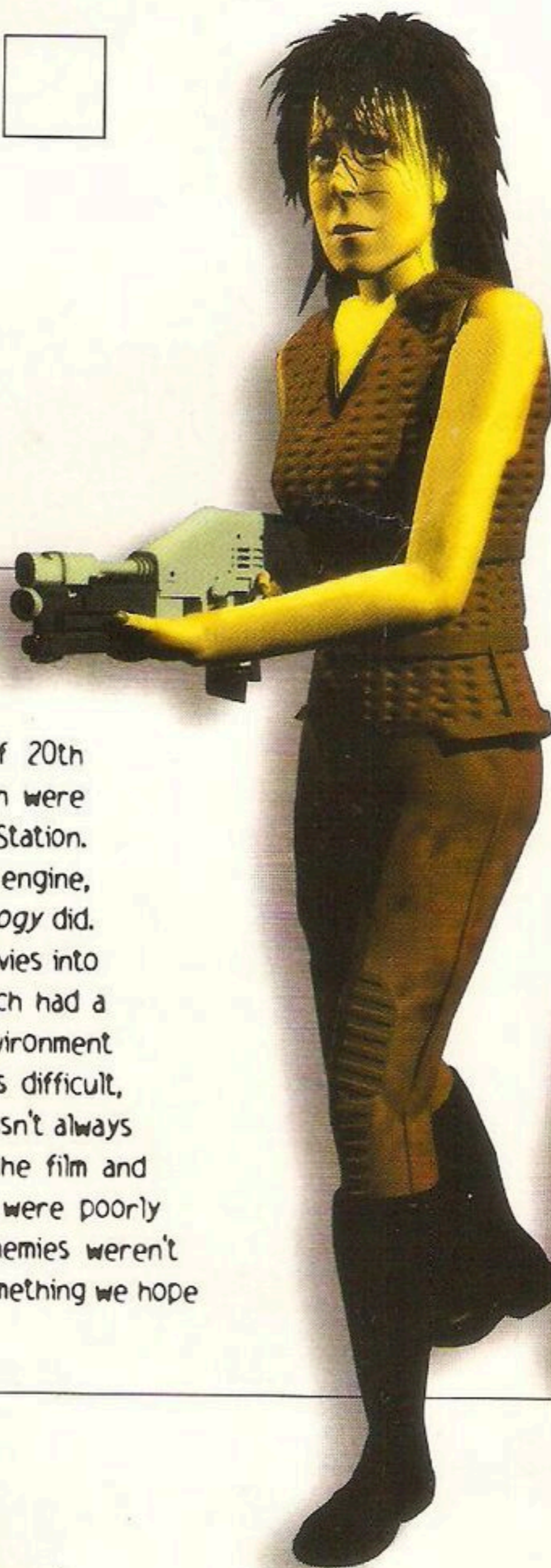
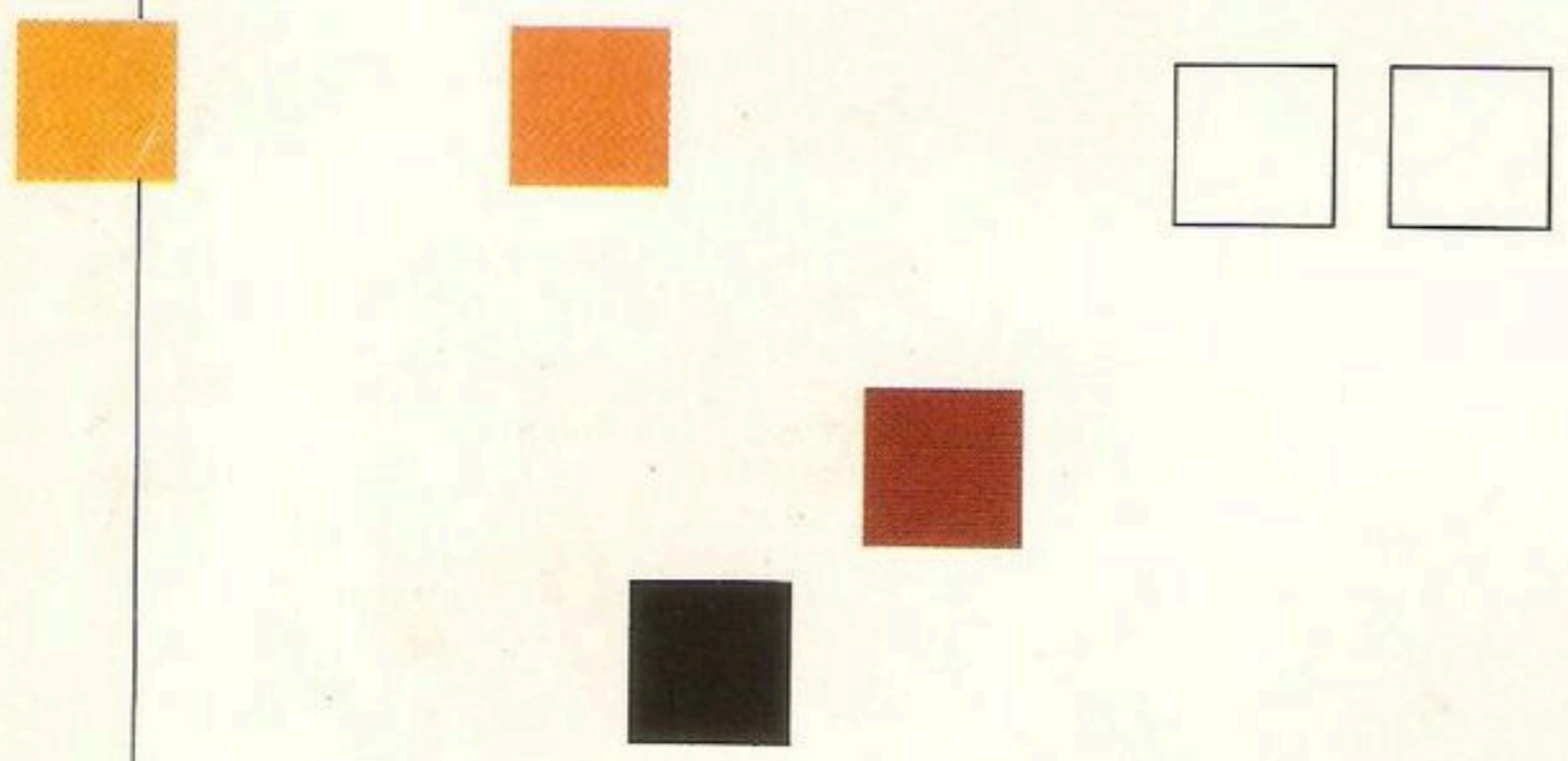


