



NTSC U/C

ALIEN RESURRECTION™

PlayStation®



SLUS-00633
4104608



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TIPS AND HINTS

Are you stuck? For Alien Resurrection hints and tips, call the Fox Interactive hint line.

1-900-CALL4FOX \$0.90/minute. Must be 18 years or older or have parents' permission. Touchtone phone required. United States only.

FOX INTERACTIVE WEB SITE: **www.foxinteractive.com**

Check out our web site for the latest news, contests, online product registration, and upcoming products from Fox Interactive!

TECHNICAL SUPPORT LINE: **1-410-568-3630**

Call us for help with installation and technical support. Monday-Friday from 8 AM-Midnight EST, or Saturday-Sunday from 8 AM-8 PM EST.

E-MAIL: **alienres@fox.com**

If you have a general question about Alien Resurrection, please feel free to e-mail us.

ALIEN

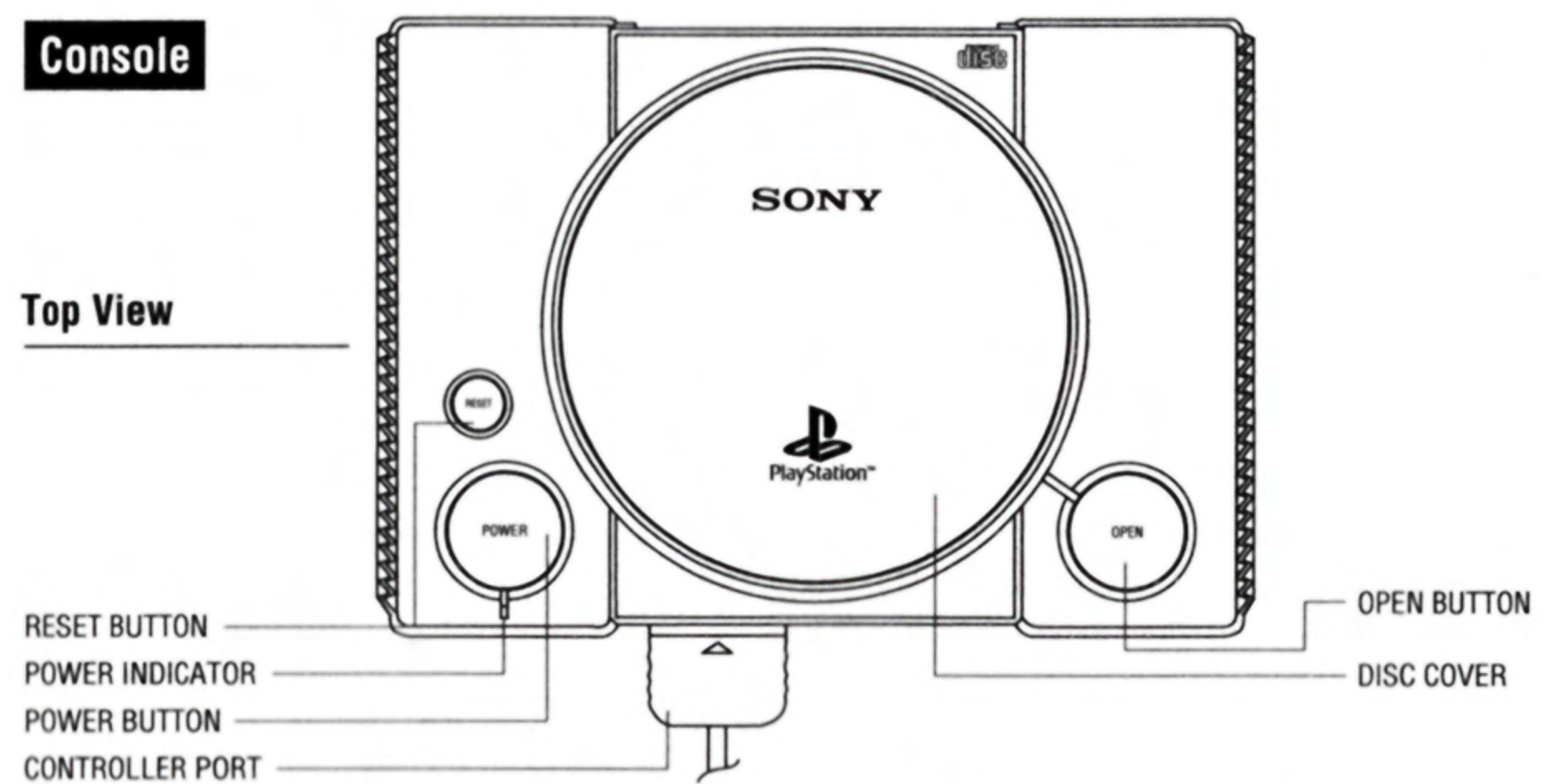
RESURRECTION™

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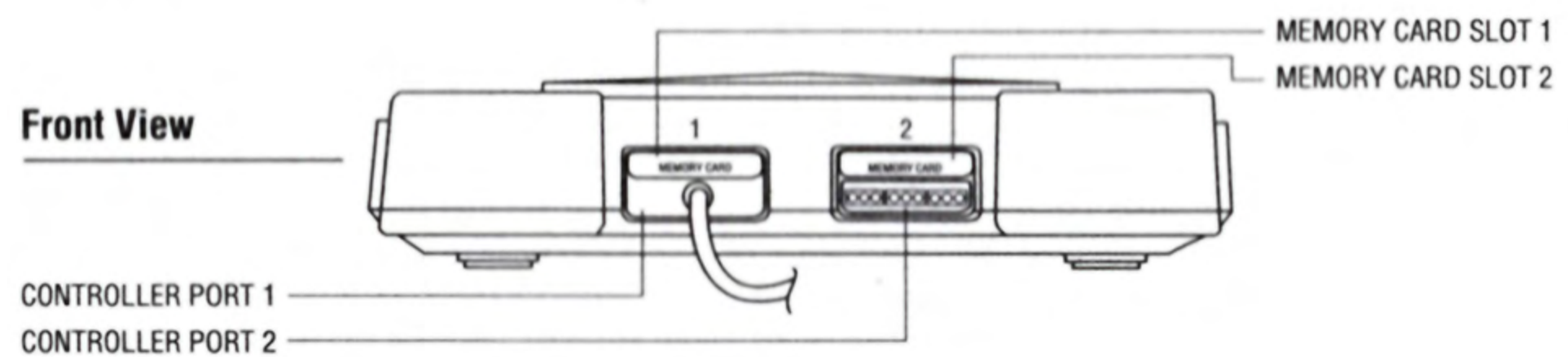
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Console

