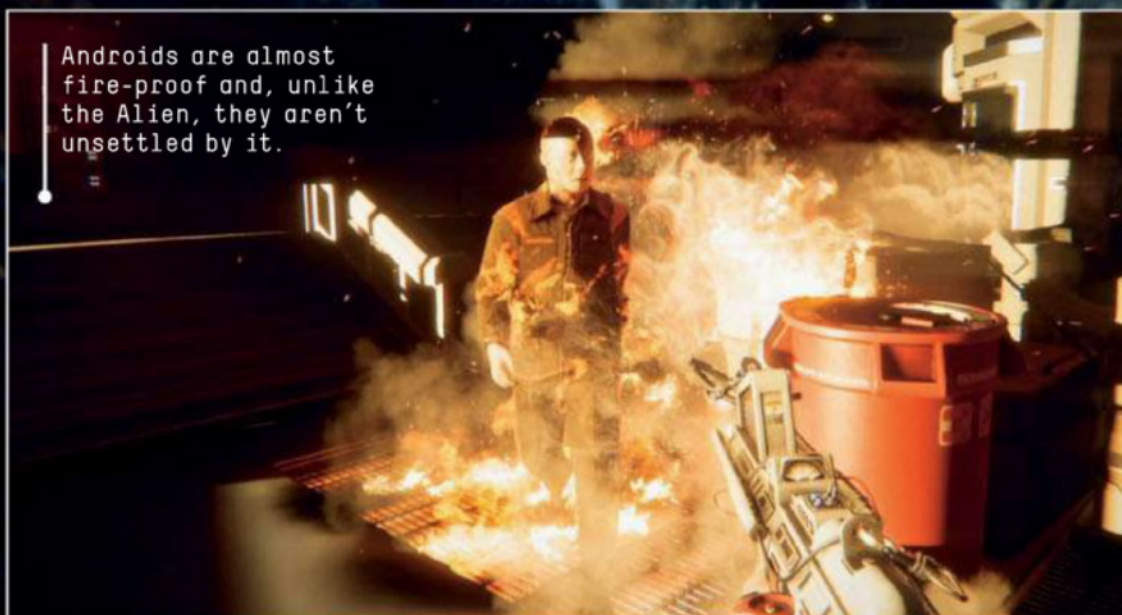
### START

Player spawns in saferoom. [GO TO 1,2,3 OR 4](#)

### 5 ENTER A VENT

Yes, this doesn't turn out well in the film but once the Alien's abroad at ground-level, it should be safe enough. Unless the Alien decides to take a shortcut, or notices the vent opening. Do you take the first exit ([GO TO 4](#)) or the second ([GO TO 9](#))?

Androids are almost fire-proof and, unlike the Alien, they aren't unsettled by it.







## Mako returns in Mass Effect Xbox One

The first game's infamously bouncy vehicle returns (sans weapons) as part of a game that's more about exploration than predecessors. We look forward to our first boost-jump.

### 6 CREATE A DIVERSION

You could experiment with using the circle of light from your torch to distract the Alien, as you would a cat. It'll quickly start wondering about the source of the beam, though. It could be safer to throw a flare (GO TO 14) or place a noisemaker (GO TO 15)

### 7 TRY TO SNEAK PAST

NPCs have view cones, though these obviously aren't displayed on your motion tracker. "You gradually learn the range at which you're safe," says Napper. Hey, here's an automatic door. Do you go through it (GO TO 9) or into a vent? (GO TO 5)

### 8 HIDE IN A FLOOR CABINET

If the Alien peers through the slit, pull back using the stick and pray that your breath doesn't run out before it loses interest. Don't exit immediately, even when it does – the Alien might decide to take another look. Once you leave, GO TO 6.

### 9 ALIEN ALERTED AND IN PURSUIT

GO TO 10, 11, 12 OR 13

### 10 FEND IT OFF WITH A FLAMETHROWER OR MOLOTOVS

Fire won't damage the Alien but it'll deter it. Napper suggests "pulsing" the flame while backing towards the objective. GO TO 15.

### 11 BREAK LINE OF SIGHT

Ducking into a sidechamber, then into a floor cabinet might buy you time to plot your next move. Of course, if the Alien sees you run it's bound to search every hiding space in the vicinity... GO TO 8.

### 12 RUN TOWARDS OTHER HUMANS

If they shoot at it, the Alien might decide to eat them first, allowing you to get behind it, run for a vent or locker or just cower beneath a trolley, muttering, till the creature puts you out of your misery. GO TO 11.

### 13 SHOOT IT

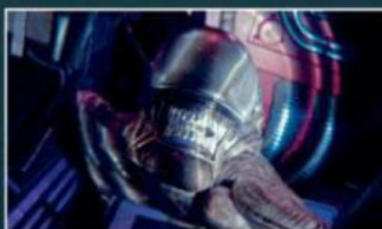
Ha ha. Oh wait, you were serious? Hope you taste nice. GO TO 14.

### 14 DEATH

Do take a moment to enjoy those first-person execution sequences – our favourite has to be being stabbed through the chest from behind.

### 15 REACHED THE OBJECTIVE

Congratulations! There's hope for humanity yet.



# HOW TO SPEAK DEVELOPER

Your guide to translating those interview gems

"We're really excited to finally be able to show it to you."

After the last six-months spent crunching towards this development milestone, you're lucky I can exhibit even the faintest facsimile of human warmth, let alone excitement. My children don't recognise me anymore. I hold the baby and it just cries and cries. I feel nothing.

"We've tried to be as authentic as possible..."

...to the experience of slow-motion QTE knife-fights with Serbian megalomaniac space-terrorists who command legion upon legion of suicidal paramilitary goons, all voiced by John DiMaggio.

"We think that the game is a landmark in the fantasy genre."

In the end we said, sod it, let's just do elves again.

"We think that the game is a landmark in the dark fantasy genre."

In the end we said, sod it, let's just do elves again. But with their tops off.