

PREDATOR 2

● 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...

IF 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 poten-

tial 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 almost exclusively on the diagonals of your joy-pad, 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

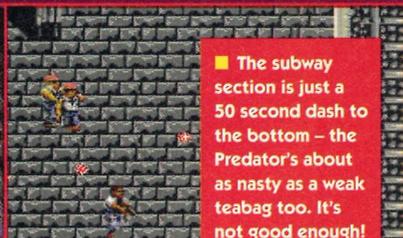
have the direction lock held down, but then a new group appears from behind and blasts your backside. By the time you've turned around to respond, you've already taken three or four hits.

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.

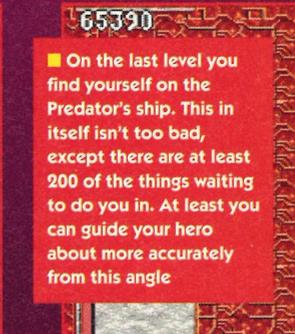
The levels which aren't inflicted with diagonal control are the vertical point-and-shoot sections. The only trouble with these is that they're easy to finish in a wink. The subway level, for example, is over so quickly (57 seconds) you



■ The Predator languishes atop the tower, skull in hand...



■ The subway section is just a 50 second dash to the bottom - the Predator's about as nasty as a weak teabag too. It's not good enough!



■ On the last level you find yourself on the Predator's ship. This in itself isn't too bad, except there are at least 200 of the things waiting to do you in. At least you can guide your hero about more accurately from this angle



■ Makin' like a madman in the slaughterhouse - and the alien's on your tail. Those triangular dots are his crosshairs. Yikes!



■ Once on top Los Angeles' towering skyscrapers, you'll find loadsa weapons and equipment to boost your arsenal. Finding flak jackets will restore your hit points too. Useful

■ I hate to say it, but this is a boss level in full effect. The Predator tries to stop you leaving the subway, but three good hits is all it takes. It's so very sad, it really is...

