■ Clinging on to walls is part of the Predator's stealth movement repertoire.
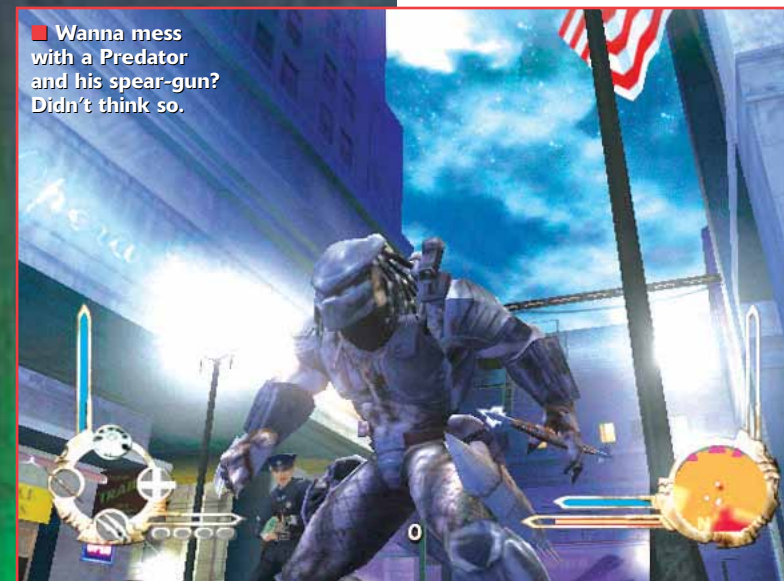
DEVELOPER: **EUROCOM**
PUBLISHER: **VIVENDI UNIVERSAL**   RELEASE DATE: **LATE 2004**

Predator:
Concrete Jungle

Vision, power, stealth and revenge – ingredients for greatness

■ Wanna mess with a Predator and his spear-gun? Didn't think so.

Predator Vision

Executive Producer David Stalker candidly answered our questions that get to the heart of the new *Predator* game.

US: Coming out of the spine-chilling *Aliens vs. Predator* games, what gameplay opportunities did a straight-up Predator game present?
HIM: In the *AvP* games, playing as the Predator was a satisfyingly savage antidote to the terror that you felt playing as a Marine! In *Predator: Concrete Jungle* we wanted to capitalize on the sense of power and superiority that being the Predator gives you. Viewing the character from a third-person perspective enables us to show off his looks, his weapons and animal agility much more than we were able to in first-person. You get to really appreciate its power and agility as it jumps, leaps, flips, tumbles and climbs around the city! (Trust me. Jumping around in third-person is a whole lot easier than in first-person!)

US: Monsters vs. Mobsters. Cute. But what's a Predator's motivation here? How does it get itself in a situation where it's dumped on a hell planet (and just how does it escape)?
HIM: Without giving too much away, the summary goes something like this: The Predator comes to Earth in the 1930s to hunt and, because of a mistake that it makes, the Predator is exiled to a backwater hell planet chock-filled with hostile nasty extraterrestrials. After 100 years in isolation on this little pleasure spot, its clan brings it back to Earth to atone for its past mistakes and regain its honor.

US: What specific functions are you getting out of the Xbox hardware that will help shape the Predator experience (including Live)?
HIM: Like the Predator, the Xbox is clearly a powerful beastie and the guys at Eurocom are doing their level best to push Xbox's graphics and audio capabilities to the max to depict a city environment in both the 1930s and in the 2030s. As you would expect, the Predator's weapons, vision modes and cloaking abilities will all look magnifique on the big X!

■ The third-person viewpoint gives you the perfect perspective for watching Predator's unique powers and abilities.

■ You'll become familiar with the city in the 1930s and come back to fight more advanced opponents 100 years later.

apped by VU Games for development duties, UK-based Eurocom is bringing *Predator* to Xbox under the watchful eye of David Stalker, the producer responsible for the shock-horror *Aliens vs Predator* PC games. With marketing awareness from an *Aliens vs Predator* movie currently in production, this new game has several compelling in-roads of its own.

For starters, esteemed comic-book writer Grant Morrison is penning an original story for the universe that fills in some of the early history behind the Weyland-Yutani Corporation. That story goes back to 1930s America and the mob scene — you'll start out fighting fedora-wearing hoods in what's described as a "monsters versus mobsters" scenario.

Roaming across the city rooftops and alleyways, you'll use a variety of Predator powers to uncover the story. You'll climb buildings, swing stealthily under bridges, go invisible to avoid detection, then pop out and engage in devastating hand-to-hand combat. Armed with the expected Predator weapons — including the spear gun that can pin enemies to walls, and even solve puzzles in the game world — you'll be able to use three weapons at once, mixed into devastating combos.

> **You'll use three weapons at once in devastating combos.**

A story twist sees the Predator exiled to a prison planet for 100 years. Cue retribution, and a return to that same city in 2030 where you're out for revenge against the big politicos now in charge.

Using your four vision modes (thermal, neuroscan — essentially mind-reading to assess threats and personalities, prey scan — assess threats of potential victims, and tech scan) you'll be solving as many puzzles as you are dealing death. But rest assured that *Predator* is an action game — "as the Predator there is a whole lot of killing," promises Stalker. We'll unveil more of this beauty as it heads towards release. **XBOX**

■ **NO RELATION:** The new *Predator* game has nothing to do with the long-long-long-awaited *Aliens vs. Predator* movie, which stars approximately zero known actors. Eh, it's all about the monsters anyway.

■ **HE LIKES SUITS:** Actor Kevin Peter Hall wore the Predator suit for both *Predator* films. He's a veteran in movie monster circles, as he also played the bigfoot Harry in the 1987 family comedy *Harry and the Hendersons*.