

● The explosion effects are lush. Watch it burn!



● 'My, what big teeth you have...'

ALIEN RESURRECTION

Welcome to the most palm-sweatingly tense shooter ever

ONBOARD THE AURIGA

The corridors, labs and control rooms of the ship are so well drawn it could almost be rolling footage from the film as you creep through them. Lights flicker and fail, never quite giving enough illumination to make you feel confident. Gases and vapours seep and hiss from ruptured pipes. Sparks fly off damaged consoles and loose cables. These are some of the most atmospheric locations you'll ever explore on your PlayStation.



▲ The lighting effects are stunning. Remind yourself this is PS1



▲ Every location's super-detailed, with loads of bits to interact with



▲ The dark, decayed atmos of the film locations is here in spades



▲ There's a real sense of scale to the xenomorph-haunted areas you explore

This is a first-person shooter, sure, but if you're expecting a high octane no-brainer gunfest, think again. Like the Alien films, Alien Resurrection trades in creeping fear and tension, not mindless gunplay and constant carnage.

The USN Auriga is being overrun by unstoppable alien death machines and you're caught in the middle of one big acid-blooded killing frenzy. You're in a cell, badly wounded and unarmed. The vessel's dark, sprawling corridors stretch out in front of you and hundreds of brutal xenomorphs are running riot.

You start up with the odds heavily stacked against you, and you're always

KNOW THIS



PKY NO MORE THAN
£29.99

1 PLAYER

only a step away from death wherever you are because ammo's always in such short supply.

It's always dark and there's always the sound of aliens moving around you in the shadows. This is definitely among the darkest games ever on PlayStation.



▲ The classic Aliens flamethrower still packs a punch. Let's rock!

FACE HUG

What would an Alien game be without the facehuggers? Every time you see one of those huge eggs you'd better tool up because a hugger's never far. They scuttle at you fast and you've got to be on the money to hit them. If one gets to you it fills up the screen as it clamps onto your face and everything goes black. You come round with an egg inside you and a timer ticking down. If you don't find an auto-doc quick then you're gonna have a six-inch worm burst through your chest.



▲ Open eggs mean facehuggers are near



● Even doubled-up, your guns won't hold off the alien menace for long

WE ARE NOT ALONE

THERE'S A HUGE AMOUNT GOING ON AROUND YOU

Things start with you as Ripley coming round in your cell. The ship's computer is reeling off instructions and alarms over the loudspeaker. You creep out to find bodies everywhere. Panicking crew rush past before you can stop them. Screams ring out ahead but when you arrive only mutilated corpses remain.

Later, you'll see scenes where an alien flashes past in pursuit of a stricken marine, or you'll arrive at a door just as it's being welded shut from the other side. You can even hear the voices of the troops doing it. It really feels like you're part of a bigger drama; more like a film than a videogame.



