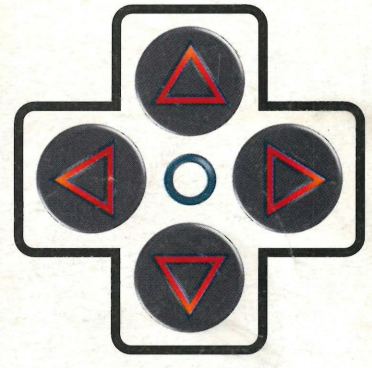


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SATURN



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Reviewed:

- TOMB RAIDER
- DAYTONA: CHAMPION EDITION
- WORLD WIDE SOCCER
- MIGHTY HITS
- VIRTUAL-ON



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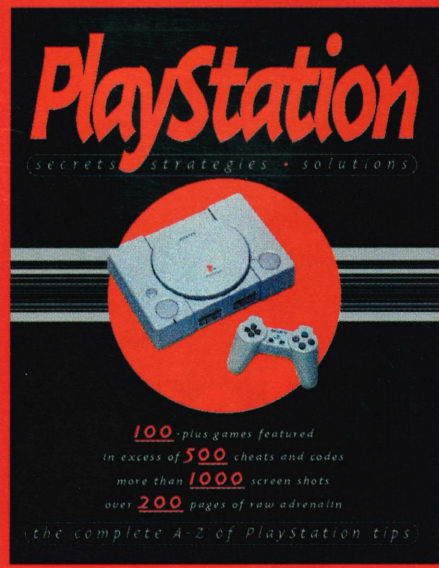
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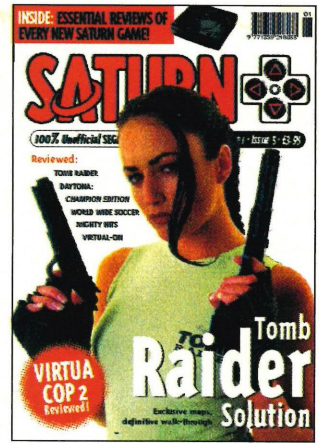
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Unauthorized! Unrivalled! Unbelievable!

The magazine has taken a different direction this month as we proudly present the first part of our exclusive guide to the marvellous *Tomb Raider*. No Saturn owner should be without this epic game and so we're sure you'll appreciate all the help you can get. Inside this small, yet finely crafted magazine you'll also find the latest Saturn reviews plus a look at Sega's special Christmas present to their throng of devout followers... *Christmas NIGHTS*. Hope you enjoy and we'll see you in the new year.



[04] NEWS

A spectacular special feature on the fabulous Christmas extravaganza from Sega, that is *Nights*...

[06] REVIEWS

The latest batch of Sega titles reviewed and rated by our panel of illustrious badass judges.

[09] GUIDE

The only guide to *Tomb Raider* you'll ever need. Explored and mapped with everything revealed!



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News

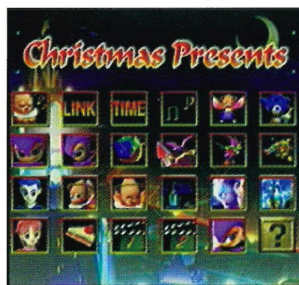
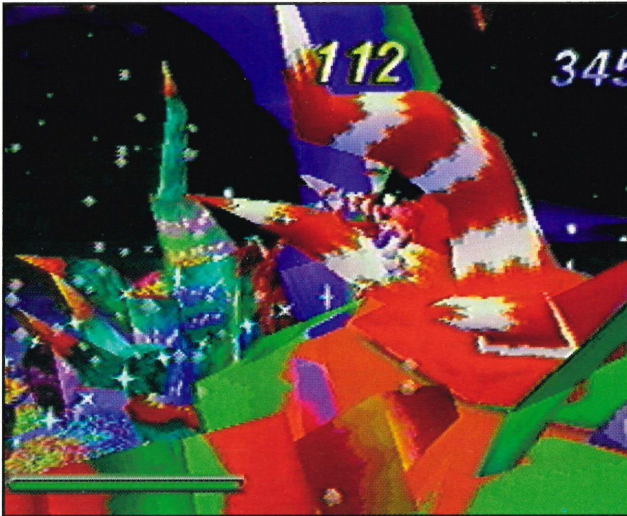
'Twas The NiGHT Before Christmas...

Sega have really got into the festive swing of things this year, and to prove it, they've got a real treat lined up for potential Saturn owners and existing owners alike... Christmas NiGHTS!



Christmas NiGHTS is a slightly reworked, seasonal edition of the game we all know and love. It features the first Spring Valley level lovingly re-drawn with lots of festivities dangling about the place to brighten things up. In fact, everyone in the game is in on the act - done-up in Santa cosies to look the part. The whole thing kicks off with some sentimental trash story narrated by some Japanese bird who wouldn't know expression in voice if it bit her blinkin' head off. Anyway, suffice to say the pesky young scallywags once again indulge in their apres-sleep adventures. What with this game being only one level long,





Sega have padded it out with loads of extra treats that you wouldn't normally see. For a start you must ensure that the clock in your Saturn is correctly set because *Christmas NIGHTS* is designed in such a way that more and more unfolds the closer it gets to the big day. For example the scenery and music changes for a more festive feel – we especially liked the jangly

rendition of Jingle Bells! By completing the Spring Valley course with both characters and defeating the boss at the end, you'll be rewarded by a special game of patience whereby you must uncover two identical icons to be awarded a special 'Christmas Present'. There are 24 presents to collect in total, 23 of which are obtained using the patience game, and

the last one... well, we won't spoil it for you by releasing that information just yet!