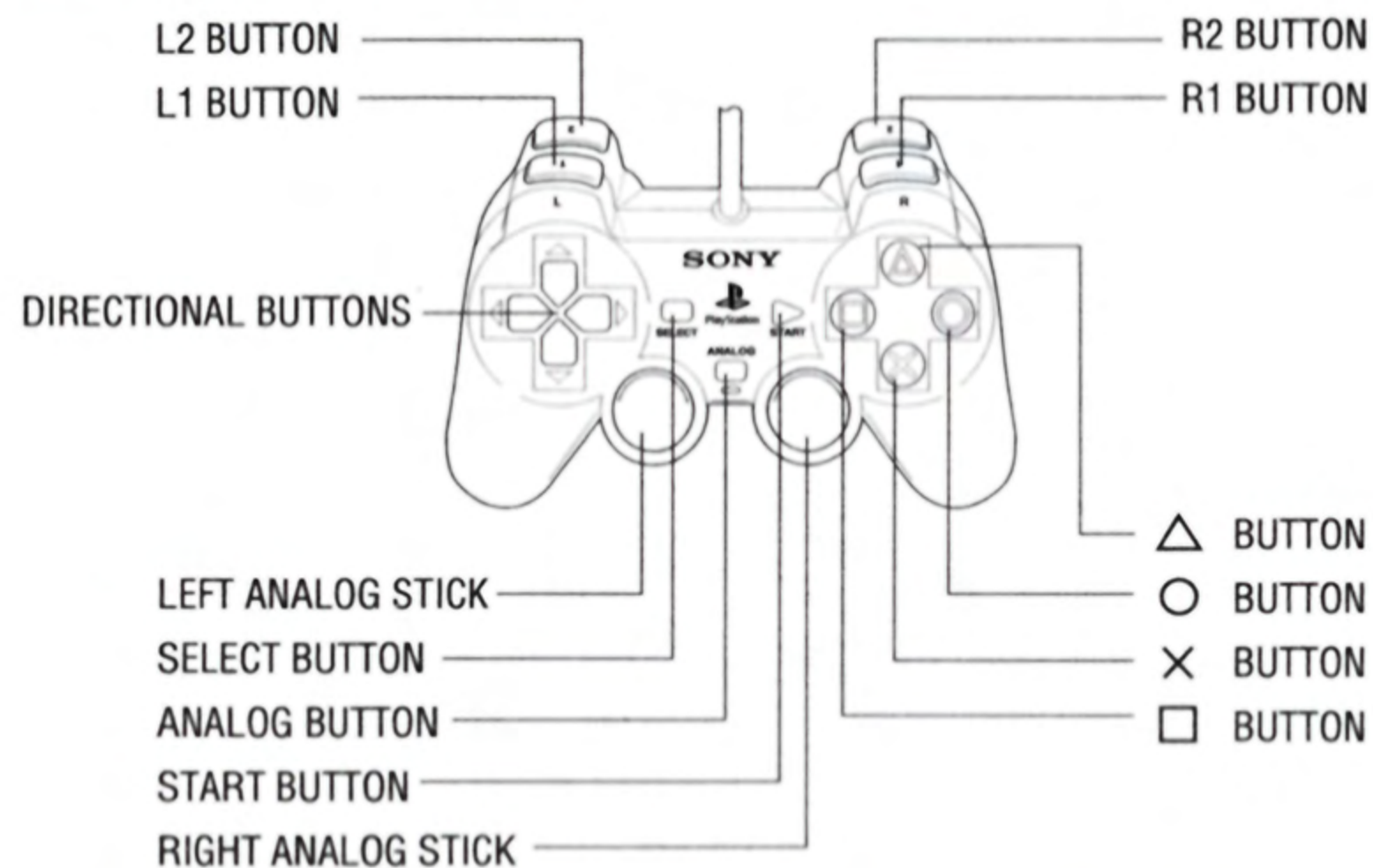
Top View



Front View



DUALSHOCK™ analog controller



Mouse



1. STARTUP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Alien Resurrection** disc and close the disc cover. Insert game controllers and a MEMORY CARD and turn on the PlayStation game console. Follow on-screen instructions to start a game.

2. INTRODUCTION

They call me Number 8.

Once I had a name: Ellen Ripley. I was the Warrant Officer on a commercial freighter, the *Nostramo*. We picked up a distress signal from a derelict spacecraft and set down on LV-426, an uncharted planet, to investigate. One of our crew unwittingly brought back an alien life form that incubated inside a human host. As it changed form, it became a nightmarish creature with concentrated acid for blood, razor-sharp teeth, intelligence, and an insatiable desire to kill. Our crew didn't stand a chance. I alone managed to survive.

My lifeboat drifted through space for 57 years. When I was eventually found, I was brought before a court of inquiry and found unfit to hold a license as a flight officer. No one believed my story about the Alien... At least, not until the Weyland-Yutani Corporation lost contact with a human colony that had been established on LV-426 during my time in suspended animation. As the only human who had ever seen the creature, I accompanied a squad of space-hardened Colonial Marines aboard the *Sulaco*. We discovered that the Corporation had deliberately sacrificed the 158 colonists in an attempt to capture the alien species for further study. The rescue mission soon turned into a fight for our own survival. Only three of us escaped before a nuclear explosion destroyed the entire site.

Accounts after that are not quite as clear. Fate, once again, reared its ugly head. I alone survived the crash landing of our escape pod on Fiorina 161, a bleak wasteland inhabited by former inmates of the planet's maximum security prison. Unbeknownst to us, the Alien had managed to plant eggs on our pod, which subsequently hatched and unleashed terror on the prison facility. It was then, I learned, that I, had been impregnated with an Alien — not just any embryo, either, but a future Queen. I did what I had to do. I had no choice.

Before the alien could burst from my body, I voluntarily destroyed it...along with myself. At last, I could rest in peace.

That was 200 years ago.

Now I am alive once again, a prisoner on the medical research vessel *USM Auriga*. Her scientists have spent decades attempting to clone me from DNA samples. After seven failed attempts, they finally succeeded in bringing me back—along with a Queen Alien that they surgically removed from my body. She has now reached maturity and begun to breed. The scientists weren't able to eliminate all traces of the Alien presence within me. My veins course with acidic blood, I have super-human strength and I feel a strange bond with the creatures, due to genetic cross-mutation.

Am I human, or am I Alien? And what of the rag-tag crew of the *Betty*, a commercial freighter that recently brought fresh human hosts to the *USM Auriga* for the alien experiments? They are now trapped here just as I am. Can they be trusted? All I know is that the experiments have gone horribly wrong. As the fate of the Earth hangs in the balance, I am finally free from my prison.

My name is Number 8, and... No... My name is Ellen Ripley, and I am a survivor.

3. GETTING STARTED

After the opening movie, the **Alien Resurrection** title screen will appear. (You may skip the movie at any time by pressing the START button.) The title screen offers three menu choices: **NEW GAME**, **LOAD GAME**, and **OPTIONS**.

Use the Up and Down directional buttons to move between menu items, the **X** button to accept, and the **△** button to move back out of a sub-menu when prompted. Use the Left and Right directional buttons to select the different options.



NEW GAME

Choose this option to begin playing once you have configured the game's settings to your preference.

LOAD GAME

Insert a MEMORY CARD containing an **Alien Resurrection** saved game file, then choose this option if you wish to continue from a previously saved game. You will be prompted to choose between MEMORY CARD 1 and MEMORY CARD 2. Use the directional buttons to choose the saved game you wish to resume.

Note: User preference settings are stored in the saved game files, and automatically loaded from the most recently saved game on a MEMORY CARD when **Alien Resurrection** is turned on. If you subsequently adjust any settings (except **DIFFICULTY**), they will be preserved following a **LOAD GAME** or **CONTINUE**.

OPTIONS

Select this menu heading to configure the game's settings. You will be shown a sub-menu with the following selections: **GAME OPTIONS**, **SOUND OPTIONS**, **CONTROL OPTIONS** and **DISPLAY OPTIONS**.

GAME OPTIONS

DIFFICULTY: You can choose to play **Alien Resurrection** at three difficulty levels: EASY, NORMAL, or HARD.

EASY: Features automatic weapon reloading, automatic use of health packs and unlimited use of any Save Point.

NORMAL: Features automatic weapon reloading, manual use of health packs and unlimited use of any Save Point. Enemies will inflict greater amounts of damage than in EASY mode.

HARD: Features manual weapon reloading and manual use of health packs. Each Save Point may only be used once. Enemies will inflict more damage than in NORMAL mode.

CROSS HAIR: This option toggles the targeting cross hair in the center of the screen on and off.

HEAD MOTION: This option toggles the camera sway effect on and off.

CREDITS: This option will play the **Alien Resurrection** team credits. (You may press the START button at any time during the credits to return to the **GAME OPTIONS** menu.)

SOUND OPTIONS

SOUND MODE: Use the Left and Right directional buttons to select between MONO, STEREO, and DOLBY audio settings.

SOUND EFFECTS: Use the Left and Right directional buttons to adjust the audio volume slider.

CONTROL OPTIONS

CONTROLLER

CONFIGURATION: Use the Left and Right directional buttons to cycle through the preset configurations for each Control Type and select a configuration that best suits your playing style.

Several of the controller configurations use button combinations (“Combo Controls”) to access some functions. To display a Combo Control, hold down the button indicated on the screen. The functions that change state on the controller configuration screen are accessed within the game by pressing the assigned button in conjunction with the Combo button.

There are five different Control Types available:

DUAL STICK (DUALSHOCK™ analog controller only): These configurations use both the Left Stick and the Right Stick.

SINGLE STICK (DUALSHOCK™ analog controller only): These configurations use the Left Stick only.



DIGITAL: These configurations are for the standard controller.

ANALOG & MOUSE (DUALSHOCK™ analog controller in Controller Port 1 and Mouse in Controller Port 2 required): This configuration uses both the DUALSHOCK™ analog controller and Mouse controller simultaneously.

DIGITAL & MOUSE (Standard controller in Controller Port 1 and Mouse in Controller Port 2 required): This configuration uses both the standard controller and Mouse controller simultaneously.

MOUSE OPTIONS: If a Mouse is connected to Controller Port 2, this sub-menu will be accessible.

