

= Alien Rage =

Alien Rage is a science fiction first @-@ person shooter video game for Microsoft Windows , Xbox 360 (through Xbox Live Arcade) , and PlayStation 3 (through PlayStation Network) . Alien Rage was developed by the Bydgoszcz studio of Polish developer CI Games , then known as City Interactive , using Unreal Engine 3 . The game has single player and competitive multiplayer modes . In its single player campaign , players are put in control of an elite soldier named Jack . Jack is sent to destroy a mining facility and the aliens within it after the aliens turned against and killed the humans that they had shared the facility with .

Announced as Alien Fear in April 2012 , the game was renamed to Alien Rage in May of the following year . The game was released on 24 September 2013 for Windows , 18 October 2013 for the Xbox 360 , and 21 October 2013 for the PlayStation 3 . Alien Rage was met with mixed to negative reviews upon release , with critics viewing the game as generic and prone to major glitches .

= = Development = =

Alien Rage was first announced in early April 2012 , under the name Alien Fear . The game was to be developed using Unreal Engine 3 by City Interactive 's Bydgoszcz Studio , and would have a cooperative gameplay (co @-@ op) mode . The first screenshots from the game were released two months later , in June 2012 . In May 2013 the game 's name was changed to Alien Rage , and two months later it was announced that the game would be released on the personal computer , Xbox 360 , and PlayStation 3 on 24 September 2013 . The game was eventually released on 24 September 2013 for Windows , 18 October 2013 for the Xbox 360 , and 21 October 2013 for the PlayStation 3 , with an ESRB rating of Mature .

= = Gameplay = =

Alien Rage is a first @-@ person shooter , in which players fight through several linear levels , killing a variety of aliens . At the end of every few levels , players fight a larger alien in a boss fight . Players score points by killing a large number of aliens in a short period of time , or by killing them in special ways , such as by using explosions or shooting them in the head . These points can be used to upgrade the player character , for example by boosting his resistance to damage or by increasing the amount of ammunition that he is able to carry . Players are able to carry two weapons at a time , and also have a pistol with unlimited ammunition . The player character can use both human- and alien @-@ manufactured weapons in the game , and alien weapons use a cool @-@ down period instead of having to reload . Weapons in the game include assault rifles , sniper rifles , shotguns , rocket launchers , and miniguns . The game is intentionally difficult ; its easiest difficulty level is called " challenging " , and the next easiest difficulty level is called " hard " .

The game also offers competitive multiplayer . There are two modes ? deathmatch and team deathmatch ? and a small number of maps . Cooperative gameplay , which was mentioned in the game 's initial announcement , did not make it into the final game .

= = = Plot = = =

Alien Rage takes place on an asteroid which humans and an alien species known as Vorus were jointly mining for Promethium , a highly efficient source of energy . After the Vorus turn on the humans and wipe the miners out , Jack , the player character , is sent to the mining facility to kill the aliens and destroy the facility .

= = Reception = =

Alien Rage received average to poor reviews upon release . At Metacritic , a video game review

aggregator , the Windows version of the game received an average score of 52 out of 100 , based on 27 reviews , while the Xbox 360 version received a score of 46 , based on 10 reviews .

The game was heavily criticized for its lack of originality . Daniel Shannon of GameSpot remarked that " If you have played a first @-@ person shooter made in the last 10 years , then you have already experienced most of what Alien Rage has to offer . " , and continued that " You 've seen these weapons before , and you 've shot these enemies before " . Reviewers especially took issue with the lack of creativity in level design , which Destructoid 's Jim Sterling called " tedious corridors full of identical , monotonous , brainless combat encounters " . Hardcore Gamer 's Nikola Suprak commented that several of the levels he played through were visually indistinct from one another , before saying that " level after level of redundant action and repetitive encounters ultimately drag the game down " . Critics also noted that the game had a number of technical issues . Jim Sterling of Destructoid ran into two situations where glitches would not allow him to progress without restarting the level , while Sam Turner of The Digital Fix experienced dramatic drops in frame rate during gameplay , and crashed to desktop several times .

The game 's multiplayer experience was received better than its single player campaign . Writing for Gaming Nexus , Jeff Kintner said that the " multiplayer is fun , if a bit repetitive " . While Kintner expressed a desire for additional , objective @-@ based , types of multiplayer , he praised the team deathmatch mode 's intensity . GameSpot 's Daniel Shannon also commented on the limited number of multiplayer options , but went on to say that " For what it 's worth , the action is fast @-@ paced , and the maps are well designed for a balanced multiplayer experience . "