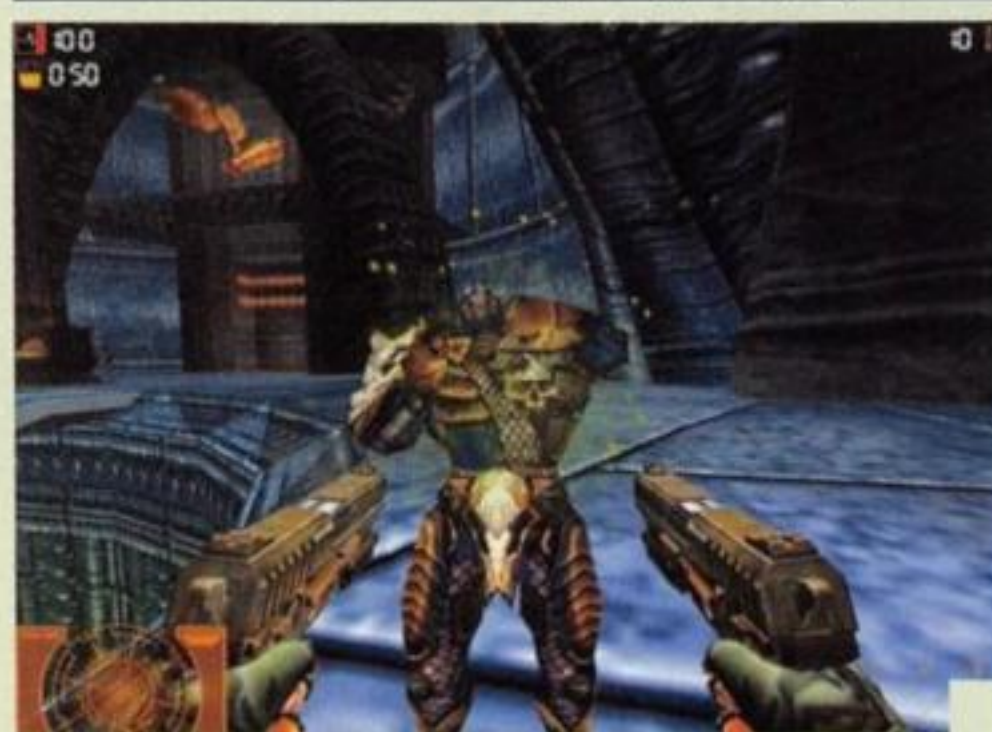


Predator goes hunting for gameplay.



