

*Yo bitch! Get  
back to ma' crib.  
Wrong bitch?  
Sorry...*

# Alien

**PUBLISHER**  
Fox Interactive

**DEVELOPER**  
Argonaut Software

**RELEASED**  
Autumn 1999

## Resurrection



futuristic and highly destructive hardware. There are nine different weapons to play with, including the basic small calibre stuff which is good for close-range combat, high-calibre weapons for taking out an enemy at distance and the trusty old flame-thrower. And don't forget the sentry cannons that can be used to protect whole sections of a ship.

Any game based on the Alien films is bound to be a success, but to Argonaut's credit, it looks as though Alien Resurrection may actually deserve it. Find out for sure in our full review coming soon.



In space, nobody can hear you scream. The Alien movies are all about atmosphere, and Argonaut Software have spent the last two years striving to recreate that dark, tension-filled feel that every one of the terrifying Alien films have thrust upon the audience. And so far the game is looking every bit as atmospheric as the movies.

The use of sound effects from the film and dialogue supplied by the actors helps to recreate that film-like atmosphere, but it's in the gameplay that the real terror and tension reveals itself.

### Empty Vessel...

Alien Resurrection is set on the research vessel Auriga. Your job is to rid the vessel of the alien menace as well as thwarting the evil Dr Wren's plans to take alien specimens back to the earth, which would surely spell its destruction. Instead of taking the role of just Ripley, you get to play as Call, Johnner, DiStephano and Christie too. You don't simply take a level at a time with each character either. You find yourself interacting with each of them throughout the game, which helps to unravel the storyline and add a little variety to the gameplay.

Not that it looks like it needs it, though. The action is split between full-on, firepower-laden combat and more tense moments where you don't know what to expect next. And, of course, this is what the Alien films are all about.

On the subject of firepower, no Alien game would be complete without the usual arsenal of



Okay, so the bitch is back, but nearly two years after the last film. Still, at least this means that industry stalwarts Argonaut Software haven't taken the route of rushing the game out to tie in with the release of the movie. In fact, they've done the exact opposite by taking a ridiculous amount of time over the production of Alien Resurrection. The wait may have been a long one, but from what we've seen it's going to be worth it.

