

= Aliens vs. Predator : Requiem (video game) =

Aliens vs. Predator : Requiem is an action game exclusive to the PlayStation Portable , developed by Rebellion Developments and published by Sierra Entertainment . It was released in November 2007 in North America and Europe , and December 2007 in Australia . It is part of the Alien vs. Predator franchise , an amalgamation of the Alien and Predator franchises . Aliens vs. Predator : Requiem is a tie @-@ in to the film of the same title , which was released shortly after the game .

The game 's plot is loosely based on the film , as players take the role of the film 's primary Predator . After the events of the first film of the Alien vs. Predator franchise , the Predator has been charged by his society to hunt down and destroy any trace of Alien activity taking place in a small American town , in order to avoid its detection by humanity .

The game received negative reviews from critics and was described as another entry in a long line of poorly developed movie tie @-@ ins . Reviewers enjoyed the opportunity to play as a Predator , but complained that the game was too easy and not rewarding , particularly the simple artificial intelligence of enemies . The visuals and audio of the game were also considered of poor quality .

= = Gameplay = =

Aliens vs. Predator : Requiem is a third @-@ person action @-@ adventure game . The single @-@ player campaign is composed of 15 missions and features the Predator from the film . The player has access to Predator weapons as seen in movies and other sources in the franchise , including claws and a shoulder @-@ mounted energy cannon . New weapons from the corresponding film include an energy pistol .

The player character also has stealth camouflage and several vision modes that allow him to see in the dark , such as infrared vision . Health is represented by a segmented life bar that regenerates after a successful kill , and an energy bar is also available to provide power for the Predator 's weapons . In addition to destroying Aliens , the Predator must eradicate other traces of their presence , including facehugger husks . Aliens , husks , humans , and other potential targets are all represented by icons on a heads @-@ up display . The game 's camera is manipulated by pressing the PlayStation Portable (PSP) ' s triggers , and the Predator can " lock on " to opponents using a first @-@ person view to target them with his ranged weapons .

Aliens vs. Predator : Requiem uses a system of " honor points " to award points to players for actions considered honorable for Predators . For instance , " tagging " an enemy in first @-@ person mode before killing it adds points , while killing humans reduces points . Honor points are used at the end of each mission to upgrade the Predator 's weapons and equipment . In addition to the campaign , a single @-@ player mode called " Skirmish " is available , in which players have five minutes to dispose of as many Aliens as possible in one of the game 's maps . Skirmish can also be played in a cooperative setting with one other player using the PSP 's " ad @-@ hoc " local wireless mode .

= = Plot = =

The protagonist predator has come to Earth in response to a distress signal from a comrade 's ship . Upon his arrival in the small Colorado town of Gunnison , he learns that Aliens have begun terrorizing the local populace . His mission is to destroy the Aliens and remove any trace of their activity . After reaching his comrades ' ship and erasing its traces from Earth , the Predator 's only mission is to exterminate all Aliens in the vicinity .

The Predator travels through rural and urban areas of Gunnison , fighting more Aliens along the way , and occasionally being harassed by human soldiers and civilians . Finally , the main Alien lair is found in a hospital , where several mines are set by the Predator to bring the Hive down . The game concludes with the final fight against an attacking helicopter and the hospital 's destruction . Suddenly , the Alien Queen is seen appearing out of the hospital 's rubble , only to be destroyed , along with the entire town , by a nuclear warhead , while the Predator successfully leaves Earth .

= = Development = =

Alien vs. Predator began as a franchise in February 1990 , when Dark Horse Comics published a comic book featuring Aliens from the Alien series of films in battle against the title characters of Predator . Both franchises are owned by Twentieth Century Fox . In November 1990 , Fox released Predator 2 , and one of the final scenes in the film showed an Alien skull inside a trophy case aboard a Predator ship . Fox began licensing merchandise for the new franchise , including comic books and video games . In 1993 , the first Aliens vs. Predator video game was released ; Alien vs Predator for the Super Nintendo Entertainment System .

British independent game studio Rebellion Developments became involved with the franchise in 1994 with the release of Alien vs Predator for the Atari Jaguar , described by 1UP.com as " probably the only good Jaguar game ever made " . Rebellion later developed an enhanced remake of the game for the PC , which was the first PC game to require a video card and went on to win a BAFTA award . The first feature film in the franchise , Alien vs. Predator , was released in 2004 and did not include a tie @-@ in video game . In August 2007 , Sierra Entertainment announced that the company had partnered with Fox to produce a video game corresponding with the sequel film Aliens vs. Predator : Requiem . Rebellion was identified as the game 's developer . The company , while not strictly handheld @-@ focused , has a reputation in the industry for developing PSP games .