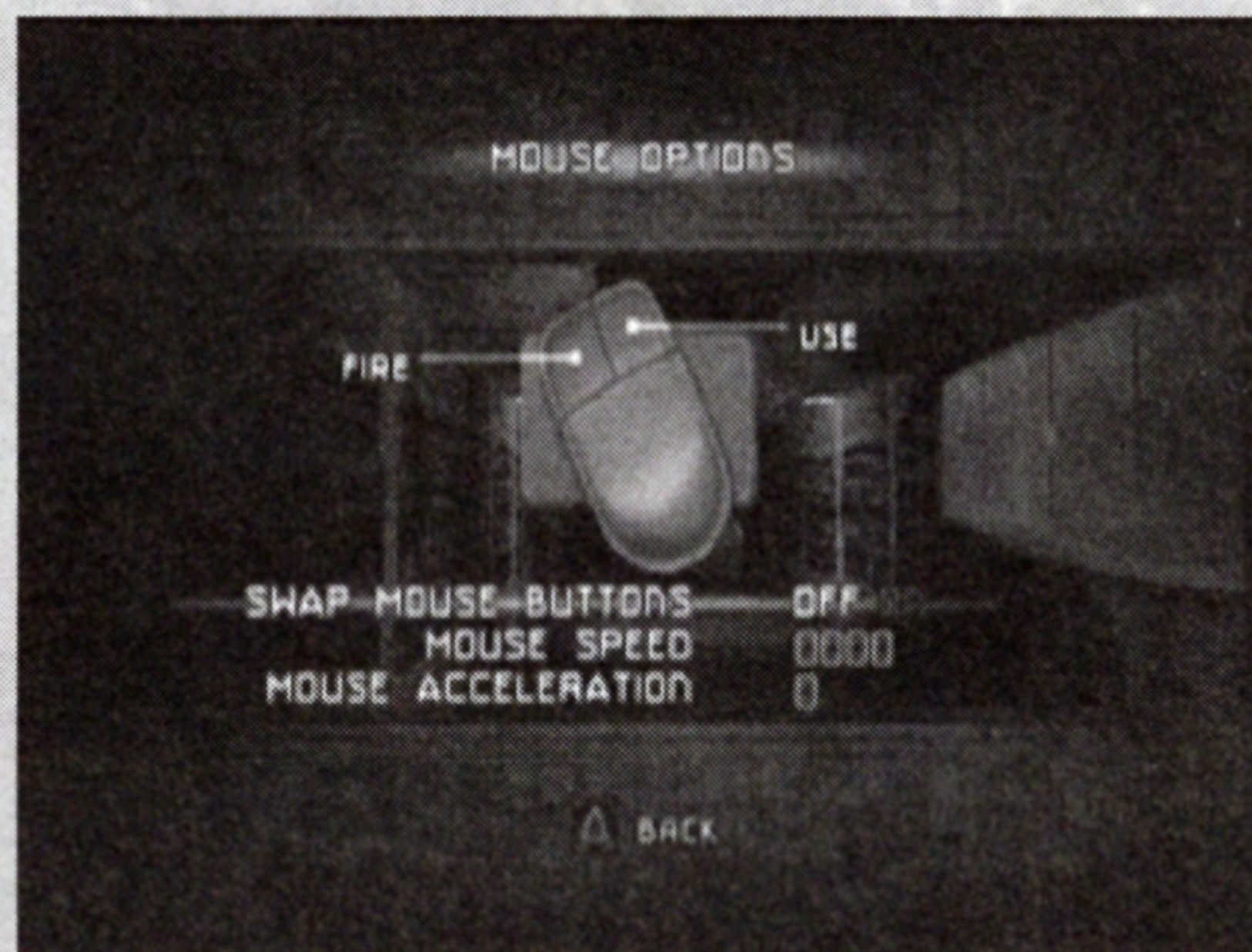
**SWAP MOUSE
BUTTONS:**

Reverses the assigned functions of the Left and Right Mouse buttons.

MOUSE SPEED:

Use the Left and Right directional buttons to adjust the slider. The higher the setting, the greater the Mouse sensitivity.

MOUSE ACCELERATION: Use the Left and Right directional buttons to adjust the slider. The higher the setting, the quicker the Mouse reaches its maximum movement speed.



INVERT Y: Reverses the Up/Down (Y-axis) controller operation.

TURN SPEED: Use the Left and Right directional buttons to adjust the slider. The higher the setting, the faster the movement of the camera when you turn left and right.

LOOK SPEED: Use the Left and Right directional buttons to adjust the slider. The higher the setting, the faster the movement of the camera when you look up and down.

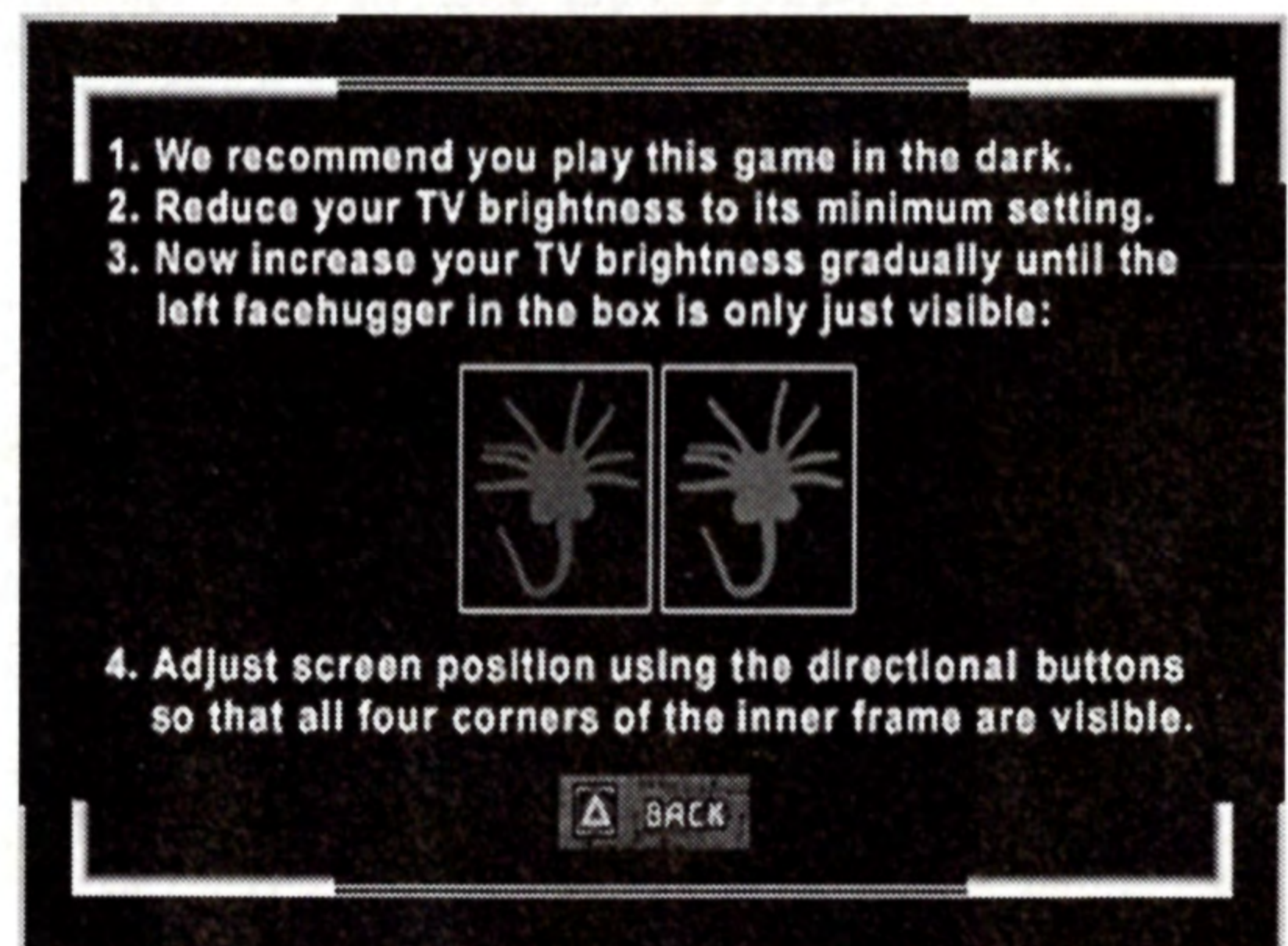
VIBRATE (DUALSHOCK™ analog controller only): This option switches the controller vibration on and off.