ABOVE SEQUENCE: The transition from film to game meant that probe took basic wireframe corridor models from the film set and then added lighting and textures.



Alien Resurrection is the second game based on the movies to appear on the PlayStation, following the slightly dated *Alien Trilogy*, but the history of the film licence stretches much further than that. If you consider that the original *Alien* made its cinematic debut in 1979, then it's no surprise to see that almost every major format has had a version of the films tailor made for it. The PlayStation, equipped with CD drive and Sony hi-fi friendly outputs, has long been the best console for movie licences. Developers can insert renders, film footage and reels of speech whenever they like - just look at the pending *X-Files*, a mammoth four disc extravaganza. Don't, however, expect an interactive movie with *Alien Resurrection* though - the open corridors and arsenal of weapons suggest instead a 3D shoot 'em-up with added tension.

## ALIEN TRILOGY

Released in 1996, *Alien Trilogy* was part of a couplet of 20th Century Fox movie licenses with *Die Hard Trilogy*, and both were admirable attempts to bring the feel of the films to the PlayStation. The now Platinum title was based around a *Doom*-style engine, instead of splitting the films into segments as *Die Hard Trilogy* did. The formula worked well and although the ' cram all three movies into one' idea didn't quite come off, it was a sound blaster which had a good atmosphere. Maintaining a feeling of fear in an environment where you run around shooting marines and huge Aliens is difficult, but the dry ice effects and lighting added suspense as it wasn't always possible to see right to the end of a corridor. Fans of the film and harsher critics may point out that the Aliens themselves were poorly realised and the game was more frightening when the enemies weren't around. This was partly due to the excellent soundtrack, something we hope that *Alien Resurrection* can mimic or even improve upon.

