He's hard to control, and in town with a few hours to kill! **Mega Drive Flying Edge** £39.99 **US** Import

The latest of Sega's movie game releases follows on from where Alien 3 left off. Not convinced that killing seven foot creatures should be this fiddly, John Cantlie gets into moanin' mode...

F THERE'S ONE THING WORSE than making a lazy game conversion from one Sega system to another, it's getting a brilliant licence in the first place ...and then doing next to nothing with it. Movies offer huge potential for game developers - just look at the job Virgin did with Terminator, or even what Acclaim (the other half of Flying Edge) did with Alien 3.

Okay, so "Predator" doesn't have a monster to match either the salivating Giger creature or Cameron's assassin from the future, but you've got to admit - it's still a storming nightmare. So surely copious amounts of material for the programming team, right?

Well, no. Prepare for a shock as you witness the sad and fumbling mess that is - Predator 2.

Too harsh? Well, no, not really. The animation is poor, the graphics highly

mediocre and it takes forever to get used to the gameplay.

SPLIT SCREENS

Apart from two levels, the whole thing is played on isometric 3D screens, with the usual hero Detective Lieutenant Mike Harrigan (you), scuttling back and forth blasting drug lords.

Nothing wrong with that, except the whole operation is controlled almostexclusively on the diagonals of your joypad, making accurate control and shooting a laughable challenge.

The only time it's easy to rip into a load of gun-toting scum is when you have the direction lock held down, but then a new group appears from behind and blasts your backside. By the time you've turned around to respond, you've already taken three or four hits.

And that, essentially, is that. The game action ranges from fiddlingly easy in one section to ludicrously difficult the next, a situation which is just made worse by the awkward control system.

The levels which aren't inflicted with diagonal control are the vertical pointand-shoot sections. The only trouble with these is that they're easy to finish in a wink. The subway level, for example, is over so quickly (57 seconds) you





wonder why they ever included it. Maybe because it's one of the only levels which isn't the same as the rest of the game: Harrigan, Bad Guys, Machine Guns, Diagonals, Dead.

powerful weapons you can get

LOONY TUNES

Each level makes a swipe at following the plot of the movie. There are digitised graphics at the start of each section, which lend the whole package a bit more credibility, but the music which accompanies them sounds like summit you'd find on a Nintendo 8-bit system.

I mean, just how moody is a merry tune that goes "da da da le da daleee..." (I think we get the point - Andy). Oh dear.

On the plus side, the parallax scrolling in the city top sections is splendidly smooth, it's perversely satisfying when one of your hostages gets splattered by the Predator, and the sheer number of power-ups is excellent.

Other than that, I'd say this cart had a good day's play in it before terminal brain-lock set in. This is a turkey of gargantuan proportions. A bit of a bodged job really.

You can contact Flying Edge on (0962) 877788 for more info



TAKE CONTROL OF PREDATOR 2!

The direction pad's purpose is somehow ironic in this particular number

 Fires the selected weapon (usually the wrong one and in completely the wrong direction unfortunately)



Flips through the weapons currently available. The Pred's are the very best

Keeps Harrigan facing in just the one direction. At last!

ALTERNATIVES



Mercs (Sega Power 26: 45%) is the first thing that springs to mind. And that's it. Given their near-identical scores, you'd be hard pushed to split 'em. If you're a sci-fi fan, go for Predator 2. If frantic action's your bug, then Mercs is the title for you. Mercs it is, then...

POWER POINTS

TYPE SYou can complete level four in just 57 seconds though – a travesty.

Could do with two-player option.

SAVE GAMEPasswords on each level ensure you a minimum playing time (thankfully).

Initially, but there are 1-ups on the way.

SKILL LEVELS

3

Weakens your flak jacket, makes the enemy sharper.

Switch off 'n' do something less boring.

Boring old git with nothing to play with.



• PREDATOR 2 • MEGA DRIVE • FLYING EDGE • £39.99 • US IMPORT

SOUND

FRUSTRATION

MEDIUM

- Predator's cameo appearance
- City-top scrolling is very sexy
- Thousands of power-ups
- Excellent splatter effects
- Appalling gameplay
- Animation is very sloppyGraphics aren't so hot either...
- ...and neither's the sound
- Small crappy sprites
- Made by a coal miner from Bognor

ADDICTION

RRAINPOWFR

TIME TO COMPLETE

Is that the time?

SEGA POWER SAYS

"Flying Edge have failed to fully exploit the enormous potential of the Predator and his anti-social habits. Plenty of good ideas, but a botched job all round. Awfull."

36%