LEFT STICK DEAD ZONE (DUALSHOCK™ analog controller only): Use the Left and Right directional buttons to adjust the slider. The smaller the dead zone, the greater the sensitivity of the Left Stick.

RIGHT STICK DEAD ZONE (DUALSHOCK™ analog controller only): Use the Left and Right directional buttons to adjust the slider. The smaller the dead zone, the greater the sensitivity of the Right Stick (this option is only available with the DUAL STICK configurations).

DISPLAY OPTIONS

This option will present on-screen directions for adjusting the horizontal and vertical screen position, and for setting the recommended display brightness to suit your surroundings.



4. PAUSED GAME MENU

During play you may pause the game by pressing the START button. While the game is paused you can select from five menu items. Press START again to exit this menu and return to the game.

SOUND MODE:

Use the Left and Right directional buttons to select between MONO, STEREO, and DOLBY audio settings.

SOUND EFFECTS:

Use the Left and Right directional buttons to adjust the audio volume slider.

CONTROL OPTIONS:

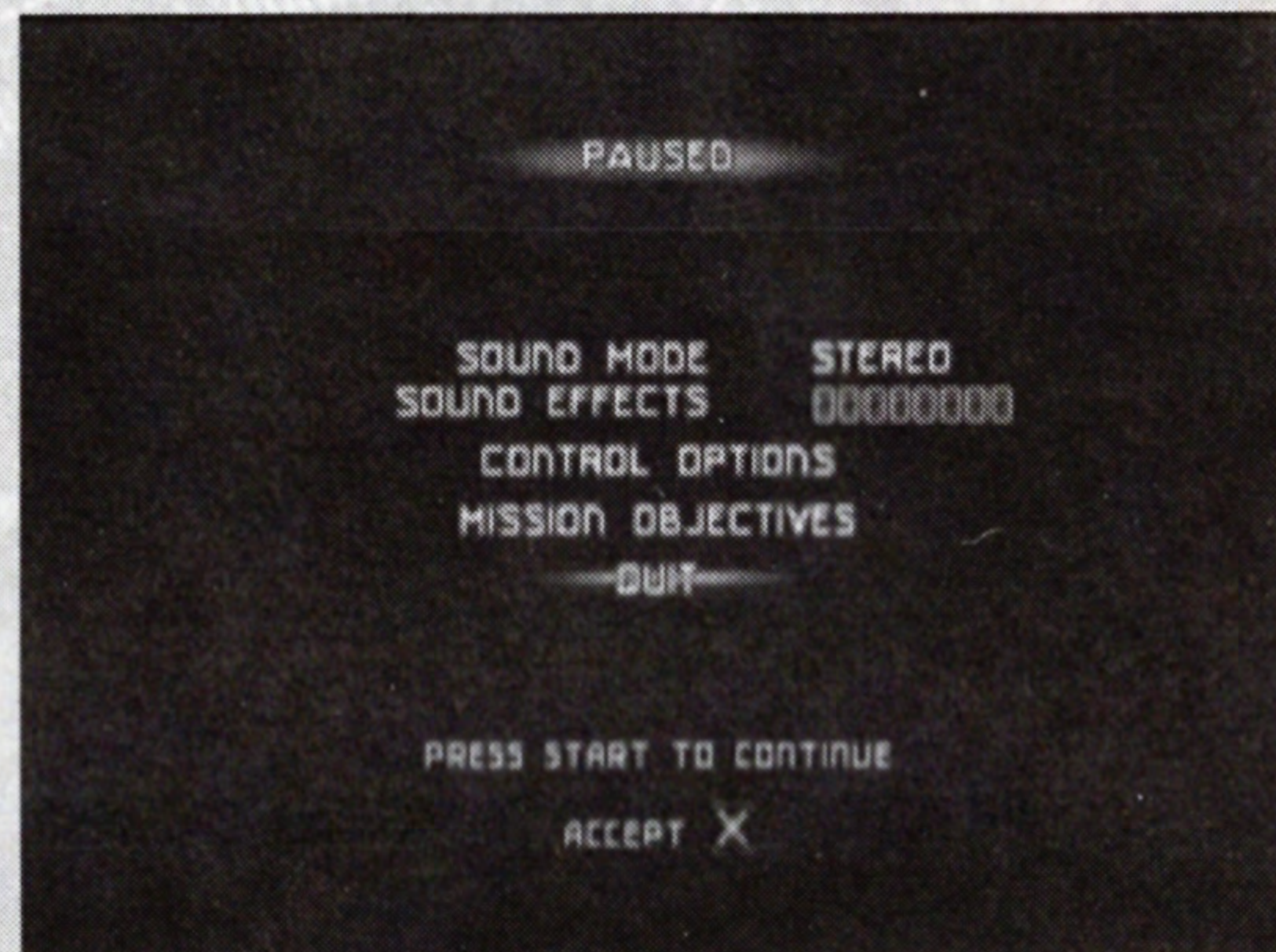
This option will bring up a sub-menu containing the following options:

INVERT Y: Reverses the Up / Down (Y-axis) controller operation.

TURN SPEED: Use the Left and Right directional buttons to adjust the slider. The higher the setting, the faster the movement of the camera when you turn left and right.

LOOK SPEED: Use the Left and Right directional buttons to adjust the slider. The higher the setting, the faster the movement of the camera when you look up and down.

VIBRATE (DUALSHOCK™ analog controller only): This option switches the controller vibration on and off.



LEFT STICK DEAD ZONE (DUALSHOCK™ analog controller only): Use the Left and Right directional buttons to adjust the slider. The smaller the dead zone, the greater the sensitivity of the Left Stick.

RIGHT STICK DEAD ZONE (DUALSHOCK™ analog controller only): Use the Left and Right directional buttons to adjust the slider. The smaller the dead zone, the greater the sensitivity of the Right Stick (this option is only available with the DUAL STICK configurations).

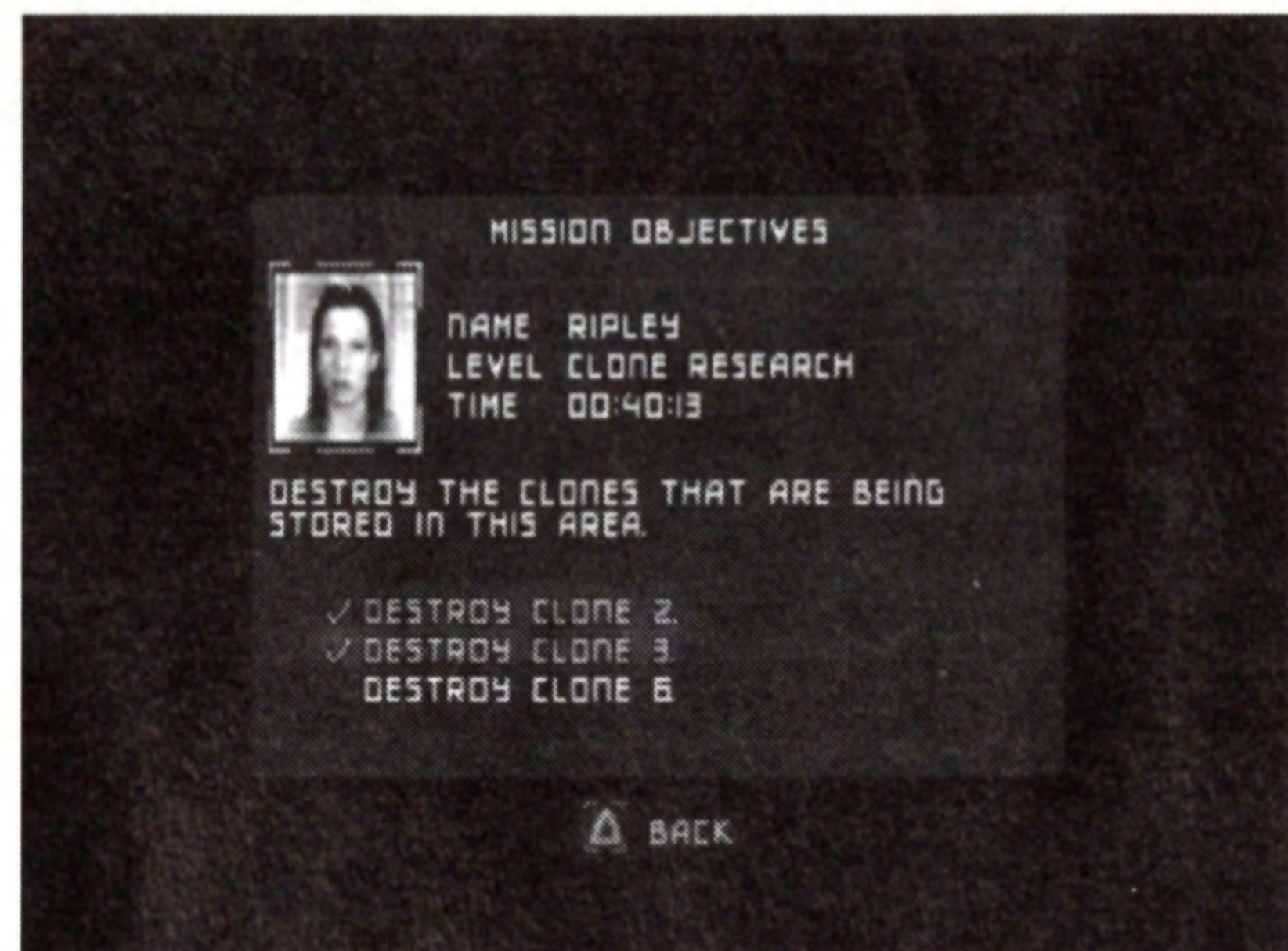
SWAP MOUSE BUTTONS (Mouse in Controller Port 2 required): Reverses the assigned functions of the Left and Right Mouse buttons.

