

FOX INTERACTIVE PRODUCT FACT SHEET

TITLE:	Alien Resurrection
PUBLISHER:	Fox Interactive
DEVELOPER:	Argonaut
GENRE:	Action/Adventure
PLATFORMS:	PlayStation® and Windows® 95/98
RELEASE DATE:	Fall 1999
SUGGESTED RETAIL PRICE:	TBD

GAME SUMMARY

Experience the ultimate in adrenaline-pumping, terror and excitement as you battle ferocious aliens, fighting to prevent the extinction of humanity. Death and destruction loom down every foreboding corridor and around every dark corner as you race against time to eradicate the alien menace and stop the evil Dr. Wren from returning alien specimens to Earth. Think fast, think smart, and show no mercy as you use awesome firepower to seek out and destroy hordes of the most vicious and rapacious enemy mankind has ever faced.

GAME FEATURES:

Become the characters

- Play Ripley, Call, Johner, DiStephano and Christie; Meet Hillard, Elgyn, Vriess, Gediman and Purvis; Battle Perez and Wren

Nine different weapon types with upgrades and multiple functions, all must be used tactically

- Small caliber weapons for close range, high caliber weapons at a distance, sentry cannons to defend sections of the map, flame-thrower and freeze spray to keep Aliens away

Conquer ten challenging levels

- Set across the research vessel Auriga, the Betty transport vehicle, the Alien Hive and areas from early drafts of the scripts and set designs but not included in the movie (e.g. hydroponics section/hospital section)

Aliens come to life from the movies

- Crawl, leap, run at player, bleed acid, communicate and react to sound and player tactics, and hunt alone or in packs; Facehuggers attach to faces and implant chestbursters

Contains specially-recorded dialogue by actors in the film including "Father," voice of the ship's computer

Sound effects directly from movie, supplied by the Twentieth Century Fox Sound Department, mixed in Dolby Surround

Find and destroy all seven Ripley clones scattered around the ship

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