Alien vs. Predator (Capcom)

By Slasher Quan
The masters of

side-scroll mayhem at Capcom
bring us just what the facehugger 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

this seven-level suicide run.
Technique looks strong,
with jump, shoot, attack, super
move, and Street Fightermotion special moves available

any of the four characters in

(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 (Attus)

By Manny LaMancha

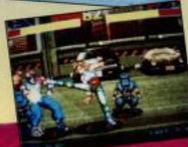
Atlus' Power Instinct looks like just another fighting

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.



