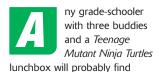


## Fight the urge to 'shell' out cash for this lame game

## **TMNT: Mutant Melee**

DEVELOPER KONAMI , PUBLISHER KONAMI , ESRB TEEN , WEBSITE WWW.KONAMI.COM MULTIPLAYER 1-4 ON SAME SCREEN EXTRAS UNLOCKABLE BONUS MATERIALS



Mutant Melee irresistibly reviewproof. But for the rest of us, it's a grade-Z fighter. And not even celshaded reptiles can save a game cursed with tissue-thin design,

You guys just stand in the corner. No, really, I got this. It's cool.

weak Al, and repetitive gameplay.

Mutant Melee comes in two flavors: Adventure Story and Melee Match. In Adventure Story.

vou choose a hero and tackle old villains The Foot and Shredder in a series of arena stages — defeat all the baddies in one, and vou'll unlock the next (and sometimes a new selectable character.) In Melee, up to four players compete in four different game types that include standards like King of the Hill and Keep Away.

The action is often obscured by the environment, other characters, or even the interface. A too-distant camera perspective



and sluggish response times further detract from the "fun." A budget price is *Mutant Melee*'s saving grace. For \$19.99, it's worth buying to keep a quartet of 12-year-olds out of your hair for a few hours.

– Chuck Osborn



## Bungle in the jungle

## **Predator: Concrete Jungle**

DEVELOPER EUROCOM, PUBLISHER VU GAMES, ESRB MATURE, WEBSITE WWW.PREDATORCONCRETEJUNGLE.COM EXTRAS NONE MULTIPLAYER NO



ant the harsh onesentence summary of Concrete Jungle? How about this: "You'd have a better time watching Predator 2 than playing this."

As a third-person actionadventure, you're a shamed Predator out to rebuild your rep in the future after you FUBAR'd everything during a visit to Earth in the previous century. So you run around some large, open areas using the Predator vision modes and weapons to hunt your human prey.

Even occasional stealth requirements to change up the pace can't staunch the frustrations once everyone and their mother starts shooting at you. Boss fights are frequent and lame throughout

the 27 levels, requiring you to find the right trick to take each down. And as infuriating as the mission failures can be when you screw up, the real backbreaker is the camera. It's wild and got a mind of its own, and you'll constantly be fighting against it, instead of working with it. We won't even mention the hideous PS1-level graphics.

Sadly, we can't even write this mess off as a movie tie-in rush job. It's just unforgivable.

- Ruan McCaffreu

