



When your mission begins, a mothership launches you onto the planet's surface. You're enclosed in a shell to protect the 'Morph from atmospheric pressures.



Laser is your holographic companion on the space voyage. Her digitized voice spews 23 comments on everything from the location of the closest pod to the ineptitude of your flying.



The skies are far from friendly. You'll meet giant floating masks in a hellish orange world.



"Nice shooting kid, that was one in a million..." Now go track down the other 999,999 enemies.



You win some, you lose some. Correction: You win a few, you lose a LOT.

Alien vs. Predator



Based on our initial previews, this cart has the greatest potential to be a true system showcase cart. Its 3D unrestricted-motion game-play style has never truly been done on a home system before. You play as the Alien, the Predator, or a colonial Marine Corporal in a most dangerous game of survival of the fittest. The interface enables you to turn and walk in any direction. This means you can hide behind pillars, peer through doorways, or scamper sideways down corridors!

Available January '94



The Predator combines the best of both worlds: humanoid intelligence and out-of-this-world strength. His infrared vision and devastating high-tech weapons make him a constant threat.



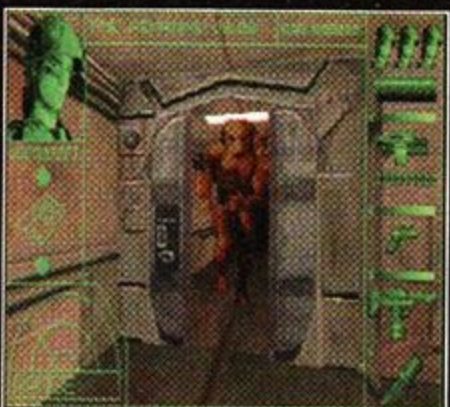
As the marine, your overlay screen includes a motion detector, a variety of guns, and a knife.



The Alien knows no fear, and she's got nasty claws, a tail, and teeth to get her point across.



The Alien's eggs hatch and her brood joins her. If you thought you needed a hug today, better think twice - here come the Face Huggers!



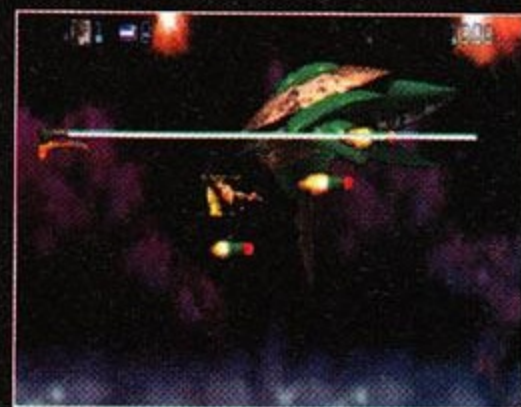
Since the marine's human body just can't match the raw power of the Predator, you'll need wits and cunning. You can slow down the Predator by closing doors on it...but only for a while.

Trevor McFur in the Crescent Galaxy



Here's an update on young Jaguar space pilot Trevor McFur's progress, just transmitted from sector five of the Crescent Galaxy. This 64-bit side-shooter is nearing completion. The action should heat up with Trevor the Jaguar and co-pilot sidekick Cutter the Lynx blasting through five worlds (10 stages total). The 3D rendered enemies display excellent texture and depth. Tons of sprites load the screen with no slowdown, and all of the sprites move and rotate independently.

Available October



Cutter sneaks in to help you eradicate certain enemies, such as this space boss that guards the entrance to the Desert World.



The evil Audit possessed this gigantic space robot. Shoot first and forget about the questions.



In the desert you'll be assaulted by waves of Turbo Rats, flying Poppies, and exploding Geysers.



The Mudman boss wants to drag you into it. Keep your nose clean and blow him away.



The Taxi Fish and giant Eyeballs have a bead on you in the City World.