Christmas Nights looks set to become a collectors item as stocks are very limited. You can obtain a copy over the Yuletide season by either purchasing a Saturn, if you haven't already got one, or buying software, although you'll have to check this with your local stockist for confirmation. By whatever means you're able to obtain it, get it at all costs. It's a brilliant little package and will certainly persuade anyone as yet untouched by *NIGHTS* to rush out and purchase a full copy of the game. Read on for more details...

SACK OF DELIGHT

Complete this special edition of *NIGHTS* and you'll gradually collect a whole wodge of lovely presents to play about with. Granted, you'll have to complete it loads of times to get the whole lot, but its worth it!

TIME ATTACK

A special mini-game whereby you must race around the level trying to obtain the fastest time possible after collecting all of the objects.

LINK ATTACK

Obtain the longest possible link around the course. Tricky, but incredibly compelling.

KARAOKE

Sing and bop along to the incredibly cheesy *NIGHTS* theme tune. The words are displayed for added authenticity. Rock 'n' roll!

NIGHTS MUSEUM

There are 14 separate picture archives that contain loads of beautifully rendered *NIGHTS* artwork. There's nothing to do apart from look it at, but it's a nice inclusion anyway.

MELODY BOX

Create your very own thumping soundtracks with this novelty music kit. You string various effects together for often hilarious results. Who knows, you could be the next Robert Miles!

NIGHTS GOODS

Have a browse through the *NIGHTS* merchandise catalogue and see what those crazy Japs have got circulating around the chain stores. I'll have an alarm clock please!

MOVIES

Sit back and enjoy two *NIGHTS* movies that have been shown around various computer fairs, and even if you haven't got the finished game, you'll certainly buy it after having a look at these.

SONIC

This is by far the best present we've come across. It basically involves you becoming Sonic the Hedgehog and scaling the Spring Valley course on foot. Using your power jumping capabilities, you must collect the gems as before and deposit them at the Christmas tree. If you manage to complete all four courses, you face a different boss than the one that Claris and Elliot take on.

VIRTUAL ON

Certain corners have been championing the Sega camp for their spot-on conversion of Virtual On for the past few months... but why? Knock me down with a feather, but we just can't see the appeal. If you're going to get picky, this game is nothing more than a supped-up version of Namco's Cyber Sled, whereby your sole aim is to explore numerous worlds, chasing demented robots around maze-like complexes blasting the complete and utter crap out of them. Fine, in theory, but there is something severely lacking from Virtual On to make it exciting and even playable in the long run. It's pretty standard stuff. Pick your mechanoid from a



line-up of eight, send them out into the great unknown against a scary counterpart and then hunt each other down, cat and mouse style, taking pot-shots at each other whenever the opportunity arises. The ultimate aim is to sap all of your opponent's energy bar using whatever arsenal your mach has at their disposal. Most come equipped with some kind of homing missiles, standard straight-firing guns, and of course close-range attacks.

Being in full 3D, you're able to view the entire playing area by tapping the shoulder buttons to rotate the scenery, thus making it easier to pick-out where your opponent is hiding (not that it's particularly hard



anyway considering you're got an arrow to help you plus they never stop firing long enough for you to lose track of them!). Graphically this game is very sound and polished, and indeed it is a very fine conversion... of what we believe to be a crap game to begin with. Sorry Sega but this type of thing is old hat now and no amount of hype can disguise the fact that every gamesplayer in the country has been there and done it many, many times before. Back to the drawing board.

● Dave Lister

WORLDWIDE SOCCER '97

Certain Since our import review last issue, what was once Victory Goal, has taken the nation by storm in its Worldwide Soccer '97 guise. What with rave reviews, telly adverts and suchlike, we just couldn't resist hopping on the bandwagon and offering our two cents.

Decent football games have been scarce on the Saturn, so when this eventually arrived in its new and improved English format, we just melted under its sheer brilliance. It would appear that everything that was wrong with the import version has been eradicated and re-done. Scoring takes more skill and accuracy than merely dribbling around the keeper, the

sides are more evenly matched to ensure for frantic, nail-biting matches that could swing either way at the break of the leg. And what's more, it's just so damn addictive we just haven't been able to put it down for the past two months – that should give you some idea of the value for money timescale we're talking about here.

With any football game, this is best played with two humans as opposed to one human taking on a computer-controlled side. This reduces the embarrassing ease of which you can suss out their tactics and hastily transform their weaknesses into a skip-load of goals. Granted, there are a couple of pre-set methods of scoring (lobbing the keeper being particularly annoying seeing as the bloke between the sticks doesn't even attempt to go for the ball), but once you get wise to these you can promptly cut out the attacks before they happen – making light-hearted games tense, and exhausting battles, the loser being the first unfortunate sod to make a mistake and pay the consequences. It's not just the gameplay that makes this so great, there's the attention to detail as well. The fabulous motion-captured players who seem to display every trait of their on-pitch counterparts, and then there's the impressive arsenal of nifty skills you can master to keep one stride ahead of your opponent. A great game that you'll keep coming back to time and time again.

● Dave Lister



SATURN+

VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	AM3
RELEASE DATE:	1st Quarter '97
PRICE:	£49.99

- Shoot-'em-up
- 1 to 2 players
- Eight different mechs
- Japan
- Plenty!