MOUSE SPEED (Mouse in Controller Port 2 required): Use the Left and Right directional buttons to adjust the slider. The higher the setting, the greater the Mouse sensitivity.

MOUSE ACCELERATION (Mouse in Controller Port 2 required): Use the Left and Right directional buttons to adjust the slider. The higher the setting, the quicker the Mouse reaches its maximum movement speed.

MISSION OBJECTIVES:

Displays the name and a picture of the currently played character, the name of the level, total game time, and a brief synopsis of the overall level objectives. Below this is a list of individual objectives that must be completed in order to finish the level (*objectives which have been accomplished are checked off and grayed out*).



FIRE: Fire the currently selected weapon. Hold down the button for rapid fire or continuous fire, depending on the weapon.

ACTION: Reload the currently selected weapon, or when the ACTION ICON is present allows you to activate panels and switches (*see Save Points & Switches section*).

USE: Use or activate the currently selected item in the INVENTORY.

WEAPON: Cycle forward (+) and backward (-) through the currently available weapons.

ITEM: Cycle forward (+) and backward (-) through the items in the INVENTORY.

CROUCH: Put the player into crouch mode. Press the Crouch button again to stand up.

QUICK TURN: Quickly rotate the player 180°.

CENTER VIEW: Return the camera viewpoint to the center of the screen.

LOOK HOLD (DUAL STICK configurations only): Toggle between a viewpoint that holds position and a viewpoint that automatically returns to the center of the screen.

AIM (SINGLE STICK and DIGITAL configurations only): Hold this button down to enable Look Mode. In Look Mode, use the Left Stick or directional buttons to move the camera viewpoint.

MOVE: Walk forward and backward.

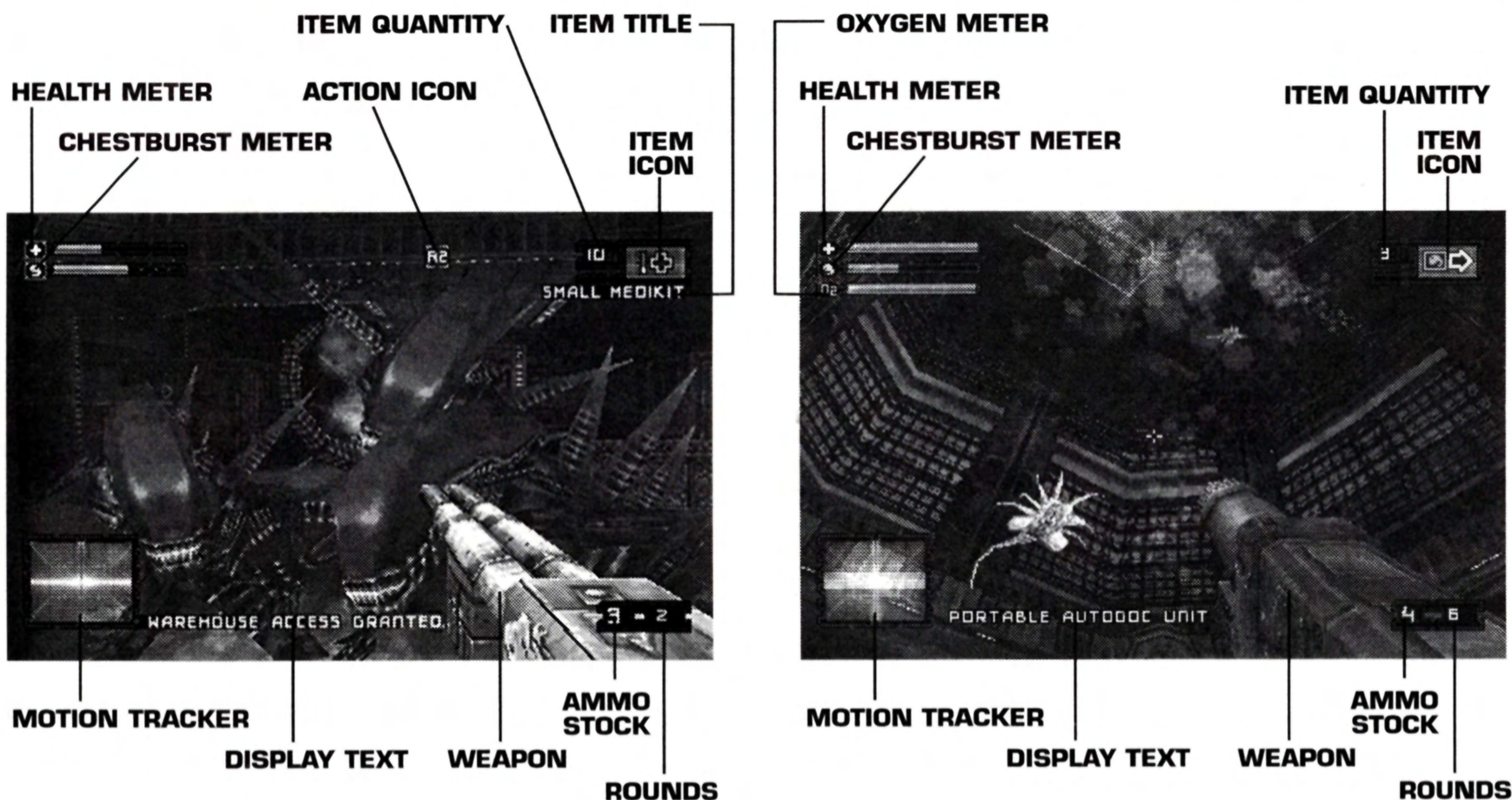
STRAFE: Sidestep left and right.

LOOK: Move viewpoint up and down.

TURN: Turn viewpoint left and right.

PAUSE: Bring up the *PAUSED* menu (*see Paused Game Menu section*).

6. ON-SCREEN INFORMATION



HEALTH METER: This meter shows the current status of the player's health.

CHESTBURST METER: This meter shows the gestation period of a Chestburster. This meter appears after a Facehugger has impregnated the player.

OXYGEN METER: This meter shows the player's oxygen reserve when underwater.

ACTION ICON: This icon appears when the player is near an object that can be manipulated. The icon depicts the controller configuration's Action button (*see Save Points & Switches section*).

ITEM ICON: This icon depicts the item currently selected from your inventory (*see Items section*).

ITEM QUANTITY: The number to the left of the icon indicates the quantity of the selected item in your inventory.

ITEM TITLE: The name of the item will appear briefly when selected.

MOTION TRACKER: The Motion Tracker detects any movement within limited range of the player.

DISPLAY TEXT: This displays the dialogue spoken by Father, the research vessel *USM Auriga's* computer, conversations with others, and a brief description of items that are picked up and added to your inventory.

WEAPON: This is the currently selected weapon.

AMMO STOCK: The number to the left shows the amount of available ammunition you have for the currently selected weapon.

ROUNDS: The number to the right indicates how many shots can be fired before a reload is necessary. The maximum number of rounds will vary per weapon.