Aliens vs. Predator : Requiem was developed exclusively for the PSP . Regarding PSP exclusivity , Rebellion lead designer Tim Jones explained " It was basically a matter of logistics . We have a strong heritage with the PSP and have done a number of successful titles such as Star Wars Battlefront : Renegade Squadron " . Rebellion decided to forego the first @-@ person shooter format of their earlier Alien vs. Predator games and instead focused on a third @-@ person perspective , with the player taking the role of a lone Predator . Unlike previous Rebellion Alien vs. Predator titles , Aliens vs. Predator : Requiem does not permit players to take the role of Aliens or human Marines . The company used a game engine of its own creation , and Hal Zabie , associate producer at Sierra Entertainment , said " ... the challenge was to deliver high quality graphics while not sacrificing game performance and this is something that Rebellion achieved and will be noticed by players right away . "

Rebellion was given materials from the film 's production , including footage and the full script , in order to recreate the feel of the film and lend authenticity to the game . The game 's plot is loosely based on the film 's , with the player character working to remove traces of Alien and Predator presence in a small American town . Despite similarities to the movie , the ending is different and the game does not feature the " predalien " , a Predator @-@ Alien hybrid introduced in Alien vs. Predator . The directors of the film , the Brothers Strause , are fans of Rebellion 's PC Aliens vs. Predator game and worked with the studio to develop Aliens vs. Predator : Requiem 's premise . In an interview with IGN , Rebellion 's Tim Jones said " Fox is very protective of their franchise and take [sic] great care to make sure it is treated properly . We had to work within strict confines to remain consistent with the movie and everything we did had to be approved by the studio . " The game 's system of honor points was considered crucial by Rebellion , who felt that the Predators , despite being the " bad guys " , were characterized by a strict code of honor .

" AvP Requiem PSP is set in Gunnison , the same small town as seen in the movie . The player assumes the role of the new elite Predator from the film . While many of the locations , weapons , and scenarios are nearly identical to the film , the game designers were given the freedom to make the best game possible , which meant at times rearranging some of the story elements and action set pieces . "

Sierra described the game 's development as challenging because portable consoles lack the processing power of larger machines . Rebellion complained about the PSP 's lack of a second analog thumbstick , stating that it made creating a usable control scheme challenging . They also stated that because the game 's protagonist preferred to work alone , Aliens vs. Predator : Requiem would not contain a multiplayer cooperative mode for the single @-@ player campaign , but a " Survival Mode " minigame would be available where two players could work together to fight Aliens .

The game had a relatively short development cycle , and was made in less time than the movie .

Aliens vs. Predator : Requiem was released on November 13 , 2007 in North America , over a month ahead of the film 's December 25 opening . It was released on November 30 in Europe and December 6 in Australia .

= = Reception = =

Aliens vs. Predator : Requiem received mostly negative reviews among gaming publications . It was considered a poor movie tie @-@ in , an analysis typical of such games . Reviewers specifically said the game wasn 't " bad " , just not " good " ? IGN , for instance , said " AVP doesn 't suck , but that isn 't to say it 's good . " GameSpot 's reviewer said " Aliens vs. Predator : Requiem isn 't a terrible game ; it 's just really mediocre . " Eurogamer 's Ellie Gibson described the game by referencing a colleague 's review of Miami Vice : The Game , a previous Rebellion PSP title , which stated " [Miami Vice : The Game is] one of those games that 's not bad , but nor is it ever that good . " The week before the movie 's release , Requiem was listed at # 5 on GameFly 's most @-@ rented PSP titles list .

One critique was the game 's difficulty level , which was described as too easy . Gameplanet called it " shockingly easy " and claimed that upgrades gained through the honor system made the protagonist invincible rather than stronger . Eurogamer noted that " furiously button mashing " was generally sufficient to kill most of the game 's enemies .

" Although it 's true that a game 's difficulty is hardly the sole indicator of its overall quality , every other part of the game is far too mired in blandness to prevent you from drifting off under the spell of mindlessly simple gameplay . "

The artificial intelligence of the game 's enemies , the Aliens , was regarded as lacking , and one reviewer noted that their blood was not acidic , a defining characteristic of the creatures from the films . Several reviewers did praise the game 's representation of the Predator , however , especially in the early levels .

The game 's graphics and audio were not well @-@ received , with IGN commenting " There 's never a moment that makes you step back and say wow . The textures are muted , the Predator looks alright , but everything is pretty forgettable . "

Reviewers also took the opportunity to mock the franchise itself , with Eurogamer suggesting that the series be made into a sitcom . Regarding the multiplayer , IGN 's Greg Miller said " This mode was so boring I made up my own story . I was the Mommy Predator and Ryan from the IGN News Team was the Daddy Predator . We were protecting our children -- the cars in the large empty lot we were running around -- from the aliens " . 1UP 's Patrick Klepek said " Aliens vs. Predator : Requiem fails to capitalize on its gaming heritage , instead falling prey to the same substandard licensed schlock we 're used to from the films . "