GRAPHICS:	87%
SOUND:	80%
GAMEPLAY:	76%
LONGEVITY:	80%
PRESENTATION:	81%

83 PERCENT

SATURN+

VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	Sega Of Japan
RELEASE DATE:	Out Now
PRICE:	£49.99

- Sports
- 1 to 12 players
- Different stadiums
- Japan
- N/A

GRAPHICS:	89%
SOUND:	85%
GAMEPLAY:	90%
LONGEVITY:	92%
PRESENTATION:	90%

91 PERCENT

TOMB RAIDER

Not only is intrepid adventuress Lara Croft a bit of a looker, she's also a joy to play with! Seldom before has a video-game character offered such freedom of movement, particularly in full 3D. In addition to walking, running and jumping, this action girl can somersault around, haul herself up rocks, shimmy across ledges, and dive into water pools for subaqua swimming sections. That's when she's not got her twin pistols drawn to blast through hordes of intelligent enemies, ranging from wolves and bears to Egyptian mummies, rival male



explorers and a scarily realistic T Rex.

For such complexity of movement, the control system is surprisingly instinctive – a nice touch to avoid frustration is that you can't fall off platforms when walking rather than running. However, if you reckon that'll make it easy to complete, better think again.

15 huge puzzle-packed levels form one of the most formidable challenges in any game. You really do need to explore every nook and cranny to find keys, useful items, ammo (for Magnums, Uzi etc) and secret areas.



Tomb Raider's well-balanced combination of adventuring, puzzle-solving, shooting and platform jumping makes for perfect playability. No wonder it's being seen as the 32-bit answer to Super Mario 64. Unmissable.

● Arthur Fowler

SATURN

VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	Core Design
RELEASE DATE:	Out Now
PRICE:	£49.99

- 3D Action Adventure
- 1 player
- Save game
- UK
- 15 Levels

GRAPHICS:	96%
SOUND:	92%
GAMEPLAY:	97%
LONGEVITY:	98%
PRESENTATION:	94%

97 PERCENT

DAYTONA USA CHAMPIONSHIP

After the vile, putrid gack that was Daytona's first appearance on the Saturn (billed at the time as a flagship game – ha! Don't make me laugh!), all eyes are on this update to set the record straight once and for all that AM2 aren't the only developers who can unleash the Saturn's potential to make a good and long lasting racing game. Sadly, like the original, DUSACCE is another missed opportunity. You see the original wasn't that bad if you stripped away the crummy graphics. But instead of keeping the same gameplay and merely reworking certain other aspects, the programmer shave basically designed a completely new game that plays nothing like the Daytona you all know



and... er, like. Granted, the cars look fab, the tracks are works of art and even the clipping has been greatly remastered so as to actually look like the distance slowly coming into view, as opposed to appearing from out of nowhere and startling you.

Without the gameplay of the coin-op or even the first Saturn Daytona, this is a worthless update and shouldn't even be uttered in the same sentence as Daytona. What you've basically got here is a game that looks and plays very well in its own right, but when associated with one of the greatest racing games of all time, you would want to expect much more than what you get here. Nice two-player game though!

● Dave Lister

SATURN

VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	CS Team
RELEASE DATE:	Out Now
PRICE:	£49.99

- Racing Sim
- 1 to 12 players
- N/A
- Japan

GRAPHICS:	88%
SOUND:	83%
GAMEPLAY:	84%
LONGEVITY:	82%
PRESENTATION:	89%

85 PERCENT

VIRTUA COP 2

Bigger! Better! Faster! LOUDER! Virtua Cop 2 arrives with all of the ferocity of a huge, sizzling Hollywood Blockbuster. The game of the year has officially arrived. If you thought the original was a groundbreaking event for the Saturn, you haven't seen nothing yet. VC2 explores pastures new and brings a whole host of exciting new features into the already tasty mix. Take for example the multi-directional paths through the levels – this increases the size considerably as you explore new domains and introduce a whole new assortment of polygon hoodlums to a grizzly end. The action element has also been greatly improved. What with high-drama



car chases and room shaking in-yer-face explosions you'll soon realise why this is the only game you should definitely buy this year. It goes without saying that you couldn't really improve the gameplay of the original – it was fantastic, but the visual appearance has been supped-up beyond recognition and as a result the game seems to play smoother and more impressively than ever. Although the frame rate is identical to the original, the amount of detail is greatly increased so that you feel as though you're playing a coin-op perfect conversion, everything seems to be here in all its classic beauty, and the gameplay is so addictive you just won't be able to put this game down until you've seen and done everything, and believe me, that takes some doing. Even when you have beaten the bad guys and save the Virtua City streets from the hordes of low-life scum, you'll still want to pick up your gun and go about it again and again. A classic game in every sense of the word and indeed one that no Saturn owner could possibly afford to be without. Bangin'!

● Dave Lister



What the hell is this? I know we've been crying out for light-gun games for ages but to churn out something as naff as this is unforgivable. Mighty Hits is a vast compendium of mini games all designed for use with the light gun, you basically pick three to play from an extensive list and then line-up your sights for some sharp-shooting action. The games on offer are an exceedingly strange affair, and range from bunny baiting to (rather oddly)cactus nobbling. All have a childish feel about them due to the colourful cartoon graphics, but some of the games are actually quite clever and sophisticated if you look past the stark, bland exterior. Take the raft game for instance – marvellous! You must help a hillbilly geezer land on his raft by shooting the bunches of balloons that he is holding in each hand. The more you shoot the quicker he'll descend, and then there's the added twist of shooting more

MIGHTY HITS

balloons on one side to steer him left or right. Sadly, this is where the fun ends because the majority of other games consist of unimaginative spot the odd-one-out and blast them type shenanigans. At a bargain price, this game isn't that bad, all things considered, but as a shooting game that is supposedly aimed at everyone, it lacks any sort of appeal – let's face it, Mighty Hits, when placed alongside Virtua Cop 2, looks like a twisted, deformed half-brother that should have been drowned at birth. If this is the best light-gun game Sega can produce without polygon cops and blistering car chases, then they can bloody well keep it!

