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More deathwalking in Prey 2?

## [Prey 3 Is Officially on the Radar](#)

### *Details are not on the radar*

There's a new production company in town and it has its game releasing weapons locked and loaded. Although the long development time of today's games industry means those games won't get fired for a while. The names written on the ammunition are interesting, though (and I've taken the weapons reference as far as it can go).

Radar Group has confirmed that there are three projects that they are currently overseeing, all of them based on the Unreal 3 engine and in development for the PC, Xbox and PS3.

One of them is Prey 2. The speculation that has been going on for some months is over. The sequel to the original game, that sold more than 1 million copies and earned some pretty favorable reviews, is being developed by Human Head studios and 3D Realms will be the publisher. The developers promise a better game than [Prey](#), with more portal-based action, more spirit powers and a larger world to explore. Which is all pretty generic and details are in very short supply. Like bullets in a Mid-Western town when the bad guys roll in (I promise to stop).

Radar Group is also overseeing the production of Incarnate, a game set on the premise that various evil people from history, like Stalin and Temunjin, are reincarnated in Chicago, while the player has to chase them around and capture their souls. The very supernatural sounding game will feature "elaborate chase gameplay that Assassin's Creed barely touched upon," in the words of Scott Miller, who is co-founder of Radar Group and founder of 3D Realms.

The last game revealed is Earth No More, a shooter in which the player battles mysterious plants that seem to terraform the city he lives in, in preparation of an alien invasion.

All three projects sound interesting at first sight, but a lot more details need to emerge before we can say whether they'll develop into games worth playing or they'll remain vaporware like [Duke Nukem 3D](#).