



What Is The Alien's Favourite Treat? I-Scream!

Do you think you are far too old to go door-to-door asking for tricks or treats? Are you looking for something spooky to kill time on Halloween? Alien: Isolation is both a trick and a treat for you!



Amanda Ripley aka the player

The plot of Alien: Isolation begins 15 years after the destruction of the spaceship Nostromo and is set after the Ridley Scott/James Cameron original movie series. The game stars Amanda Ripley, who looks for some clues about her mother Ellen Ripley's disappearance. Amanda is an engineer for Weyland-Yutani Corporation, and she searches for the flight recorder of her mother's lost ship, Nostromo. When she learns the flight record is being held at the Sevastopol Space Station, she embarks on a journey with her colleagues to find a potential clue to her mother's whereabouts.

As you all may guess, things don't really work out as they planned. An unexpected disaster occurs while landing on the Sevastopol Space Station, and Amanda loses connection with her colleagues. What is more, she finds herself in a mysteriously desolated space-metropolis.

But Sevastopol is not really a *ghost town* because it does have inhabitants including remaining humans, Alien(s)—nope, no spoilers!—and androids called Working Joes. The game play shows the player that Alien is not the only thing to fear. The remaining human inhabitants at the station are horrified, fierce, and mostly don't hesitate to kill you as the player. The androids are not that friendly, either. When you hear an android say, "You shouldn't be here," you may think of it as a harmless

warning, but I strongly recommend you run away or throw something at it when it starts hysterically repeating, “You’re being hysterical.”

In order to survive, you can build items out of the scraps and other materials around the station. These items also include medical kits, pipe bombs, EMP grenades and many more. But of course these “little precautions” are not effective at all when we think of the biggest threat around, *the Alien*.

The Alien acts on its own and its movements, as can be understood during the gameplay, are mostly unscripted. As all the organic life forms in the station are its prey, it stalks you. When it finds you, unfortunately, there isn’t any chance of escape. Unlike many other games, the player cannot beat the antagonist. You can hide from it, distract it with the flame thrower or a molotov bomb, but of course these are only temporary solutions. Things get easier—if you want to believe so—when you find the motion tracker, which gives you clues about the hazards moving around you. That device warns you in time to run and to hide in a locker!

Another struggle is the game’s save system. Saving the game using the “emergency overrides” leaves you vulnerable for seconds. When the Alien is around, you can’t even dare to go near a unit. And there isn’t any checkpoint system. When the player dies, she is sent back to the point of the last save, obliged to patiently try from there.

In brief, the object is to send the player from place to place with the Alien in pursuit. The first 12 hours of gameplay force you to play puss-in-the-corner with the Alien, and that set-up ensures much of the competitive tension. The last six hours of gameplay make you solve different problems, force you take risks in order to save your friends, and pit you against even more hysterical and fearsome androids. That progression actually makes the game very long, and it deceives you into thinking you are finally at the epilogue more than once. But it is by far the most successful adaptation of the Alien series. The Creative Assembly have managed to devise the Alien as an antagonist to be respected and feared. This isn’t outer space here, so hear me scream about this really electrifying, bone-chilling horror game.



The Security tuner which helps you open some locked doors and hack some terminals throughout the game.



An Emergency Override