● Dave Lister



SATURN+

VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	AM2
RELEASE DATE:	December
PRICE:	£49.99

- Shooting Game
- 1 to 2 players
- Various training modes
- Japan
- Multi-directional stages

GRAPHICS:	94%
SOUND:	90%
GAMEPLAY:	94%
LONGEVITY:	92%
PRESENTATION:	93%

94 PERCENT

SATURN+

VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	Sega Of Japan
RELEASE DATE:	January
PRICE:	£29.99

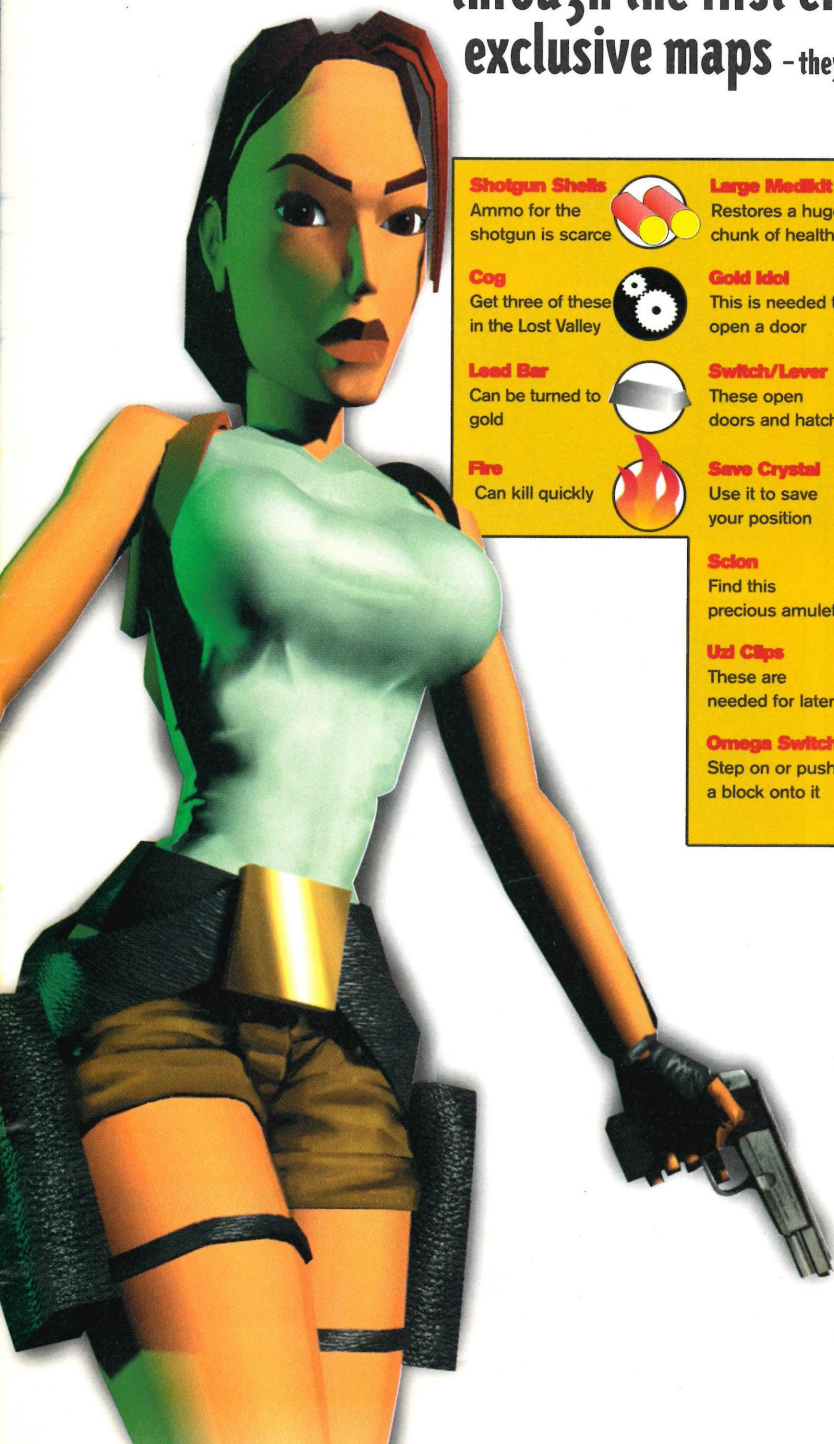
- Shooting Game
- 1 player
- Numerous games
- Japan
- N/A