▲ The computer sends out messages



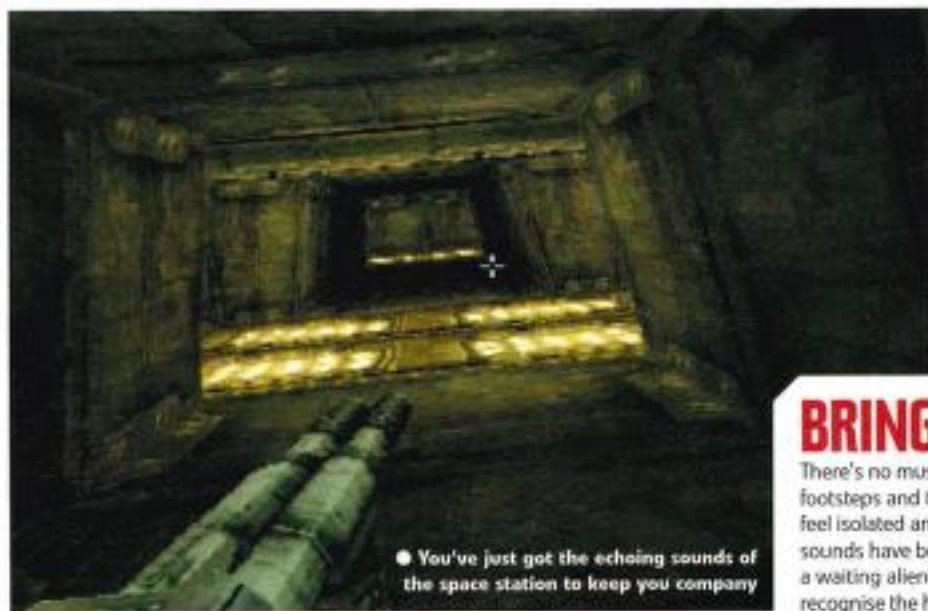
▲ Cutscreens keep the action rolling



▲ A marine gets blown to shreds



▲ The tension just keeps rising



● You've just got the echoing sounds of the space station to keep you company



● All the sounds are absolutely spot on

BRING THE NOISE

There's no music to accompany your exploration. Just the continuous rhythm of your footsteps and the hum of the ship's engines. And it works a treat. You can't help but feel isolated and jump at every muffled scream and tortured cry from up ahead. The sounds have been sampled from the movie and it shows. You'll recognise the sound of a waiting alien's breathing and then the shriek as you fill it full of lead. You'll even recognise the horrible flesh-ripping noise of a facehugger busting your ribcage.

● Make no mistake, this is one of the toughest shooters ever



▲ You haven't even got time to blink. React or die

'SAVE ME! SAVE ME!'

Save points in *Resurrection* are rare. Maybe this feature's supposed to add to the tension or something. But hang on, do they think this a new idea? There's always been games where saving happens infrequently and what does everyone always say about them? That they're damn annoying. Yes, you feel tense when you haven't saved for ten minutes, but you also want to wring one of the game designers' necks when you find yourself repeating the same bit over for the eighth time.

MULTIPLE PERSONALITIES

You start the game as half-woman, half-alien Ripley but swap characters every level to control others from the film like Winona Ryder's Call. Each character has different abilities and strengths. Being an android, Call is immune to acid splashing off wounded aliens and can withstand falls better than others. Plus she's got an inbuilt motion scanner. Each character has different strengths, and later in the game they can withstand damage better or use two guns at the same time.



▲ Winona Ryder's character is able to withstand splashes of acid blood

COUNT YOUR ROUNDS

The first weapon you find is a pistol, but it's pretty useless against a ten of armour-plated exo-skeletons. Find the shotgun and you can take 'em out close up with both barrels.

But ammo is scarce as hell. The laser is a godsend and slices through ETs like butter, but its batteries don't last long. You'll find a pulse rifle that hammers out rounds like pneumatic drill and a deadly flamethrower, but you never get enough reloads for these either. You've always got to think whether you can get away with using a smaller gun so you save ammo for later on.



▲ Ammo is about as hard to come by as healthy fast food



▲ The laser's cool, but the batteries ain't Duracell. A few shots drain it



▲ The shotgun's a nice, meaty weapon, but ammo's scarce



▲ Save points are absurdly rare



▲ The action never lets up



● Once you've got this many aliens on screen, you're dead

ATTENTION TO DETAIL

They've gone over this with a microscope to make sure every little detail is taken care of. In combat your weapons give off a muzzle flash, spent shell casings clatter to the floor and your rounds leave bullet holes in the bulkheads. Shoot a corpse and blood spurts out of the body. The flashlight swings back and forth in front of you, casting as many shadows as it lights up. The rumble of the engines and generators echoes in the vibration of the Dual Shock. No stone has been left unturned in cranking the intense silver screen feel of this game to the max. This is going to make you sweat.



