



Hang on a sec, mate! I'll rescue you right after I've filled this guy with more lead than a pencil. If you don't rescue them before the Predator arrives, he'll turn them into finely-chopped mince meat!



## MASTER SYSTEM

LA is suffering from the the hottest heatwave to hit California in 20 years. If that wasn't enough to put off the inhabitants from going outside, then the sudden series of gang murders will. Rival Columbian and Jamaican drug gangs are killing each other in broad daylight, but there's something strange about the murders.

The men killed are either cut to bits or hung up by the ankles and skinned alive! The gangs are just as afraid of the police as they are of this invisible assassin and only one cop has seen it and lived.

You are that cop, cleaning up the streets of LA and rescuing hostages before the Predator can hunt again - killing people in grotesque ways - all in the name of sport.



The Predator appears everywhere and this one makes his entrance as the second level guardian. Dodge the fireballs (since when have the Predator come equipped with flame-throwers?!) and blast him and the ground!

# PREDATOR



Predator 2 starts with a colourful title screen showing LA viewed from the Predator's infra-red eyes. After this comes the options screen which only has two options on it: Start game and Password (to continue a game from a later level). There are no difficulty settings, sound tests or music tests. A bit disappointing to say the least.

The Mega Drive version featured a multi-directional scrolling play area, but the Master System version is just a simple left-to-right scrolling street with the occasional gang member shooting at will. Different weapons such as an M-16 rifle and grenades can be collected, but all of these have limited ammo, so the best bet is to stick with the trusty pistol as it has unlimited ammo.

On each level, a given number of hostages, who are placed at intervals along the stage, must be rescued. If one is missed, they're blown to smithereens by the Predator and, should it kill three hostages on any level, you lose a life and have to start all over again!

The Predator also tries to get you every now and then. His three-pointed laser sight, which tracks your movements, pops up on the screen. If it should catch up with you, then you don't explode into a million bits of



**PRO TIP** To kill the first level-guardian, stand just to the right of the taxi at the bottom of the screen and just keep firing!



warm, red flesh. You simply fall over and die. Shame, it would've been nice to see arms and legs fly around the screen as seen in the Mega Drive version.

After all of the hostages have been rescued, the level guardian pops up for the challenge. These bosses vary from a taxi cab filled with gang-bashers to a helicopter which drops bombs onto your unprotected head. A few swift bullets later and you're given the password that will let you



There's never a Guardian Angel around when you need one. Is there! The subway level is filled with punks and muggers and most of them are hiding behind screens, dustbins and even in the old manhole or two!

# TOP 2

continue from the next level should you die in a hail of hot, super-sonic lead!

Graphically it's okay, although the scrolling leaves a lot to be desired. Some of the quirks from the Mega Drive have crept into this version, such as dodgy collision detection, which make for a frustrating game. Sound effects consist of lots of gunfire and the odd explosion as a grenade explodes. Software houses seem to be wrongly neglecting sound in favour of graphics. They should be trying to strike a balance between the two.

A few digitised pictures appear which look quite good as far as Master System graphics go. I imagine that there wasn't enough room to include all of the pictures that were in the Mega Drive version, but as it's really only a cosmetic touch which doesn't effect the gameplay, then it's not too bad a move after all.

Predator 2 is an attempt to improve a game that couldn't possibly be converted in its original format. The re-write is good fun for a while, but the collision detection problems and sheer lack of action will soon drive you away from it. It's really another case of "try before you buy" or you might come away very disappointed.

● Dino "surveillance is my middle name"  
Boni



**UGLY MOTHER...**  
Don't bother! The graphics are small and the game slows down on occasions when there are a lot of sprites on screen. The sound and music are okay, but you'd be a wise person if you wait for the specially re-programmed Game Gear version.



Welcome to the options screen. Notice, if you will please, the distinct lack of emmm... options!



Don't move, dimbag! Did I fire six shots or did I fire five? Do you feel lucky, punk?!



Now this is the kind of paint job I'd love to have on my Escort! Better watch out for the barrels that are thrown out of it!



**PREDATOR 2**  
ARENA ● £32.99 ● OUT JAN  
CART SIZE.....2Mbit  
PLAYERS ..... 1  
STAGES.....8  
SKILL LEVELS ..... 1  
FEATURES ...password  
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## ACTION STRATEGY

**GRAPHICS 59%**  
▲ Detailed, colourful sprites and backgrounds.  
▼ Scrolling is jerky, but not enough to hurt the eyes!

**SOUND 44%**  
▼ Poor attempt to provide atmospheric music.  
▲ Okay-ish sound effects, but very little use made.

**GAMEPLAY 46%**  
▲ Plenty of weapons to pick up and blast with!  
▼ Run for a bit, shoot, get a hostage, etc...

**CHALLENGE 44%**  
▲ The first few levels are quite difficult to complete.  
▼ Lack of difficulty setting makes it harder than need be.

**PROSCORE 46%**

Nice try guys, but it's well short of the mark! A frustrating, boring and difficult game that will put you off Predator for life.