

**KEITH**



Predators are a race of hunters. They live for the thrill of the chase and they yearn for that final killing moment. So what do you do when you've totally depleted all indigenous life on your native planet? Answer - drop hundreds of Alien eggs onto the surface of a planet which was once an Earth mining colony and wait for them to hatch. You play the lone survivor of a Predator party who were wiped out by more Aliens than you can possibly imagine. Can you survive?

I was hoping for some kind of blood-curdling beat-'em-up when I whacked this into my Game Boy, well it certainly wasn't that. What appeared before me was a dull platform game with the main sprite looking like a school caretaker with a mop on his head!



Use bombs to blow up the weak floor underneath the cocoon.

The cloaking device is activated as another alien roars!



An alien closes in for the kill.

**ALIEN VS PREDATOR**

*Prey you never play it!*

There are seven levels in all which must be completed, on each level the only aim is to collect a key and then wander around bland looking corridors; leaping and fighting your way along until you reach the door to the end. The Predator can even climb ladders, although I wish he couldn't - you can't take the game seriously after you've seen the size of his buttocks!

Judging by the story line, you would imagine the place to be crawling with scummy Aliens, strangely enough the Aliens rarely appear, but when they do they can be in the guise of either a face-hugger, a chestbuster and of course Alien Warriors.

To help you out is a formidable arsenal including bombs, a laser cannon, cutting disks, wrist blades and the legendary cloaking device. Whenever an Alien is defeated it emits a tiny squeal and then disappears, there's no acid, no steaming carcass and definitely no excitement.

What a shoddy licence this is, but with seven levels you shouldn't have to put up with it for too long if you're actually sad enough to buy it. The only scary part of *Aliens vs Predator* is that people might just do that, because at £14.99, it's quite a reasonable price, but please don't succumb, go and buy one of the films instead.

**RYAN**



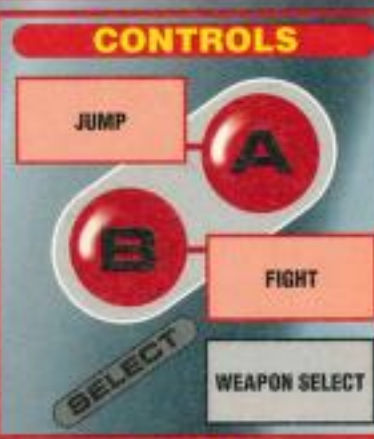
Despite the heavy criticism of the Super NES version, it would appear that someone still firmly believes that coupling these two futuristic horror figures was a good idea. The problem with *Aliens vs Predator* is that nothing particularly interesting happens. Occasionally you'll encounter a few face-huggers or full-blown alien creatures, but these offer no challenge whatsoever. On the plus side, the graphics are okay, and I liked the weapon select option. However, with only seven levels, long-term enjoyment is scarce!

**THE REAL GHOSTBUSTERS**

The other exclusive release by Future Zone is a puzzle game, where basically you have to get your 'buster to the end of each level. This is done by drilling into blocks to find various useful items such as keys for opening doors and bombs to kill enemies. The whole concept is very simple and *Ghostbusters* is easy to get into and enjoyable to play. The main problem is that it's a bit too easy, even with 51 levels to complete, so it's going to appeal to kids more than adults. At £14.99 this is quite a bargain and well worth shelling out for. Overall: 80%



<b>PRODUCER</b>	ACTIVISION
<b>PRICE</b>	£14.99
<b>RELEASED</b>	MAY '94
<b>GAME TYPE</b>	PLATFORM
<b>CART SIZE</b>	1MBit
<b>FEATURES</b>	NONE



<b>RATINGS</b>	
<b>GRAPHICS</b>	64
<b>SOUND</b>	64
<b>GAMEPLAY</b>	58
<b>LONGEVITY</b>	51

**OVERALL**  
**54**