GRAPHICS:	78%
SOUND:	74%
GAMEPLAY:	64%
LONGEVITY:	71%
PRESENTATION:	70%

72 PERCENT

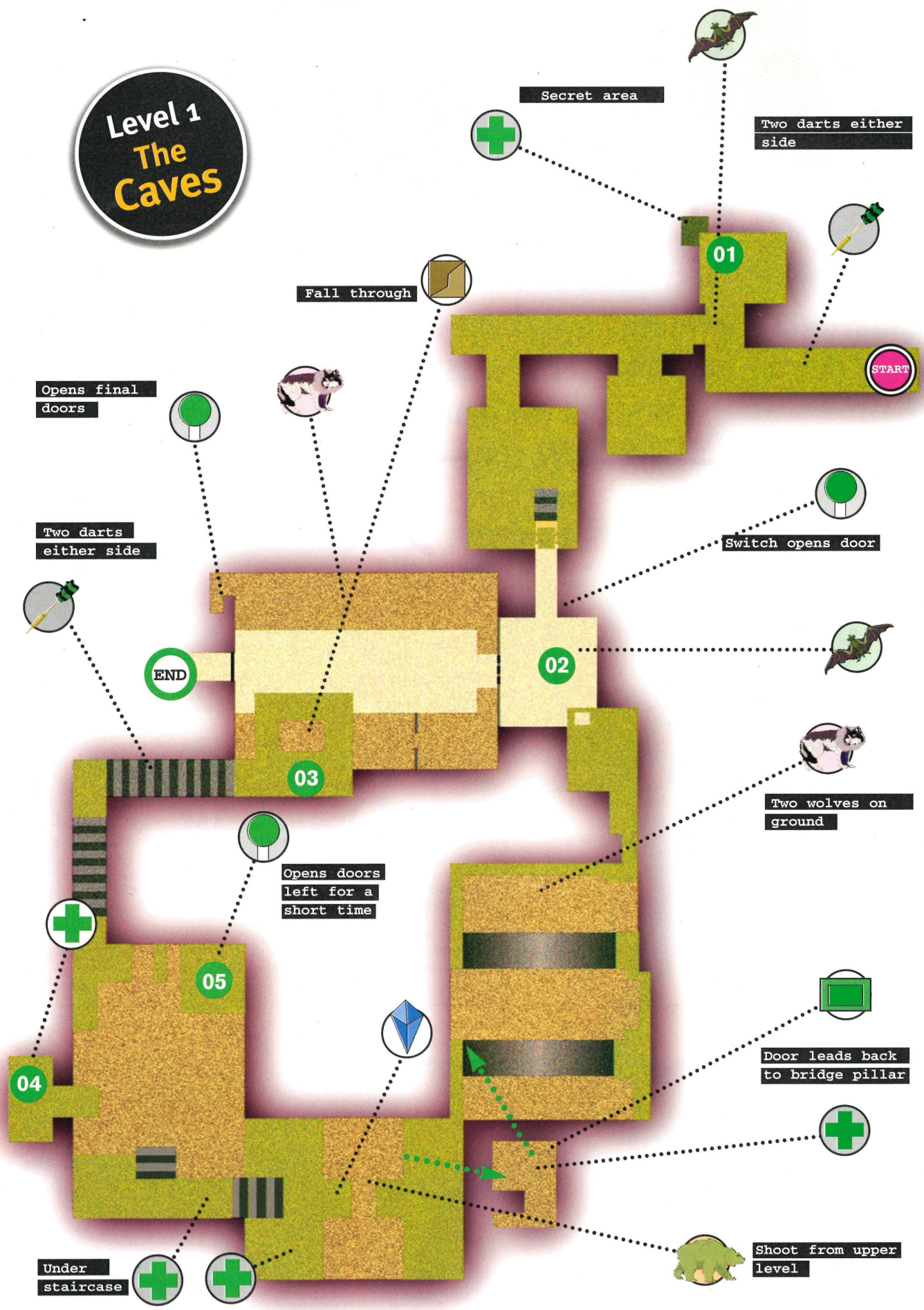
TOMB RAIDER

Possibly the best game on the Saturn yet, Core's amazing 3D platform adventure is certainly a huge challenge. So huge, in fact, that we've had to split the solution over two issues. This first instalment guides you right through the first eight levels, complete with our own exclusive maps - they said it couldn't be done!



Shotgun Shells Ammo for the shotgun is scarce		Large Medikit Restores a huge chunk of health		Small Medikit Replenishes about half health		Darts Blown from sides of corridors		
Cog Get three of these in the Lost Valley		Gold Idol This is needed to open a door		Shotgun More powerful than pistols		Boulders Roll down slopes to squash you		
Lead Bar Can be turned to gold		Switch/Lever These open doors and hatches		Push/Pull Block Move it to access new areas		Crumbling Tile Quickly crumble, making you fall		
Fire Can kill quickly		Save Crystal Use it to save your position		Magnum Clips Collect them for later on		Floor Switch Step on them to open some doors		
Scion Find this precious amulet		Spikes Are lethal if you fall onto them		Gold Key Needed for special gold locks		DANGEROUS WILDLIFE		
Uzi Clips These are needed for later		Silver Key Used for special silver locks		Rusty Key Opens those rusty old doors				
Omega Switch Step on or push a block onto it							Bats Fly towards you but are easily shot	
					Raptors Fast dinosaurs with a nasty bite		Bears Maul you and take some killing	
					Rats Found both on land and in water		Crocodiles Snappers usually found in water	
					T Rex He'll gobble you up if close enough!		Apes Fast-moving and tough	
					Wolves They usually hunt in packs		Lions Bite chunks out of your health	
					Pierre (Explorer) Turns up regularly to shoot at you			

Level 1 The Caves



Just after the start, watch out for the darts coming from either side of the corridor.

01

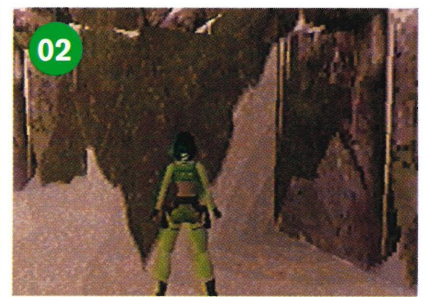


In the cavern to the right, you can find a secret area (containing a small medikit) by jumping from the sloping block and grabbing hold of the ledge.

