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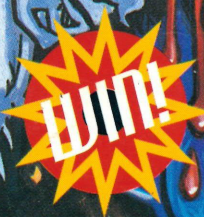
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Predator 2

Terrifyingly exclusive preview inside!

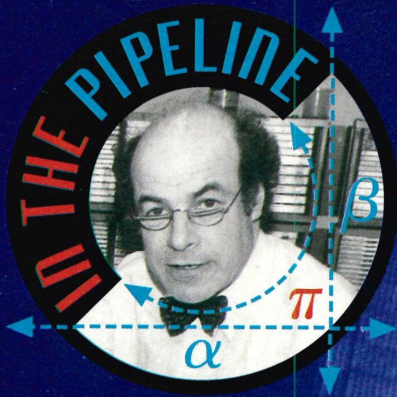
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Predator 2



"Predator Two," said Paul to Duncan MacDonald. "Bless you," replied Duncan. "Shouldn't you be taking something for that cold?" Oh dearie, dearie me.



Predator Two is coming soon to a Master System near you, but the journey has been a troubled one. Want to know why? And want to know how the game is shaping up now? Then read *Oh No, We Seem To Be Jiggered, But Maybe We're Not!* (The Game Zone behind the scenes documentary)...

scene one: predator one

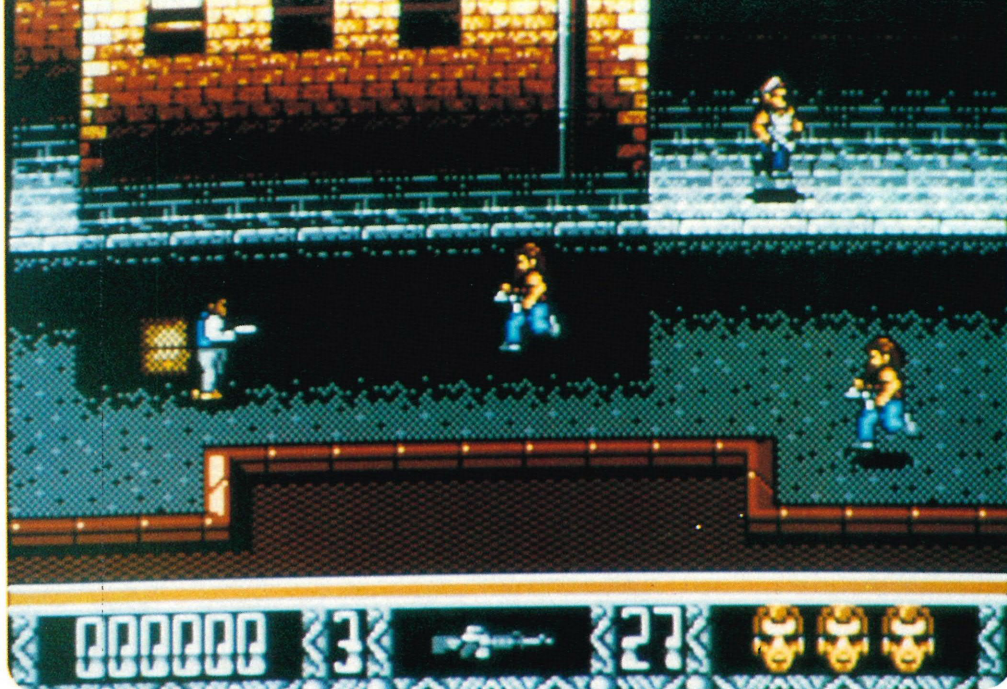
Predator (1) was a film in which Arnie Schwarzenegger and a troop of slightly less famous actors trekked about in a jungle while trying to (a) hide from and (b) kill a large, deadly alien. Arnie and his chums had loads of guns at their disposal – some of the guns big and some even bigger – but what the alien had at his disposal (apart from his death ray and his teeth) was the fact that he could turn invisible... well almost invisible, anyway. However, guns or no guns, everyone except Arnie was killed by the alien, which meant these two mega-beings were able to engage in a showdown, right at the very end. What a climax! *Predator* was a film which demanded a sequel. (Eh? I didn't ask for one. Ed.)

scene two: predator two

Predator 2 was a film in which... well, it was a film in which Arnie Schwarzenegger didn't appear for starters. He was off making *Kindergarten Cop* or something. *Predator 2* wasn't set in a jungle either, being set instead in New York city. There were loads of baddies hanging about in the city, they were drug dealers, and they had guns. There were loads of goodies also hanging about in the city, cops, and they had guns as well. And the alien who could sort of turn invisible was hanging about too. The goodies were trying to kill the baddies, the baddies were trying to kill the goodies, and the alien didn't care who he killed. Or something like that. It was a film that demanded a computer game. (But I... Oh, never mind. Ed.)

scene three: the master system version

Now we get to the problems. The game was started in March 1991, and was going to be coming fairly soon afterwards courtesy of Mirrorsoft. But something happened: something which made things not go quite as planned. It all started when... well, read scenes four and five and you'll get the idea.