7. WEAPONS

Pick up weapons and ammo by walking over them. Not all weapons may be available in the same mission, and some are limited to specific characters:



PISTOL

Ammunition Stock: Unlimited

Maximum rounds: 12

The standard issue firearm for the crew of the *USM Auriga*, the Pistol may not pack a lot of punch, but it can be reloaded indefinitely without the need to locate additional ammo. Use it whenever possible to conserve the ammo of other weapons.



SHOTGUN

Ammunition Stock: Shotgun shells

Maximum rounds: 4

Ideal for close encounters, the Shotgun is limited by its poor range but has the power to disintegrate an Alien close-up in mid-air! The Shotgun is slow and doesn't hold much ammo, so having to reload during a fight could prove fatal.



PULSE RIFLE

Ammunition Stock: Pulse Rifle clips

Maximum rounds: 60

The Pulse Rifle fires at lightning speed and can tear through a group of Aliens in seconds. It is very strong in close combat as well as from a distance. *Hold down the Fire button for continuous fire.*

FLAMETHROWER



Ammunition Stock: Flamethrower canisters
Fuel units per canister: 100

The Flamethrower has poor range but packs an explosive amount of heat. If there is one thing Aliens seem to fear, it is fire, so use this to your advantage. *Hold down the Fire button for continuous fire.*

GRENADE LAUNCHER



Ammunition Stock: Grenade shells
Maximum rounds: 6

The Grenade Launcher is a very potent weapon that is designed for lobbing explosives into hard-to-reach areas, including under water. It is wise to use this weapon a safe distance from your intended target...

LASER



Ammunition Stock: Laser energy clips
Energy units per clip: 40

Exclusively obtainable by Annalee Call, the Laser is quick, accurate, and deadly but it uses up its energy pack very quickly. The Laser can kill Aliens quickly by cutting straight through them. *Hold down the Fire button for continuous fire.*





DUAL PISTOLS

Ammunition Stock: Unlimited

Maximum rounds: 24 (each Pistol holds 12 rounds)

Attached to each of Christie's forearms, this is one weapon he's never going to lose. Although the bullets are the least powerful of all the ammo on the ship, Christie can fire rounds at twice the rate as the regular single Pistol, and with his unparalleled sharp-shooting skills, they can prove to be extremely effective.



ROCKET LAUNCHER

Ammunition Stock: Rocket shells

Maximum rounds: 4

The Rocket Launcher is a large and powerful weapon that is best used against distant targets, both in and out of the water. In contrast to the Grenade Launcher, you do not need to adjust for trajectory—rockets will propel straight towards their target and explode on contact.



ELECTRIC GUN

Ammunition Stock: Electric Gun energy packs

Energy units per pack: 100

Energy per fully charged shot: 18

The Electric Gun must be charged before firing. The greater the charge, the more damage it causes. Smaller enemies such as Facehuggers can be destroyed with a quick charge, whereas Aliens require a larger charge. *Hold the Fire button down to charge a shot, and release the button to fire. Note: If you hold the charge for too long, it will begin to lose power and use up energy units.*

8. ITEMS

Pick-ups are collected by walking over them:



FLASHLIGHT: The Flashlight is used to illuminate darkened areas. When the Flashlight is switched off, it automatically recharges.



MOTION TRACKER: The Motion Tracker detects any movement within limited range of the player. When picked up, its display will appear to the lower left of the screen.



SMALL HEALTH PACK: Restores 25 percent health.



MEDIUM HEALTH PACK: Restores 50 percent health.



LARGE HEALTH PACK: Restores 100 percent health.



PORTABLE AUTODOC UNIT: When activated, the Autodoc surgically removes an implanted Chestburster from its host. This item cannot be activated while the player is underwater.



KEY CARD: Authorizes access to a specific restricted area where a pass card or key card is required to gain entry.

Crates can be opened by shooting them:



CRATE: Standard crates are used to store supplies of various types and can be easily shot open.



REINFORCED CRATE: These crates are heat shielded and reinforced with titanium so that they cannot be opened by using a Pistol or Flamethrower.



MEDICAL SUPPLY BARREL: These barrels are used to store medical supplies.



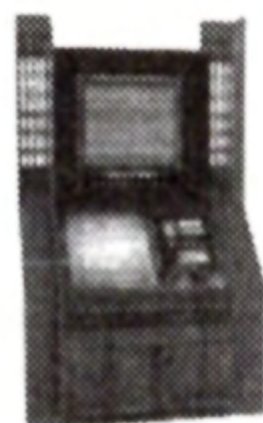
EXPLOSIVE CRATE: These crates are used to store highly flammable materials. These crates can be used to create a small explosion that can open other crates or damage enemies in close proximity.

9. SAVE POINTS & SWITCHES

To activate a Save Point or Switch, simply stand in front of the unit and the ACTION ICON will appear in the upper right corner of the screen. Once the Action Icon has appeared you may use the corresponding ACTION button to operate or activate Save Points and Switches.



SAVE POINT: Save your game position. A formatted MEMORY CARD with at least two free blocks will be required.



COMMUNICATION UNIT:

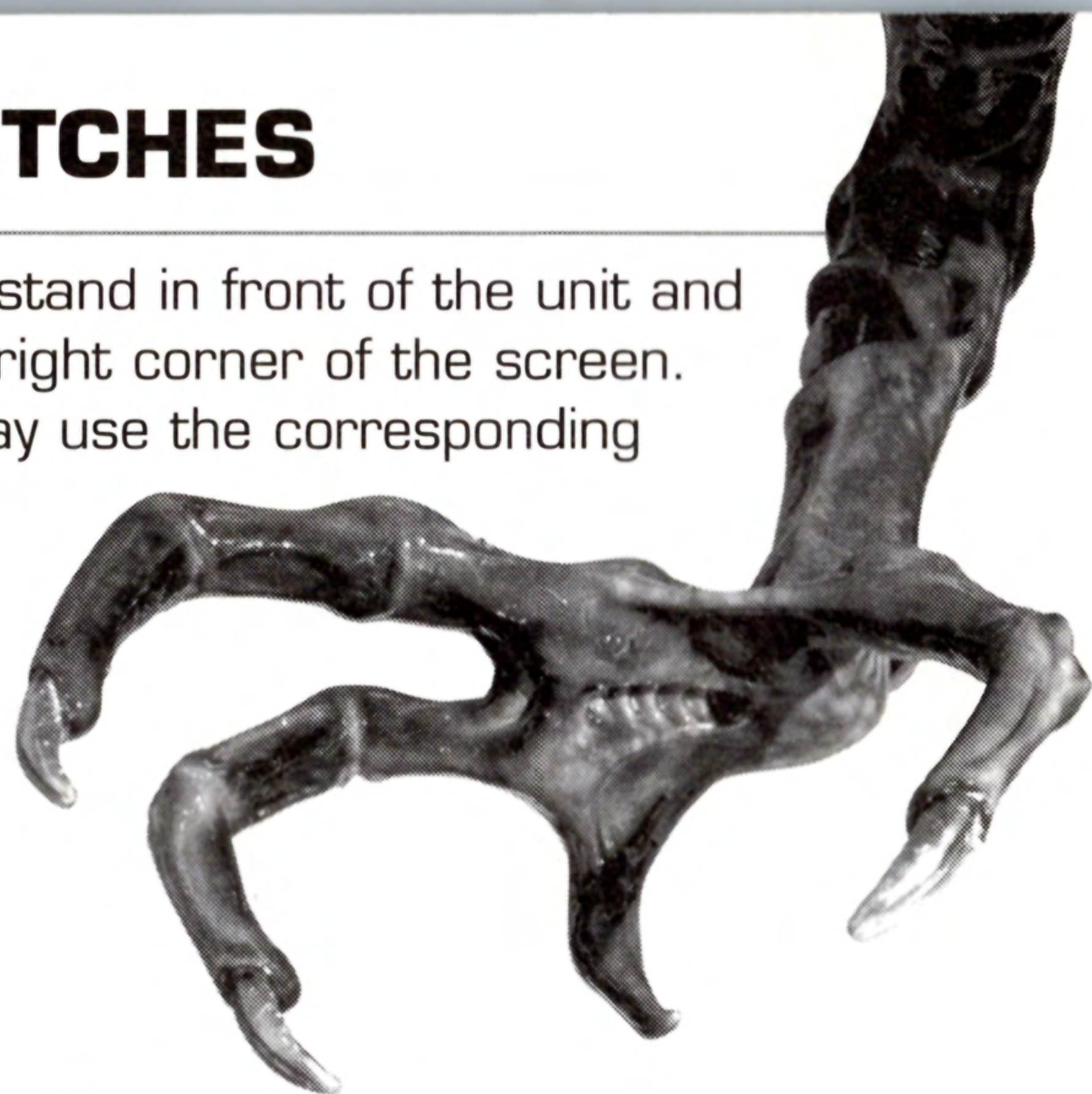
Used to contact other characters on the ship, Communication Units are also fitted with an Autodoc unit.



