

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**

Any grade-schooler with three buddies and a *Teenage Mutant Ninja Turtles* lunchbox will probably find

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

weak AI, and repetitive gameplay.

Mutant Melee comes in two flavors: Adventure Story and Melee Match. In Adventure Story, you choose a hero and tackle old villains The Foot and Shredder in a series of arena stages — defeat all the baddies in one, and you'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**



Want the harsh one-sentence summary of *Concrete Jungle*? How about this: "You'd have a better time watching *Predator 2* than playing this."

As a third-person action-adventure, 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.

— Ryan McCaffrey