A street scene. Quite unlike the olden days, instead of Tea Shoppes and promenading peeps it's full of battling bastards.

scene four: on a yacht near tenerife

Robert Maxwell: I'm bored sitting here in my expensively furnished cabin. Hmm. Tum te tum. Bored, bored, bored. I know, I'll go out on deck to look at the stars – and maybe I'll try to finish off my Quiztime Super Fun travel crossword book while I'm at it. I'll sit on the railings.

Skipper: Um, are you sure that's wise, sir?

Robert Maxwell: Look here scumbag – I don't pay you to ask me if what I'm doing is wise, you know.

Skipper: No sir.

Robert Maxwell: So what do I pay you for?

Skipper: You pay me to drive the boat and keep my mouth shut, sir.

Robert Maxwell: Precisely. Get back to your duties and don't come into my room again. I'm off for a stroll.

Skipper: Yes sir.

scene five: a telephone conversation the next afternoon

Programmer 1: He's dead apparently.

Programmer 2: You're joking!

Programmer 1: No I'm not, seriously, It's been on the news reports on television all day. He was killed on his boat they say.

Programmer 2: Shot?

Programmer 1: Drowned, apparently.

Programmer 2: Shit. So where does that leave us then?

Programmer 1: Jiggered from what I can see. Mirrorsoft probably won't want the game now.

HIGH SCORES		
PLACE	NAMES	SCORES
1	PREDATOR	000400
2	ANGELA	000300
3	LOUISE	000200
4	PAUL	000100

Paul Lakin is 4th in the 'People I've had for breakfast' league.

scene six: mirrorsoft goes down the toilet

Mirrorsoft (ie. a tiny part of Robert Maxwell's empire) goes down the pan and the *Predator 2* project moves into an indefinite holding procedure. "Go no further," is the command. A lot of people are less than ecstatic about this, even though they were sort of expecting it. Some of them shout at some of the others down telephones. They wave their fists around and use words like 'bollocks' and 'fat bast' and 'Tenerife' and 'not fair'. And things like that.

scene seven: much time passes

The seasons continue unabated. A small white rabbit called Blinky dies of Scabulus Scabulosis, and is eaten by ants. The earth continues to revolve about the sun. A small asteroid skirts the edges of the solar system and collides with Pluto. New galaxies are born in the far flung reaches of the universe. Chesney Hawkes becomes famous, then he becomes unfamous again. And so on.

scene eight: enter acclaim to rapturous applause

Suddenly, as if from nowhere and just as all looks lost, someone from Acclaim appears and says, "Wait a minute, that *Predator 2* game that was being done for Mirrorsoft looks like our cup of tea. Let's touch base as it were. Let's talk turkey, do lunch, exchange business cards and get this software back on the road again." But



The Predator's latest victim was brave till the end but you could say he's a bit spineless now, boom boom!

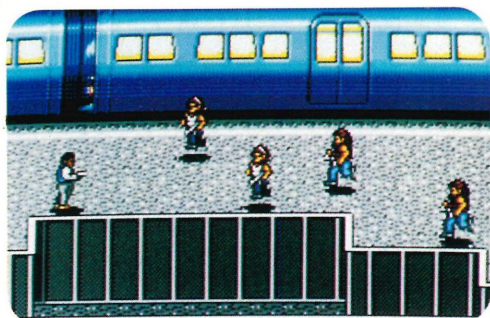


there was one thing still wrong – the original programmer had decided he was off. He was sick of waiting around for so long. He was going, and that was it. “We can handle that,” said the person from Acclaim, “We’ll simply bring in **our** top programmer and he can take over.” And they did just that. *Predator 2* was back in business.

scene nine: a look at the game

And this is what it’s all about. A seven level, gun totin’ extravaganza with more nasties than you could shake, well, a gun at. You play Haggerty (a cop, and the hero from the film) and your aim is to rescue the hostages on all the levels before the Predator causes them to blow up. Simple? No, because, as you can imagine, the game isn’t just you sauntering through a load of empty levels, it’s actually full of people who want to kill you – the drug dealers, basically, from the film. Out they pop, right left and centre. Out of the ground, too, from underneath manhole covers and suchlike. Each time you score a kill, the drug dealer concerned releases a hypodermic needle, which can be collected for bonus points. There are also, as you’ll have guessed, power-ups galore.