CARD SWIPE: You will need the appropriate Key Card to unlock doors equipped with a card swipe unit.



CONSOLE SWITCH: These wall-mounted computers are used to maintain and monitor power levels as well as keep the ship's security systems online.





PALM SWITCH: The most widespread type of switches aboard the *USM Auriga* are activated by detecting the heat pattern of a hand.



VALVE: These are used to divert hydraulic pressure throughout the *USM Auriga*. Additionally, some doors are valve-operated.



LIFT CONSOLE: The consoles are used to activate the network of elevators that connect the various decks of the ship.



NON-HUMAN LIFE FORMS

Due to the Alien outbreak, Father has activated sophisticated counter-measures in an attempt to secure critical areas of the ship and prevent further infestation. If you receive this warning when activating a switch or valve, you will not be able to proceed until all Alien life forms in your immediate vicinity are destroyed (including a Chestburster which has impregnated the player).

10. CHARACTERS & ENEMIES

PLAYER CHARACTERS



RIPLEY 8: A genetic clone of Ellen Ripley, the sole survivor of the destruction of the *Nostramo* and the decimation of LV-426 who later sacrificed herself trying to rid the universe of the Alien menace. Scientists have cloned her using DNA samples, and Ripley must do battle with the Aliens once again.



CALL: A second-generation synthetic — an Auton (“a robot designed by robots”) — who learned of the genetic experiments with Ellen Ripley’s DNA and the Aliens taking place aboard the *USM Auriga* after interfacing with a classified research computer system. Call intends to rid the galaxy of the Alien species, starting with an attempt to kill Ripley. When Call sees the Queen embryo has already been removed from Ripley, she spares her life.



DiSTEPHANO: A Marine assigned to duty under General Perez aboard the *USM Auriga*. Unaware of the nature of the experiments that are being conducted, he is now only concerned with his survival and assisting the others in their attempt to escape the ship.



CHRISTIE: A mercenary and crewmember of the *Betty* who is a formidable marksman. His signature weapon is a pair of Pistols that are attached to his forearms.

NON-PLAYER CHARACTERS

FATHER: The ship's computer, Father is the voice of the *USM Auriga* and keeps its occupants aware of changes in the ship's status.



DR. GEDIMAN: One of the twisted scientists responsible for the cloning of Ripley and the resurrection of the Alien threat.



CLONES 1-7: These genetic mishaps represent Gediman's failed attempts at bringing back Ellen Ripley and the Queen inside her. These must be destroyed with extreme prejudice to ensure the future of the galaxy.



PURVIS: A hapless victim of Gediman's experimentation, he is part of the human cargo that the crew of the *Betty* delivered to the *USM Auriga*. Scared and alone he has a foreboding feeling that time is running out.



PATIENT: Having been exposed to the newly hatched Facehuggers, these innocent humans have become unwitting victims of the experiments aboard the *USM Auriga*.

MILITARY ENEMIES



MARINE: Soldiers stationed aboard the *USM Auriga*, they are armed with standard issue pistols and have orders to kill Ripley and the crew of the *Betty* on sight.



SPEC OPS MARINE: These Marines are tactically more competent and are equipped with heavy body armor. They are armed with Pulse Rifles and Grenade Launchers and will use these weapons to kill anything that moves. They will even kill low ranking military personnel if they have to.



HAZMAT MARINE: Armed with flamethrowers and clothed in flame-retardant material, their orders are to destroy any evidence and to exterminate anything or anyone.



GENERAL PEREZ: General Perez is the ranking officer in charge of military operations aboard the *USM Auriga*. He is seldom outnumbered as he surrounds himself with an elite squad of Marines loyal only to him. He arms himself with a variety of powerful weapons that he will use against anyone who gets in his way.



SENTRY TANKS: These small armored vehicles patrol the most vital areas of the ship. Sentry Tanks are activated by Father and programmed to shoot at anything that moves.

ALIEN ENEMIES



FACEHUGGER: These small, rapid creatures hatch from Eggs. Upon locating a suitable host, a Facehugger will launch itself in an attempt to latch onto its intended victim's face and deposit an Alien embryo down their esophagus. Having impregnated a living creature, the Facehugger dies.



CHESTBURSTER: If left untreated, the implanted Alien embryo will gestate within its host and burst violently from its host's midsection (this is the reason why they are commonly referred to as "Chestbusters"). After emergence these Chestbusters will rapidly develop into Aliens.



ALIEN: The ultimate killing machine. Aliens have highly concentrated molecular acid for blood which they can spit with deadly accuracy, razor sharp claws capable of rending flesh from bone, a pointed tail used for impaling their victims, and a powerful secondary set of jaws which extends the reach of their fearsome bite. Aliens are extremely agile and capable of leaping great distances and crawling on walls and ceilings.



SOLDIER ALIEN: These Aliens are pure killers. Their sole purpose to the hive is to destroy any possible threat. They are quick and deadly.



ALIEN QUEEN: The Queen's primary function is to breed Aliens, but that does not mean that she is not a formidable opponent. She moves faster than her immense size would have you believe and is capable of leaping. As with the other Aliens, she has razor sharp claws and teeth and a whip-like tail. When the Queen is threatened, she can call on members of her brood to aid her in battle.



NEWBORN: Because the scientists could not completely separate Ellen Ripley's DNA from that of the Queen, she took on certain aspects of the human reproductive cycle due to genetic crossing. The Newborn represents the first creature to emerge from the Queen's womb instead of an egg. The Newborn is neither human nor Alien, but a horrifying combination of both.

