

If you tuned out of the *Alien* movies after Jim Cameron's stunning *Alien's* outing (which sadly signaled Michael Biehn's metamorphosis into the Jan-Michael Vincent of the '90s), I can fully understand. While the first (directed by *Gladiator's* Ridley Scott) and second movies were good, the subsequent *Alien 3* and *Alien Resurrection* were more akin to a steaming pile of 'number 2.' So, what happens when you make a game of that (god willing) final movie in the series?

Well, much like the game itself (which languished for a few years and was once of the 3rd person action variety), it's been a tough road for Ellen Ripley. Bear with me as you get the full synopsis in one sentence and 71 words: 57 years after *Alien*, she was sent back to LV-426, only to escape and crash on a penal colony with Newt and Corporal Hicks (both of whom died without ever appearing), where she was chased by aliens yet again and finally, after discovering she was impregnated with a 'mother alien', dove head first into a molten hot turbine, and then awoke 200 years later as a clone on a spaceship. Well, at least it wasn't revealed that Ripley hailed from the planet Zeist...

Given the extensive background, you might think that the game is also convoluted and tough to grasp, but, thankfully, that isn't the case. *AR* is a straight-up First Person Shooter and, despite a few puzzle elements (read: pull that lever, get that card, etc.), the focus is mainly on avoiding/killing USM Auriga crew members and a host of

ALIEN RESURRECTION

aliens. Of course, you'll come across face huggers, warriors and the queen alien during your quest to get to the escape ship, called the Betty. Ripley isn't the only playable character, USM marine Distephano, along with Betty crew members Call and Christie will also be playable on a few of the 10 levels. Each character will have common weapons (such as the standard handgun), but can also use a pulse rifle, flamethrower and a shotgun, as well as other, more powerful, weapons.

AR begins with the statement "This game is best played in the dark," and that's the best advice. The enemy models, both marines and aliens aren't going to win any prizes for looks, but when you keep them in context with the massive, dynamically lit environments (which, The Judge tells me, actually stream different textures as you progress) they do the job well. Best of all, *AR* is a tough game (and I mean, very tough on the 'hard' setting) and will give you at least a month's worth of solid challenge. Provided you can live that long, of course...

Kodomo wanted to be cloned, but the people have spoken and one Kodomo is more than enough...

VIEWPOINT
SCORE **:81**

DEVELOPER - ARGONAUT
PUBLISHER - FOX INTERACTIVE

1 PLAYER
AVAILABLE NOV

KODOMO: 1
WANT WINONA!

R
REVIEW

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PlayStation