▲ Shoot a corpse and blood sprays out of it. But don't waste too much ammo, you'll need it later



▲ Lay off! Lay off! He's dead already! It's the attention to detail that makes this shine



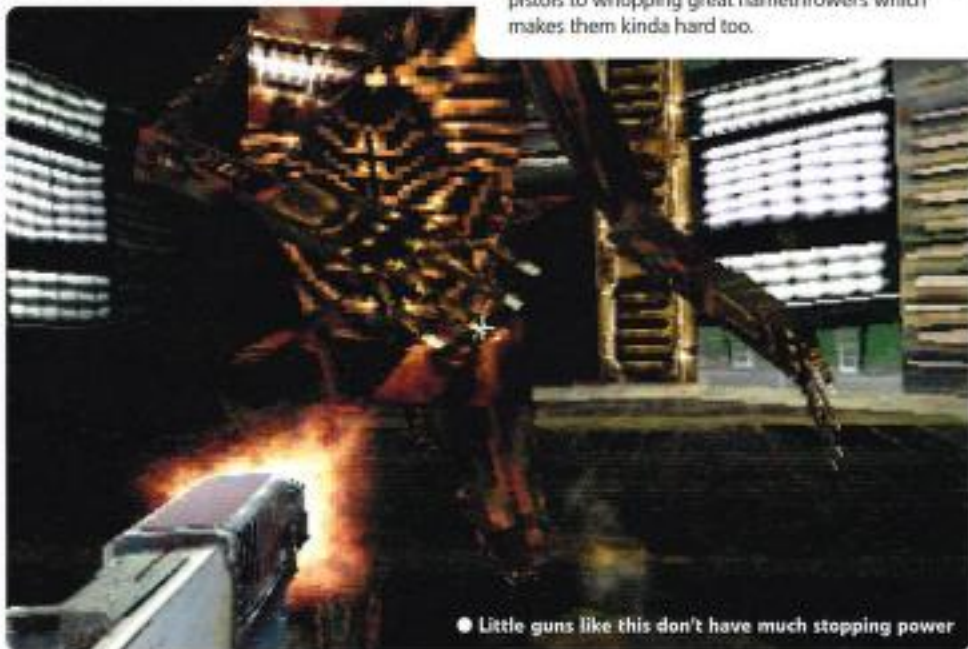
● The aliens are deadly at close quarters: kill 'em fast!

THEY ARE OUT THERE

Practically anything that moves on this ship is out for your blood. And apart from razor-fanged ETs that includes evil space marines and security guards too. As if it wasn't hard enough already. The aliens move like lightning, hunt in groups, and can drop appear out of no where from above, below or behind you. They're nasty. But the humans carry anything from pistols to whopping great flamethrowers which makes them kinda hard too.



▲ An alien tucks into a feast of extra rare marine. Time to give him a side order of high-velocity buckshot



● Little guns like this don't have much stopping power

LEARN THE HARD WAY

It's so easy to get bushwhacked by a couple of charging aliens that you can't take anything for granted. They drop from ceilings and lurch round corners when you least expect them. It's well hard to be ready when they come and if you're not ready, you're dead. It's not so much challenging as damn-near-impossible to reach certain save points without dying three or four times. Constantly repeating sections, and only being able to make progress by learning exactly where the threat will come from can end up a bit tedious and very frustrating.



▲ Aliens leap out at you with no warning at all times. Stay frosty or you're dead



▲ If you even let one alien get up next to you, it's goodnight from you

LIKE THIS? TRY THESE



Alien Trilogy: looks pretty old and lame, but the atmos is great



Quake 2: constant, sickening violence and huge guns

WE RECKON

First your barnet will turn white as shock after terrifying shock smashes your nervous system to a pulp. But then you'll pull all your hair out anyway in sheer frustration at having to repeat sections over and over looking for the next save point. This game is pure class, but it's just too damn hard. **Steve D**

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OUT OF TEN