11. CREDITS

FOX INTERACTIVE

Producer

Gary Sheinwald

Associate Producers

Erik Larson

Pete Cesario

Lead Tester

Eric Asevo

Assistant Lead Tester

Jeremy Luyties

Testers

Ken Anderson

Geoff Bent

Ben Borth

James Carone

Francis Choi

Kristian Davila

Matt Dell

Ryan Dowling

Daniel Du

Mike Dunn

Corey Evett

David Farkas

Mike Graham

Tim Harrison

Shaun Kennedy

Igor Krinitskiy

Roni Kwang

Javier Lagos

Duc Lai

Joe Lamas

Frantz Latten

Cris Lee

Donald Lewis

Red Magpantay

Kerry Marshall

Jonathan Masterson

Adam Orth

Young Park

Denise Pater

Ralph Paz

Alvaro Silva

Nathan Sutter

Jeff Tatman

Tim Tran

Daan Wisehart

Hal Zabie

Brian Zenns

ARGONAUT GAMES

Lead Programmer

Simon Hargrave

Programmers

Jon Raymond

Steve Mortimer

Martin Piper

Dan Laufer

Phil Wilkins

Audio Programmer

Richard Griffiths

Lead Designer

Paul Crocker

Sound Design

Jason Bringans

Level Design

Paul Crocker

Jason Bringans

Chris Tudor-Smith

Lead Artist

Michael Wilson

Artists

Kim Tran

Vanessa Pouillard

Karyn McHale

Mansoor Naim

Adam Hill

Guillaume Camus

Duncan Brown

Saurav Sarkar

Testers

Neall Campbell

Dan McNeill

Carl Ross

Richard Pareja

Sebastian Canniff

Mete Djemal

**Head of Sound
Department**

Justin Scharvona

Sound

Adam Fothergill
Karin Griffin

Producer

Ben Tuszyński

**FEATURE AUDIO
PRODUCTION**

Sound Design

Leslie Shatz

VOICE TALENT

Father

Steven Gilborn

Ripley

Lani Minella

Call

Theresa Rizzo

DiStephano

Raymond Cruz

Christie

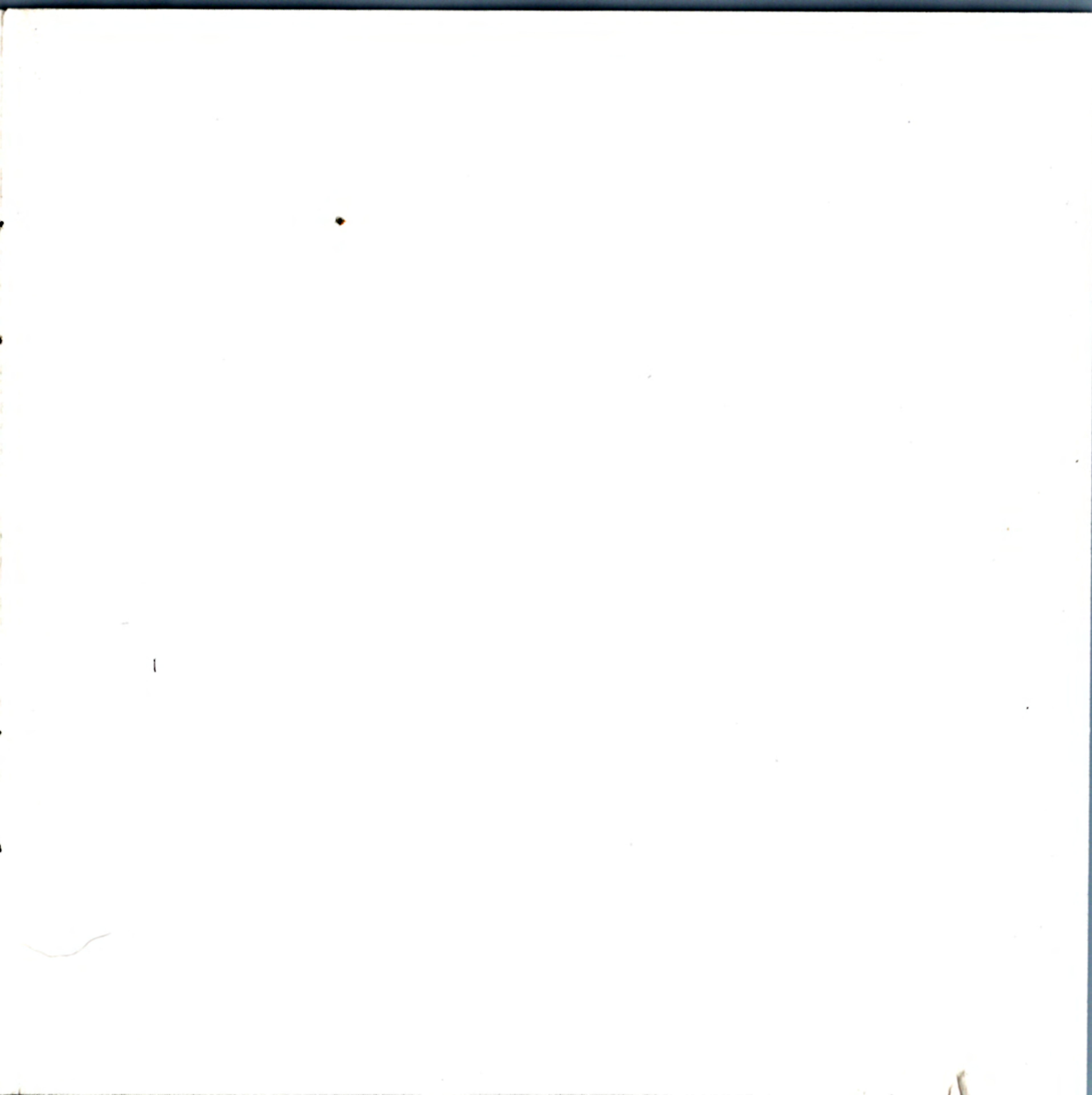
Gary Dourdan

SPECIAL THANKS

Bill Badalato
Priscilla Bourbonnais
Clive Burdon
Francie Brown
James Cameron
Charlie Davis
Gary Dourdan
Emily Ferry
Kim Flowers
J.E. Freeman
H.R. Giger
Alec Gillis
Brett Gollin
Matthew Gratzner
Simon Grell
Kimberly Harris
Nik Hemmings
Maria Hernandez
Ian Hunter
Sabrina Ironside
Brooks Jewel
Penny Juday
Lisa Knaggs
Tina Kowalewski
John Larsen
Cos Lazouras

Louis LeTerriere
Luke Letizia
F. Cameron MacRae
David Moss
Jim Mummary
Marty November
Elaine Oliver
Leland Orser
Ron Perlman
Christine Pernin
Nigel Phelps
Dominique Pinon
Steve Price
Jerry Rightmer
Keith Robinson
Lynne Robinson
Nancy Rushlow
Jez San
Dave Stalker
Angela Sutherland
Rozita Tolouey
Paul Urmson
Jack Van Leer
Mark Vitello
Tom Woodruff, Jr.
Ian Wright
Karly Young

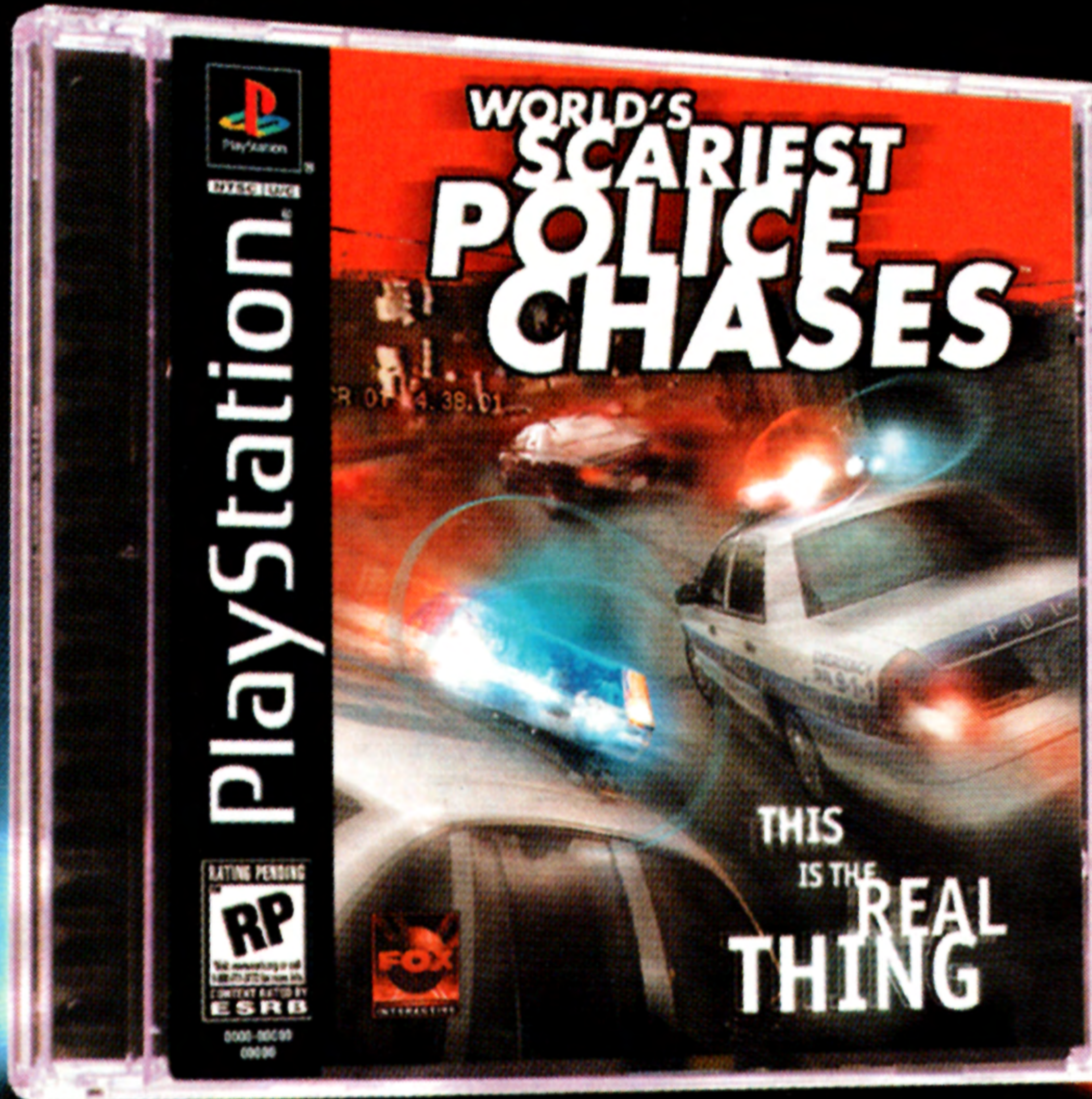
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**TRACK
THEM....**

**STOP
THEM....**

**AND BRING THEM
TO JUSTICE!**



COMING SOON!



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