

BURNING UP THE ARCADES



pate in the carnage, and there are four characters to choose from: Two Predators—a Warrior and a Hunter—and two humans named Major D. Schaefer (a buff dude) and Lieutenant Linn Kurosawa (who almost certainly was designed by the same Japanese artist who created the



While in Sunnyvale checking out Atari's *Alien vs. Predator* game, we managed to muscle our way into a local arcade where Capcom's new *Alien vs. Predator* arcade game was being test-marketed.

Unlike the subtle, creeping atmosphere of the Jaguar adventure, the coin-op *AvP* game comes out with guns blazing. It's a side-scrolling contest in the tradition of Capcom's own *Final Fight* and *Punisher* games. Up to three players can partici-

Cammy character in *Super Street Fighter II*.) Each character has different degrees of speed, power and shooting skill.

Though the game wasn't 100% complete when we played it, the essential elements of a good, loud shoot-'em-up are already in place. We also had fun picking out certain details that are sure to be changed or deleted before the game gets a full American release, including power-

ups that look a little too much like Pepsi cans and certain expletives that the humans shout when the action gets really intense. Look for the game this summer!