Backtrack and climb up the rocks to the right to enter another corridor. Get ready to shoot the bats which attack. Go down this corridor and round to the left. Drop down into the cavern and down the stairs leading under the

floor. Hit the switch to open the door. Watch out for more bats as you enter the room with the bars.

02



Climb up through the hatch in the northeast corner of the ceiling. Follow the corridor round and you come to a large cavern with two bridges across it. Shoot the two wolves down below before venturing further. Follow the ledge round to the right and jump from the end of the one bridge to the other. Go through the doorway and you'll find a room divided by a chasm - a bear pit. Jump across to the save crystal. Look down and shoot the bear before dropping down and going through the doorway to find another secret area.

03

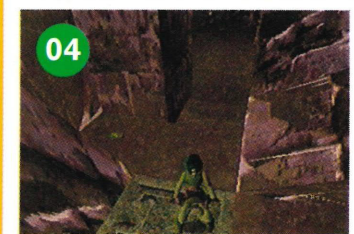


Grab the small medikit and stand on the floor switch to open a door back to the large cavern with the bridges. Climb up the bridge and go back to the room with the pit.

Jump across again and grab the small medikit before going down the stairs. As soon as you pass through the doorway, two wolves will attack.

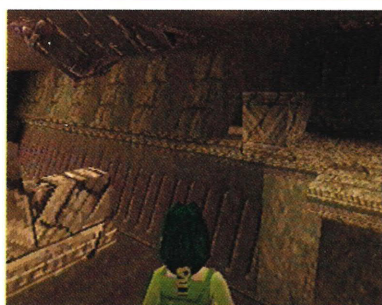
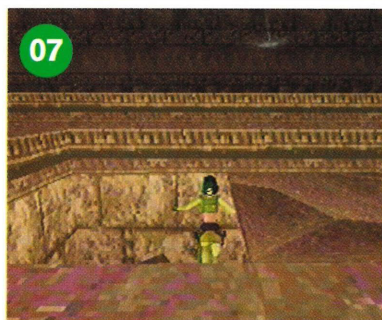
Jump back while shooting them. Go through and down some more stairs.

04



Now run onto the two crumbling tiles in the middle and fall through. Go north and jump between the ledges above the bars. Round the corner, shoot the wolf and go through the south door to find a switch. Hit it and quickly go back round and jump down between the beams into the main hall. Go through the doors before they close.

07



Back in the main room, climb up and hit the switch in the northwest corner. Quickly jump over to the doors and go through before they close again. Avoid the darts on the second set of stairs and be ready to shoot the wolf in the next room.

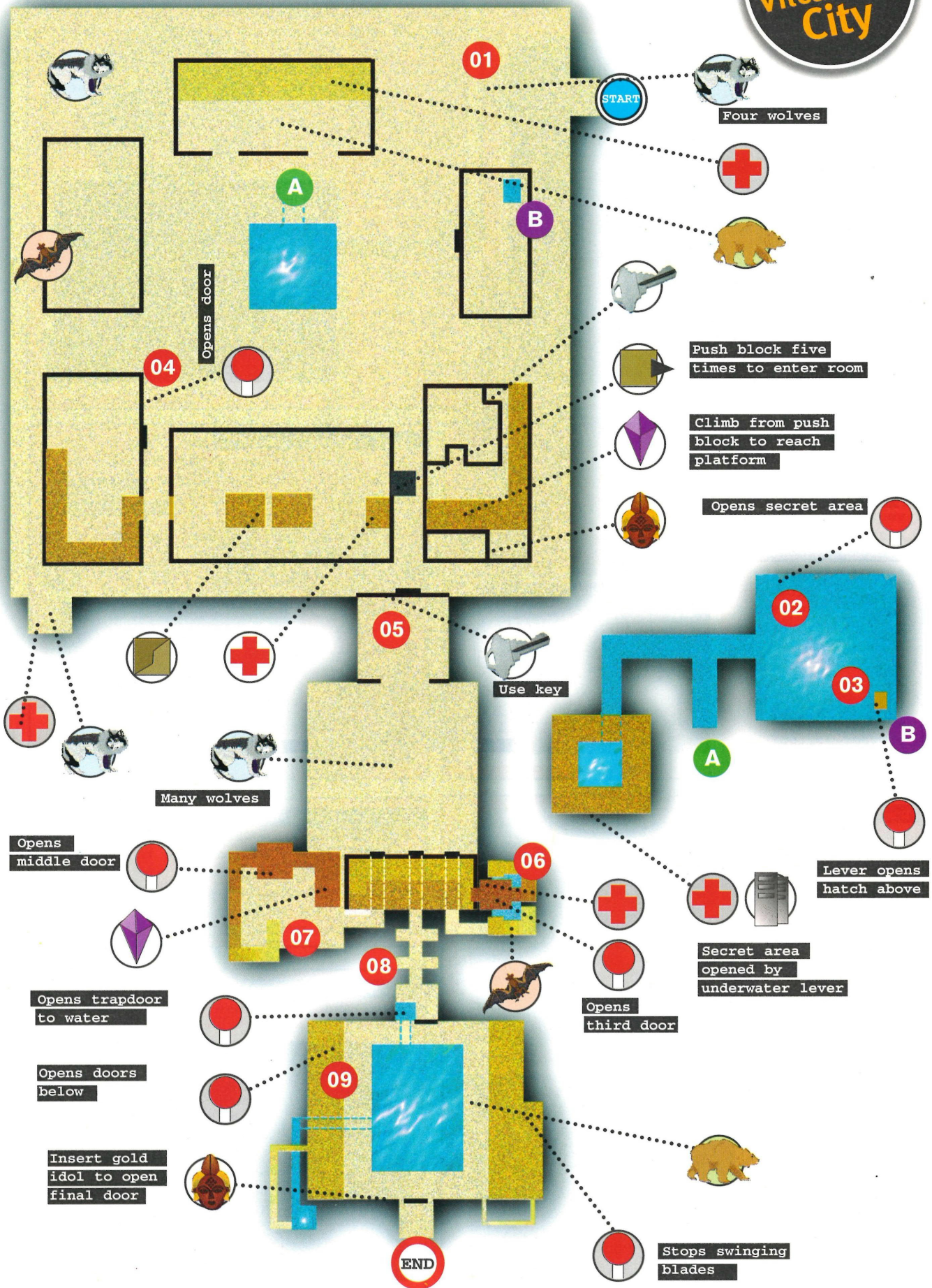
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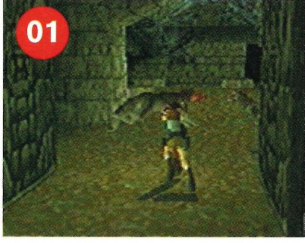
Climb up the blocks in the southwest corner and jump across to the ivy-covered ledge to find another secret area containing a large medikit.

