



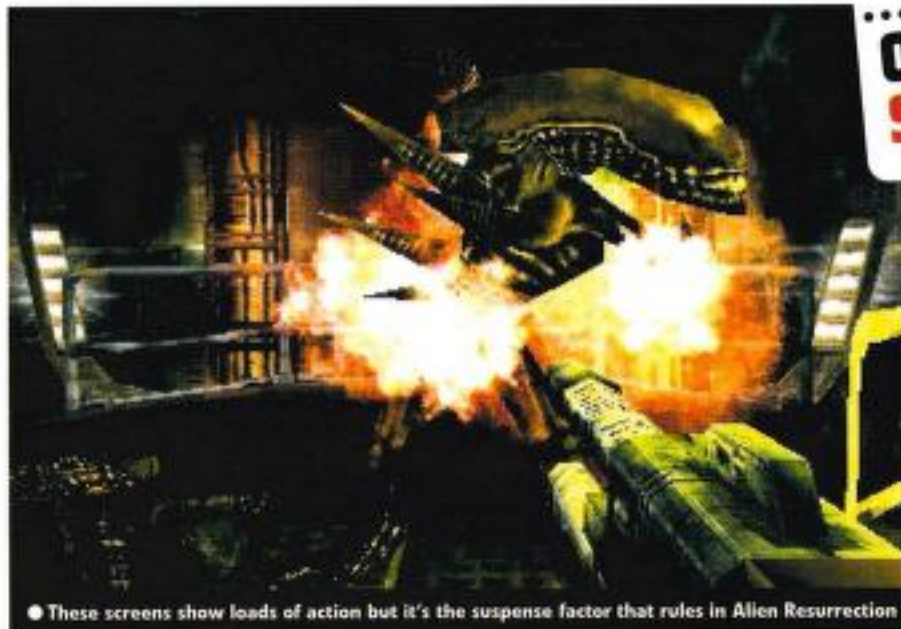
▲ The graphics look top notch



▲ The shock factor is high here

REBORN

GO HEAD TO HEAD WITH THE UNIVERSE'S ULTIMATE KILLING MACHINE IN THE GAME WITH SO MUCH ATMOSPHERE YOU COULD REPAIR THE HOLE IN THE OZONE LAYER WITH IT



● These screens show loads of action but it's the suspense factor that rules in Alien Resurrection

.....
**OUT
SEP**

> ALIEN RESURRECTION

The Alien films mixed sci-fi action with pure horror to create an atmosphere that's half cold sweat and half blind fear. And the game looks set to deliver the same thing. If the mention of a first-person shooter only makes you think of trigger-pumping action then think again.

This may resemble a Doom or a Quake from the stills but it's a blaster that's equal parts loose cannon and loose sphincter where tension drips from every ceiling, and every corner promises to deliver a heart-stopping shock.

It's been a long time coming. About a year back, everyone expected it was going to be released as a third person actioner in the mould of Tomb Raider. But the developers weren't happy because it just wasn't fill-your-pants scary enough. So they decided to put you right in the action, looking your acid-blooded nemesis square in the eye.

And the results are stunning with the PlayStation stretched to the max. With visuals and sound effects straight off the big screen, you couldn't get closer to the feeling of playing cat and mouse with a herd of deadly ETs on a drifting science vessel without going into suspended animation and waking up in 200 years time to do it for yourself.

JUST LIKE THE FILM

A lot of work has gone into making this feel as close to the movie as possible. The action starts with the ship on full alert, crew members rushing to the life pods, marines manning barricades and aliens running riot, slaughtering as they go.

Often as not, though, you'll only be a spectator to these incidents, just catching the end of a firefight. And as you move through the dark interiors with terrified civilians clambering through bulkheads and squads of marines battling aliens as they materialise from the shadows, you can almost hear the movie cameras rolling and the director shouting 'cut' after each scene.

Every last ounce of power has been squeezed out of the PlayStation to bring this to silver screen life and the visuals are stunning for it. Lights flicker casting ominous looking shadows in the corners, aliens scuttle along the ceilings and walls, and gas seeps from broken pipes. And it moves so slick you'd swear they oil it daily.

And the sound only makes your blood pressure rise even further. The total absence of music and bleak sound effects only increase the sense of isolation. It all makes it clear that you are very, very alone, your lonely footsteps echoing like an invitation to any bloodthirsty critter in earshot.

● The flame thrower is one of the most effective weapons against aliens

▲ The shotgun does the damage

▲ The pulse rifle is standard issue

▲ Face hugger alert!

TO KILL

TO KILL AN ALIEN

The action is not all about mowing down waves of mindless enemies who stand around until they spot you. If you've seen any of the Alien films then you'll know these beasts were put in this galaxy to massacre humans in ways so blood-chillingly devious that Hannibal Lector would applaud. So they don't rush you, they stalk you. Whether it's a lone beast

shadowing you through air vents, or a pack manoeuvring to surround or outflank you before attacking, it's always enough to keep you on your toes.

You'll never feel safe. An alien is hot on your tail, ready to chew you into a bloody pulp. But you manage to get through a blast door and slam the switch behind you. But before you can draw breath, the critter starts spitting acid on the damn thing. There's no escape.

True to form, you'll not only be up against soldier aliens but face huggers and a queen that, like Graeme Norton, is a vicious man eater. Plus that huge mutant Ripley/alien offspring from the end of the film. Apart from Ripley, you also get to play as some of the other characters such as Winona Rider's android Annalee and some of the other mercenaries from the film, each with unique weapons and abilities.



▲ Death to all acid-blooded lifeforms



▲ Aliens often gang up to outflank you



▲ Each character gets different weapons