PC

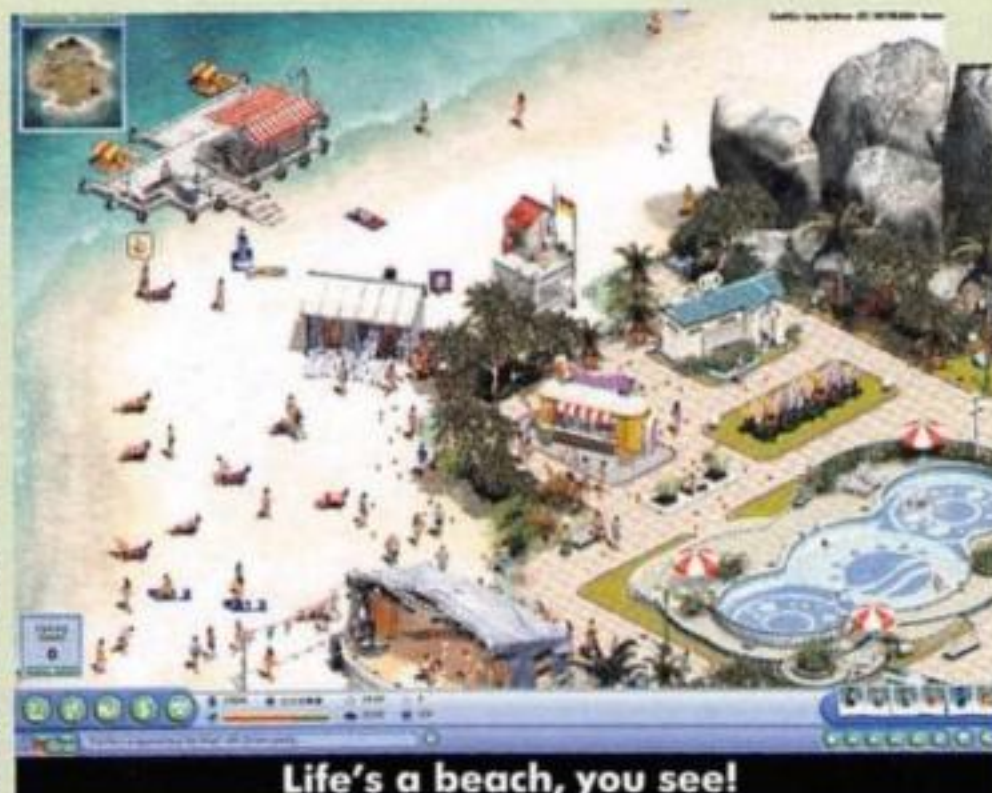
Aliens Vs Predator 2: Primal Hunt

CATEGORY: FPS >> PLAYERS: 1-16 >>
PUBLISHER: Fox Interactive/Sierra >> PRICE: \$TBA >>
RATING: M15+ >> AVAILABLE: Now >>
REQUIRED: AVP2 >>

What went wrong? Aliens Versus Predator came along and won a few fans, then Aliens Versus Predator 2 came along and won over even more fans with its thick, creepy atmosphere and tense action. Now Fox Interactive have gone and employed the developers who made the abysmal Kiss: Psycho Circus and asked them to pump out an expansion pack. Who should be surprised then that it sucks? Psycho Circus was rank, and Primal Hunt is equally as poor.

For fans of AVP2, you'll want to know that there are four new multiplayer maps (which are all incredible examples of lame design), three new single-player campaigns (consisting of nine missions full of horrendous examples of quick save/quick load gameplay. Yes, that's only three missions per campaign) and a bunch of new characters, weapons, creatures and story. Our biggest gripe with the bulk of the gameplay, is that it's just mindless fragging, with glitchy spastic AI, and none of the tension and well-paced action from either of the two original games. Packing levels full of enemies and having them rush at your face might have worked in Serious Sam, but it doesn't work in Primal Hunt, and only serves to aggravate. There's really nothing in this package that makes up for the b-grade gameplay on offer, and sadly, we'll just have to sit and wait for Aliens Versus Predator 3.

Game over man, game over. - **Frank Dry**



Life's a beach, you see!



PC

Beach Life

CATEGORY: Sim >> PLAYERS: 1 >>
PUBLISHER: Eidos >> PRICE: \$89.95 >>
RATING: TBA >> AVAILABLE: Now >>

Are you 'avin it? Are you off your tits? Are you sorted for pills'n'wizz? Do you think a white glove, whistle and glow sticks are legitimate fashion accessories? Do you fit any other gurning British clubber stereotypes? Then this may be the game for you.

Beach Life takes the standard sim game and plants it into an Ibiza-esque holiday resort setting. If you've played games like Rollercoaster Tycoon you'll know what to expect, just add alcohol, clubbing and totty, and take out err... most of the rides. Your goal is to earn money by running a slick and hip resort. At your disposal are a wide variety of structures such as restaurants, jacuzzis and clubs, a selection of staff to hire, and control over everything from the price of accommodation and a meal at the restaurant, through to the hourly rate and working hours for your staff.

It all adds up to a fun - if somewhat un inventive - experience. We would have liked more hands-on options, such as greater scope in landscaping and customising structures. Also, you have to unlock the more advanced buildings and staff in the campaign mode before you can use them in Sandbox mode. This may turn off people who are already experienced in the genre, and who just want to start from scratch with the full tool set. It also makes the game feel really limited early on. Even so, Beach Life makes a good entry-level game for the genre. We also dug the soundtrack featuring the likes of Laurent Garnier, Afro Medusa and Kinobe (and the ability to import your own mp3s into the playlist) and the very slick Naked Music style menu presentation. - **Cam Shea**



That's what you call a mental block.



PS2 GCN XBOX

Tetris Worlds

CATEGORY: Puzzle >> PLAYERS: 1-4 >>
PUBLISHER: THQ >> PRICE: \$TBA >>
RATING: G >> AVAILABLE: Now >>

Tetris, it just won't die. I guess it's the world's first undead puzzle game. Yes, zombie software. Look out, it's coming to feast on your brain.

In this incarnation of Tetris, there are a bunch of different modes to the vanilla Tetris, with six variations in all. These include Hot-line Tetris, in which you get big points for clearing lines at specific points in the grid, and Sticky Tetris, where blocks of the same colour stick together, vanishing once you've jammed 25 in together. The variations do help give the game a bit of longevity, but it all still boils down to Tetris in the end. If you don't want a copy of Tetris on your shelf to pick up and play every now and again, then there's no real reason to pick this one up. Until the next time this game comes lumbering out of the graveyard... - **Eliot Fish**

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---------|-------|----------|---------|
| 84 | 88 | 60 | 62 |

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---------|-------|----------|---------|
| 75 | 82 | 70 | 72 |

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---------|-------|----------|---------|
| 65 | 62 | 85 | 70 |