05



Level 2
Vilcabama
City





01 Jump around while shooting the four wolves which attack at the start. Go through the large entrance to the left to find a room with a pool.

Dive in and swim down the channel and turn right into the large underwater chamber. Find and pull the lever behind a pillar in the southwest corner. Quickly return down the channel (turning left into the original pool to catch your breath if necessary). Swim down the channel and round to the left to find the pool room with the door you've just opened. It leads to a secret area with a small medikit and magnum clips.



Go back to the original pool to catch your breath before returning to the large underwater chamber. This time pull the lever in the northeast corner (where the light is) to open the hatch above, leading to a secret room with a small medikit. Hit the switch to exit to the original pool room. Watch out for the bear if you enter either doorway to the room just to the west (best not to bother). Climb up onto the upper section there to grab the small medikit and shoot the bear from above.



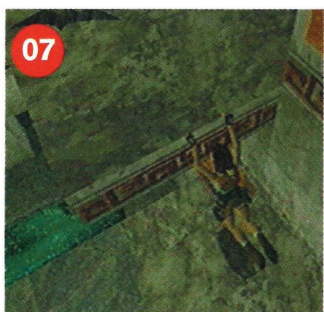
Go the southeast of the pool and hit the switch to open the door. Go inside and up the stairs to the window. Jump across to the opposite window. Run quickly across the crumbling platforms and jump to reach the large medikit. Drop down and push the block in the north wall. After pushing it five times you'll be able to enter a new room. Follow the corridor round to the northwest corner to find the silver key, then to the northeast corner for the gold idol. Now climb via the push block to the upper section of the room where you'll find a save crystal. Follow the upper section round to the window and jump out.

Go to the door in the eastern corridor and use the key to unlock it. Run past the darts and into a large room where several wolves attack you. Keep running and jumping to shoot them all. At the end of the hall is a building with three doors.



Only the left one is open yet so go through it and follow the corridor round to a diving pool. Go up the stairs and jump via the platforms to the north doorway. Go upstairs and jump to the west doorway. Go upstairs and flick the switch in the room - this opens the right doorway in the building. The room exit leads to a platform above some rocks and the red roof of the building. Drop onto the rocks, grab the shotgun shells and drop down onto the roof (where there's a small medikit).

Drop down and go through the right-hand door to find another diving pool. Climb via the platforms to the east doorway. Follow the corridor to find another room with a switch for the middle door in the building. The room exit leads to a platform (with a save crystal) above the building. From the right edge of the platform, carefully drop down onto the rocks, then the roof.



Walk carefully through the middle door. As soon as you hit a floor platform, a blade will swing back and forth ahead of you. Time your run past it, but be careful: two more blades are activated as you progress. At the end is a gate and a switch. Hitting the latter removes the floor, dropping you into the water. Swim through to the main pool (with a bear walking around it). Dive down again and swim through the south channel and round to surface in a small pool.



