ALIEN ISOLATION

Walk, don't run

FORMAT PS4, PS3 / **RELEASED** 2014 / **PUB** SEGA / **DEV** CREATIVE ASSEMBLY

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Looking for closure in the wake of her mother's disappearance, Amanda Ripley takes on a salvage job to retrieve the Nostromo's flight recorder. Unfortunately, nothing can prepare Amanda for what finds *her* out in the merciless void.

Of course, you know *exactly* what's coming. And so, with a tense atmosphere so thick you could carve through it with a butter knife, you'll be jumping at every shadow as you creep through the retro-futuristic Sevastopol space station, searching for keycards and hacking doors to move on. Gunning down anything that moves is far from your best bet for survival, as any noise risks drawing the attention of the xenomorph. You're not even safe while saving thanks to sophisticated AI that ensures the creature is always far closer than you would like. Remember: out here, there are only the quiet and the dead.

"THE CREATURE IS ALWAYS FAR CLOSER THAN YOU WOULD LIKE."