

PREDATOR 2

• Master System • Sega • £34.99 • US Import •



■ The lengthy city street level leads to this showdown with what can only be described as a particularly vicious bunch of punks. Blast the car at the top enough times and then it's on to level two...



■ ...where this heavily armoured helicopter is waiting at the end of the rooftop sequence. Again, it's simply a matter of hitting the thing more times than it hits you. Grenades at the ready!

The galactic headhunters have arrived on the Master System. Mark Ramshaw is the guy waging a one-man war against the invaders.



MAY 1993

SEGA POWER

ANYBODY WHO'S SEEN THE movie "Predator 2" will remember one very important thing about the plot - there wasn't one. While this might seem like a bit of a drawback for your average film, it actually made the thing a bit of a hit with fans of mindless cinematic violence. It also makes it ideal subject matter for a scrolling shoot-'em-up.

Sure, it's no secret that the Mega Drive version of *Predator 2* bombed, but this is the Master System - and what feels like an under-achiever on the 16-bit machine looks a whole lot more enticing on the 8-bit machine.

If you're not familiar with the movie then the game-style of *Predator 2* might come as a bit of a shock. What it amounts to is a series of sideways-scrolling scenes which take you from the dirty streets of Los Angeles, over rooftops, through sewers, into a slaughterhouse and, finally, into the secret hideout of the Predators.

You get to control a be-weaponed Lieutenant Harrigan of the L.A. police department, while the main threat comes in the form of gangs and gun-toting hoodlums who peep out of windows or roam the streets. For much of the game, Predator action is limited to the

occasional set of infra gun-sights which slowly track you across the screen. Dodge the sights for long-enough and they'll disappear - for a while at least.

The tedium of the sideways-scrolling "action" is luckily broken by static end-of-level screens. These provide you with plenty of excuse to use all the grenades collected along the way. Beyond that, there's frankly not a lot you can do.

I can't help feeling that much more could've been made of a game based on the "Predator" films.

The creatures in the movies are great - all lobster-like jaws and body armour, packed to the carapace with sizzling high-tech weaponry - but none of that malevolent flavour is captured here. It's

just a case of kill, kill, kill - and mostly humans at that.

It isn't easy to get worked up about *Predator 2* - even if you're a real fan of the films. It's not an outstanding game, but it's still surprisingly good fun to play. Then again, there really are better blasts than this around, so why settle for second best?

Nope, if it's a Predator hunt you're after then this isn't the game for you. If, however, you're looking for a kind of very average *Smash TV* variant, with countless numbers of dumb humans to obliterate and the odd extra weapon or bit of energy to collect, then *Predator 2* might just be up the middle-of-your-road.

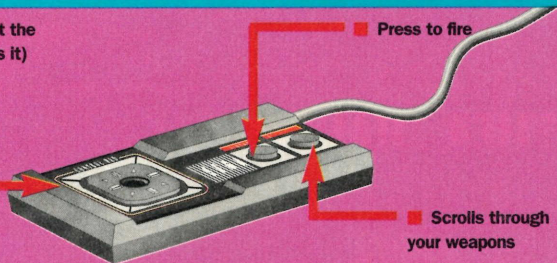
SEGA POWER

KILL ALL GALACTIC HUNTERS

■ Moves you about the cityscape (er, that's it)

■ Press to fire

■ Scrolls through your weapons



POWER POINTS

- PLAYERS** 1
It's just you versus the universe.
- LEVELS** 7
Each one scrolls for miles and has an end-screen.
- SAVE GAME** NO
But there is a password for each level.
- LIVES** 3
No continues. Dead is dead.
- SKILL LEVELS** None
Fortunately, the levels do get harder as you progress.
- OPTIONS** Er...
- IDEAL GAME-PLAYER** Hardened fan of the movie or someone who lures less taxing shoot-'em-ups.

ALTERNATIVES



Just as average as *Predator 2*. Believe it or not, *Dynamite Dux* (Sega Power 3: 64%) is incredibly similar to *Predator 2*. The bouncy cartoon graphics certainly appeal more than *Predator 2*'s moody but dull backgrounds. *Dux* does suffer from a lack of longevity, however. Toss a coin to decide...

Our thanks to Telegames (0533) 516861 for the loan of the cart



PREDATOR 2

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- Mindless violence
- A password system
- Good difficulty setting
- Excellent manual
- Jolly (unmenacing) soundtrack
- It doesn't look too bad
- Seen it all before
- Little long-term variation
- Lacks any kind of sparkle
- No real live Predators to kill

GRAPHICS TIME TO COMPLETE
A week

FRUSTRATION
LOW MEDIUM HIGH

SEGA POWER SAYS
"A regular child of Averagesville, *Predator 2* is so unspectacular it hurts. Fun for a short while - it's definitely no disgrace - but not really anything to fax home about."

FINAL VERDICT

BRAINPOWER
58%



■ Level two takes the action to the rooftops of Los Angeles. Rescue hostages, wipe out armed gangs - and avoid the Predators' eyes