



Alien Resurrection

The perfect predators return to resurrect the nightmares of Ripley's past

What's it all about? You must have heard of the Alien movies by now? Ridley Scott started the ball rolling with the nail-bitingly tense original where the heroine Ripley battled with a xenomorph for the first time. In her alien killing career the character played by Sigourney Weaver has been: left alone on an enormous ship in the depths of space; frozen for 50 years and stranded on an infested colony; wrecked on a prison planet inhabited only by men; and after her demise as a host at

the end of that movie, she returned, resurrected as a simulant.

Totally bitchin'

Argonaut Software are responsible for transferring the action from the silver screen onto your favourite console and are determined to do the job right (hence the long wait until the finished game – expected towards the early part of next year).

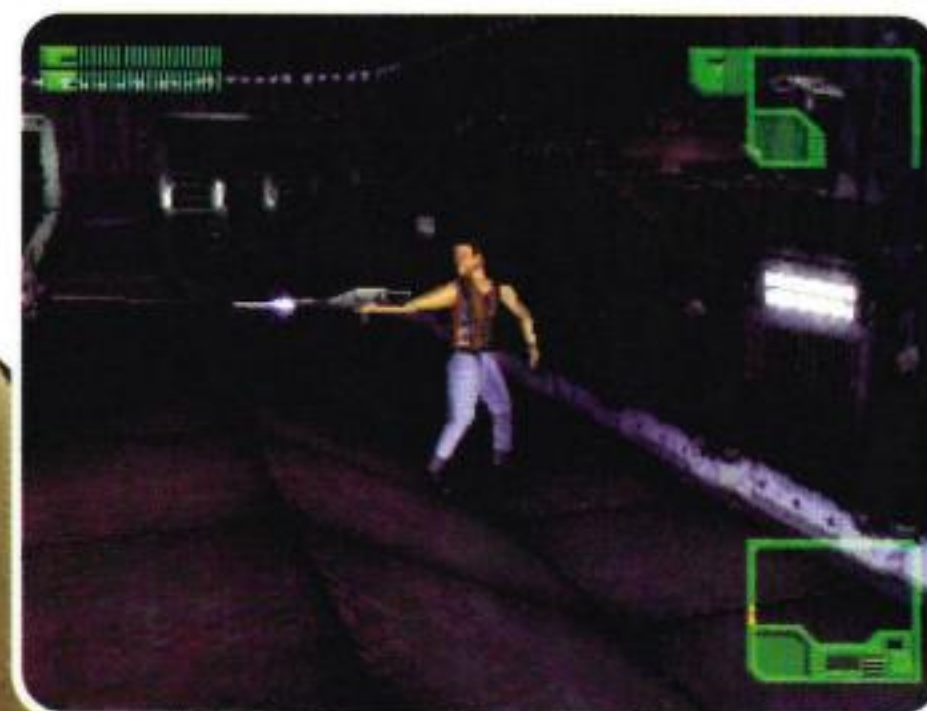
Being impatient buggers though, we couldn't wait that long, so we travelled down to their London office to check upon the game's progress, and we're glad to

report that it's taking a rather nice shape.

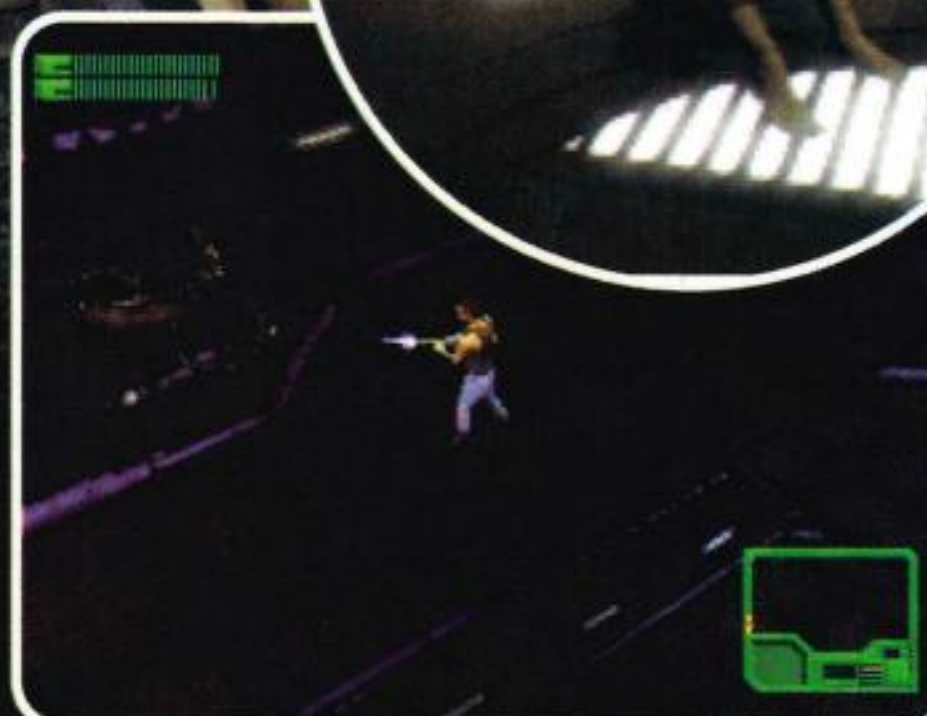
Once again Ripley takes the lead, but you'll be able to swap and change between four other main characters at different points during the game. It looks like a cross between the SNES version of *Alien 3* and *Resident Evil*, and should play a treat too thanks to 13 levels of intense action. The aliens promise to have very sophisticated AI with the ability to scale walls and ceilings, whilst Ripley attempts to stamp out the threat of the aliens and simulant aliens before they reach Earth. We'll keep you posted.

Who's responsible? Argonaut Software

When's it due? January 1999



Shooting backwards whilst moving in the opposite direction was one of the game's unique features which went down a storm when an early demo was unveiled at E3



Face-huggers will implant eggs into you which must be removed before they reach maturity, otherwise you'll be feeling the cold chill of space whistling through your chest



Argonaut are adamant that the aliens will have a level of AI that hasn't been reached before and will thus be capable of figuring out which attacking manoeuvres are successful. They'll also learn to stay away from areas of the ship where you find it particularly easy to dispose of them, the crafty buggers