

ALIEN vs. PREDATOR™

Alien vs. Predator (Capcom)



By Slasher Quan

The masters of side-scroll mayhem at Capcom bring us just what the face-hugger ordered: a massive dose of blood, combat, and shooting. Aliens have infested a metropolis on Earth, and if they're allowed to spread further the planet could become one giant egg nest! Enter two human cyborgs with the vengeance to kill, and a pair of Predators with only a love for the hunt. Three players choose any of the four characters in this seven-level suicide run.

Technique looks strong, with jump, shoot, attack, super move, and Street Fighter-motion special moves available

(though no block). An interesting combo system allows for standard run-in-and-rumble flurries as well as juggle hits and toe taps. Your mission won't be easy as the Aliens have allied with corrupt humans and you'll have to hose down everything in sight. Who's on whose side changes by the minute, and at one point the Queen even impales her human general and slices his body in half.

Look for more on AvP soon. Believe it or not, this one rips!



Power Instinct (Atlus)



By Manny LaMancha

Atlus' Power Instinct looks like just another fighting game copycat, but there's some unique stuff that makes it a blast to play.

Unique to Power Instinct is the vast amount of aerial action. Not only can each character double-jump, but most can do special moves in the air - and multiple times! This makes for some awesome air combos that nicely complement a solid ground combo system, which uses the same principles as SF II.

A satirical edge adds to the game's draw. For example, the grandmotherly Gogetsuji Otane can leap on the opponent and lay a series of kisses on them. Not only does this move put a hurt on the foe's damage bar, but it also transforms Gogetsuji into a youthful woman, with a new set of moves to use.

Another neat touch is when you bust open an obstacle at the edge of the screen and discover more room to battle.

Even though it doesn't show off improved technicals such as in Mortal II, your fighting instinct and funny bone may propel you toward this machine.

