



PREDATOR 2

MEGA DRIVE

Downtown LA in 1997 is hot, and we're not just talking about temperature here! Rival Jamaican and Columbian drug gangs hawk their wares on every street corner for all and sundry to sample, killing anyone who tries to stop them. Many police officers have died but still more have gone missing.

As Lieutenant Harrigan, your job is to clean up the streets and strangely enough that's about the time the weird murders start. Men are found all over the city, killed by having their chests ripped open and then strung up like headless chickens. This can only be the work of one person, or more precisely, one thing...



Whaddya know, even though they meant well, the helpful boys at Flying Edge just couldn't get a copy of Predator 2 to us in time (Sega won't let 'em release it in the UK till early next year). And that's where those extremely useful people at The House of Fun, 130 Purwell, Christchurch, Dorset, BH23 1EU come in handy. Give 'em a bell on (0202) 485100 and for just £39.99 Predator 2 could be yours.



The big-game hunter from outer space has returned to our humble little planet to kill some time. It's invisible, it's armed to the teeth and it kills humans for sport.

The game begins with a predator's-eye view of LA which looks very spooky indeed. The obligatory options screen has an abundance of choices for a change, with three difficulty settings and music/sound effects testing. The game also features a handy password continue system, which allows you to jump all the levels you've previously completed.

PROTIP Switch off the auto-weapon select - it saves time but often picks wimpy weapons and is no substitute for DIY.

The action starts with a digitised movie picture which looks good and also tells you how many hostages must be rescued. Arrows appear on the screen directing you to the nearest Terry Waite or to the next stage. Linger too long in any one section, and the fearsome three-dot sight of the predator appears. Should it reach a rope-bound unfortunate, they explode into

a spray of limbs, entrails and blood. Not for the squeamish!

Further mayhem is provided by the drug gangs. Trucks, taxis and motorbikes cruise around trying to turn you into just another road safety statistic, even a few helicopters are thrown in for good measure. Riddle them with hot lead and they drop all sorts of interesting



The last level's digitised cut features a hapless Alien

AVAILABLE IN



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pro REVIEW

drugs paraphernalia (which give bonus points when confiscated) and some very useful hardware.

Our plucky lieutenant starts with a measly pea-shooter of a gun (Arnie would've been mortified!), but can acquire quite an arsenal of

grenades, shotguns, flak jackets and even a few alien weapons carelessly left behind by an absent-minded predator! You can carry loads of weapons and switch between them using the joystick.

Later levels see the predator himself appear onscreen. Whack him a few times with a grenade or shotgun, and he retreats to fight another day. The final level takes place inside his ship, where he invites along a few buddies to the party – and if that wasn't enough, you've also got to rescue 23 hostages!

The sprites are clear, if a little on the small side, but the backgrounds are well-drawn, colourful and scroll smoothly. Everything in this game is viewed from a 3-D perspective view, so finding your way around takes a little getting used to. The sound and music makes up for this, clattering gun fire and grenades whistle out of the speakers, almost drowning out the shouts of the hostages for help.

This game, while being nothing new, still thrills and excites the mind while at the same time freezes it into terror whenever the predator makes a dramatic entry. The single gripe is the collision detection, the 3-D system takes some getting used to but even so there seem to be some major mistakes. Difficulty is set more or less perfectly on normal level, where as the other settings take the game to its two extremes. It'll be a tough one to beat, though.

● Dino "Extra-Terrestrial" Boni

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Minus one hostage! The unlock chap now flying around the screen was dispatched by the Predator! Better be quicker to free the hostages next time.

7710

Whirlybird away! These pesky choppers pop up occasionally to make life difficult by sending large amounts of hot lead your way!



All the hostages have been freed, so it's time for a quick exit – roll and credits...

GRAPHICS	85
▲ Mean, colourful sprites and backgrounds.	
▲ Brightened bits add that little something.	
SOUND	78
▲ Music is listenable, and you can turn it off!	
▲ In-game FX makes the game sound violent.	
GAMEPLAY	76
▲ Violent and satisfying.	
▼ Dinky collision detection.	
CHALLENGE	81
▲ Tough to beat on normal, though.	
▼ Easy level a bit too easy.	

A must for all fans of the film, but get it anyway for a great blast.

PROSCORE 80

PROFILE PREDATOR 2 ● FLYING EDGE ● £TBA ● JAN 93(!)

CART SIZE 4Mbit
PLAYERS 1
STAGES 7
SKILL LEVELS 3
FEATURES password

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