



The year's loser of the Beautiful Baby Alien contest is Mr P Predator II. One ugly little mother...



Lightweight pistols carry no weight on these heavy streets!

PREDATOR

The Predator is the most awesome fighting alien ever seen; a mutant big-game hunter who's travelled across the galaxy, collecting skulls and bones from every species of life imaginable. This critter is tough – the kinda guy that the Alien's mother threatened him with when he refused to go to bed! Armed with his A to Z of the universe it was only a question of time before the interstellar savage visited Earth to add to his trophy collection. Touching down in 1997 LA, in the middle of a drugs war, he's not choosy where his ornaments come from and takes out criminals and policemen alike. And as ever, it's down to you as Lt. Pete Harrigan to take on the druggies and hunt out the best killer in the cosmos.



GAME GEAR- £29.99



BITE THE BULLET

Harrigan isn't diving into the unknown alone, oh no! He's got an absolute heap of weaponry to help him serve his own brand of justice on the populace. You start the game with a standard issue firearm; it's the basic weapon and, in true cinematic style, it never runs out of bullets! Next is the Scatter Gun which sprays bullets across a wide field of fire. The Grenade Launcher is very effective on later levels and the traditional three-shot sawn-off Shotgun, which fires at three angles, is the most powerful of the lot. Provided you've got the ammo, you can swap between weapons whenever you wish.

Hostage at the top, bullet-proof vest at the bottom – which one to go for?

HUNTING GROUND

Old Harry may be tooted up to the toupee, but the Predator's no pussy! His weapons are formidable, such as the three-dot laser scope that picks off captives and even locks in on you from time to time. He's also got a razor sharp flying disk to slice and dice your bones. To offer some meagre protection, Harrigan can pick up a flak jacket which restores energy and a first aid kit that gives you an extra life.



The end of stage one. Blow up the taxi to proceed.



It's tough at the top!

BLINK AND YOU COULD MISS IT!

There are many niggles to be levelled at the gameplay, which is very unfortunate considering the amount of thought that's been put into the game's presentation. Sprites and pick-ups are much too small and it's difficult to make out what is going on at times. There's serious slow-down at the end of levels too, and the noise the game makes when you get hit is infuriating to the extreme!



“Predator 2 is an extremely fiddly game to play, but you'll be glad you took the trouble. There are some great touches such as the addition of the Predator's laser sights tracking you through the levels. It's just a pity more care wasn't taken with the graphics. Take a look.”

PAUL RAND

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STOMPING GROUND

And it's not just the Predator you've got to keep an eye open for – the drug gangs are after your hide, too! They're easily wiped out with a grenade, but take more than one shot to die if you use any other weapon. This slight frustration is kept to a minimum however as there's a password system after every level – and boy, do you need it!



Why do aliens set up their homes in strange places like the slaughterhouse?



Well to meet you!

ARISTON AND ON AND ON...

Predator 2 features seven shoot 'em up levels, the aim of the game being to rescue police hostages scattered around the war-torn streets, building tops and the underground system. The gun-toting sprites are tiny, even by the Gear's standards, and come at you from every angle and crevasse, jumping out of door ways and sewers and leaping from behind fences.



Where's Dick van Dyke? Does this caption mean anything? Answers on a postcard...



Don't look! Sad Arston's only scored one hundred points!

“Predator 2's ropey control system and minute sprites are just too hard on the eyes for any great enjoyment. And I hate games where diagonal shooting is required using a tiny joypad. A good variety of weapons and lots of baddies to shoot make up for some of the downers, though. Not a bad effort, but could have been better with more thought put into it.”

STEVE KEEN



7 LOOK	7 SOUND	78 OVERALL
5 FEEL	6 VALUE	