Level one is set out on the street and is hard enough, but level two leads you down into the subway where things only get worse – not only are the drug dealers still in evidence, it’s also your first encounter with the alien (and don’t forget, the alien in *Predator 2* can become



Down in a tube station at midnight, but is the alien too?

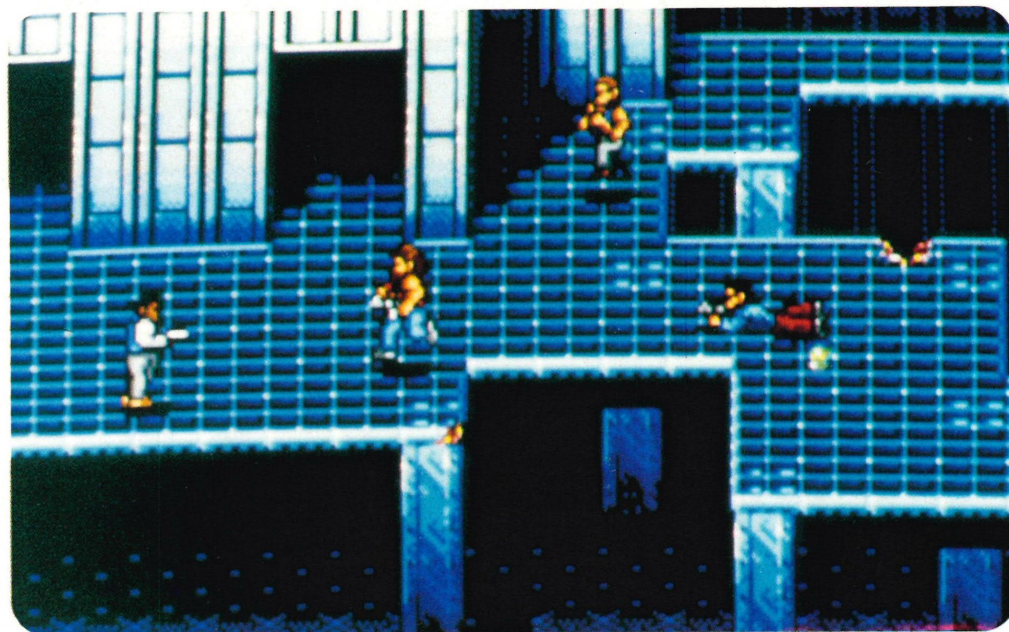
invisible. Nightmare). Level three is another street and it’s blast, maim, kill all the way – as you can imagine – using any power-ups you happen to have come across (and not lost) from your previous encounters. Level four takes you from the street all the way up to the rooftops, where death doesn’t just come in the form of bullets from your enemies, but also from accidentally falling off the edges. There’s not a lot of room to play with up there, you see. After negotiating the rooftop section, it’s onto level five – the slaughterhouse. The screen scrolling speeds up a tad in this section, and the action follows suit. Another thing about the slaughterhouse level, apart from being frantic, is that it’s completely gory (mind you, what would you expect from a factory in which cows have steel bars slammed through their skulls?) After the slaughterhouse, it’s back to the street again before hot-footing it to the final level, level seven, the alien’s spaceship. So there you go. Shoot bullets or throw bombs. Kill or be killed. It’s hard going, but each time you complete a level, you’re given an access code – meaning you can start from where you left off every time you come back to the game.

As you’ll have gathered, although Acclaim has come to the rescue and *Predator 2* is back in the running, it’s still not quite finished. What we’ve seen so far looks pretty fab, though. What do you think? What would Robert Maxwell have thought? Only Doris Stokes could tell you. (Except she’s dead too, of course. Ed.)

Out: November
Price: £14.95
Publisher: Acclaim



A rooftop stake out. But the question must be asked: how will they cook their steaks without a barbie?



What a novelty! Instead of having them for breakfast these Americans have decided to put waffles to another use.



Interior decor extraterrestrial alien-style.