ALIEN TAKE TWO...

If the game is going to be anything like the film, we're in for a box office smash. But it's the characters that make a film (as well as the allens), and there's no shortage of personalities in the film. Below are just a few of the heroes; it's just a pity that not all of them made it

## ELLEN RIPLEY: SIGOURNEY WEAVER

Mad scientists manage to clone Ripley on their eighth attempt by using her DNA. When they were finally successful, they extracted the Alien Queen which she was carrying and now they're using it to conduct experiments on the Auriga. Little does everyone know that Ripley has undergone some changes herself.

HILLARD: KIM FLOWERS The pilot of the Betty, she's having a bit of a fling with Elgyn. And why not? She's known for her charm and good looks, as is he.

VRIESS: DOMINIQUE PINON This guy is the Betty's chief mechanic and even though his legs are paralysed, he doesn't let that interfere with his role. As the film progresses we're given clues about his feelings for his co-worker, Call, but is doesn't seem as though those feelings are mutual.

CHRISTIE: GARY DOURDON The Betty's answer to the Terminator, Christie is very settassured and he never gets stressed during a crisis - even in the most difficult of situations.

JOHNER: RON PERLMAN Johner has got a very mean streak, but sometimes during the film you can see a big softy just trying to get out. He's also quite funny on occa sions, but when it comes to a good clean fight, he's no match for Ripley!

ELGYN: MICHAEL WINCOTT Smart and resourceful, Elgyn is the leader of the group. He is into a few shady deals (as you'll discover), and when it comes to his cargo that he brought to the Auriga, he probably wishes that he'd got an office icb on earth.

CALL: WINONA RYDER Call is a tough one, and near the end of the film we find out her secret and discover the pain she is going through whilst being around her friends and seeing the disaster which is happening around her but will Ripley trust her?

If you were biting your nails in the film, wait until you see the game...

Il right, so it's not out yet, but here at EPM we're already shitting ourselves at the prospect of seeing it. In the movie the aliens swam, bled acid and generally ripped every other living thing to death. Actually, they even killed each other at one point. Sigourney Weaver kicked some bad allen ass, even though she was half allen herself. She even had a maternal moment with a really ugly looking beast.

Now you will soon be able to take on the role of Ripley and go running around flame-throwing the aliens yourself; sounds promising! Fox Interactive are, as we speak, still creating the fast-paced, action-packed adventure and they're promising to deliver a spine-chilling game as horrific as their movie.

Look forward to diabolical amounts of firepower, the scariest ever allen being to grace the PlayStation and the highest level of excitement and acid-dripping realism we have ever seen. Not only that, it also has sound effects and dialogue taken directly from the epic movie which suck the player right into the centre of the action. The only way you have a hope of surviving is if you use both mind and muscle-power to overcome the deadly evil that awaits.

When you enter this nightmare of a game, you find yourself on the vessel Auriga, and all is not well. Something has broken loose, with only a bloody aftermath left behind, Inside the half-destroyed spacecraft, the mental Dr Wren is not far away from being able to transfer his demonic cloning experiments to Earth and while all this is happening, aliens are running riot infesting the ship and killing what remains of the ship's survivors.

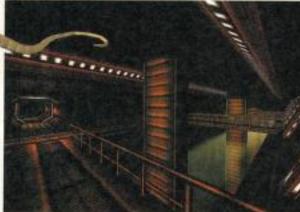
## Blood & Guts...

You can choose from five different playable characters. As the evil takes hold in a heart-pounding third-person perspective, you must think on your feet and fight fast through 13 gutwrenching levels. One of the only things that will help you is to keep a cool head and to use your high-powered weapons and lightning-fast trigger finger to fend off the non-stop attacks from the hordes of aliens which sniff you out.

Your environments are fully destructible, which gives you ample opportunity to blast at anything and everything in sight, just in case there's the odd creature hanging off the ceiling. With the aid of Father, the ship's talking computer, you must complete your set tasks and individual missions assigned to each of the levels to put a stop to Dr. Wren's mutated human embryo experiments before the ships docks at earth.

Are you scared yet? You soon will be, the only problem is that we'll have to wait until March to buy it. Save your money, people, as this one could be worth every penny.

П



DEVELOPER

Argonaut

Fox Interactive



RELEASED

Spring '99