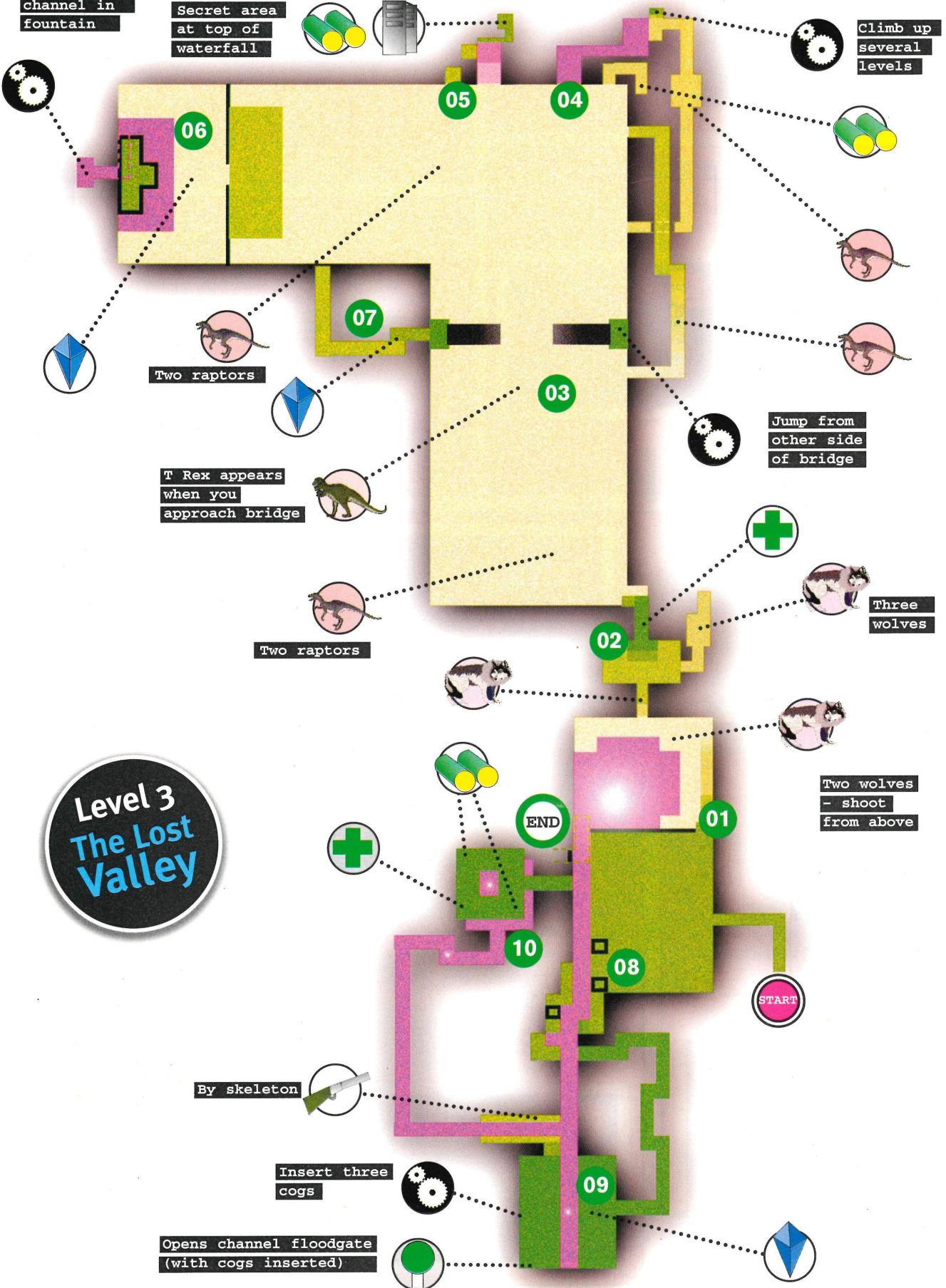
Climb out and go up the stairs to the balcony above the bear pool (from where you can safely shoot it). Hit the switch to open both gates below. Dive into the pool and climb out. Use the gold idol on the imprint by the east gate to open the door.



Swim through channel in fountain

Secret area at top of waterfall

Climb up several levels



Level 3
The Lost Valley

Opens channel floodgate (with cogs inserted)

Insert three cogs

By skeleton

Two wolves - shoot from above

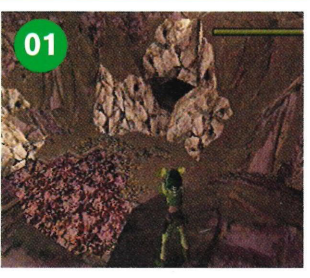
Three wolves

Jump from other side of bridge

T Rex appears when you approach bridge

Two raptors

Two raptors



01 **At the end of the corridor,** you'll find a cavern with a river running along the opposite side. Go through the entrance in the northeast corner to enter a cavern with a waterfall and pool. Shoot the two wolves down below from here.

02 **Climb down the rocks,** up through the north gap in the rocks and shoot the wolf there. In the cave, climb up the icy rocks and grab the large medikit. Drop down the other side to enter the lost valley where you need to find three cogs. Get your guns ready: two velociraptors will soon attack.



Once you get so far down the valley, you'll hear the stomping of an approaching T Rex! He'll gobble you up for breakfast, so don't get too close. Before changing your underwear, run through the doorway in the right side of the valley (by the bridge). From here you can shoot him in complete safety! Watch out for the raptor in the tunnel beyond, though.



04 **At the end of the valley,** jump into the right waterfall pool and swim round to a small pool. Watch out for the raptor in the tunnel beyond as you climb out and up the rocks to the north. Right at the top is one of the cogs.

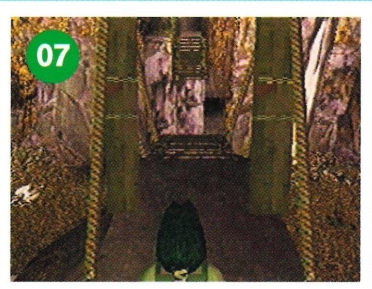
Back in the valley, climb up the rocks to the left of the other waterfall, then jump across and climb along the top of the waterfall to find an opening to a secret area with magnum clips and shotgun shells.



06 **Climb back** down to the valley and run round to the west. Shoot the two raptors which attack, then go through the temple to find a save crystal and a fountain. Dive into the rear right part of the pool to find a channel leading to the second cog.

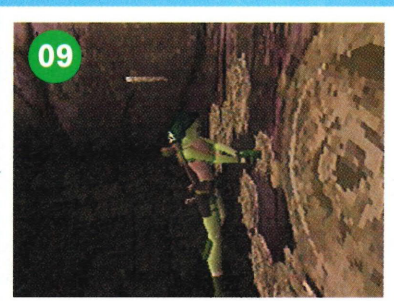


07 **Return via the temple** and climb up the ledge just past and to the right. The corridor leads you to another save crystal and the broken bridge. Take a running jump and grab onto the other side - at its end is the third and final cog.



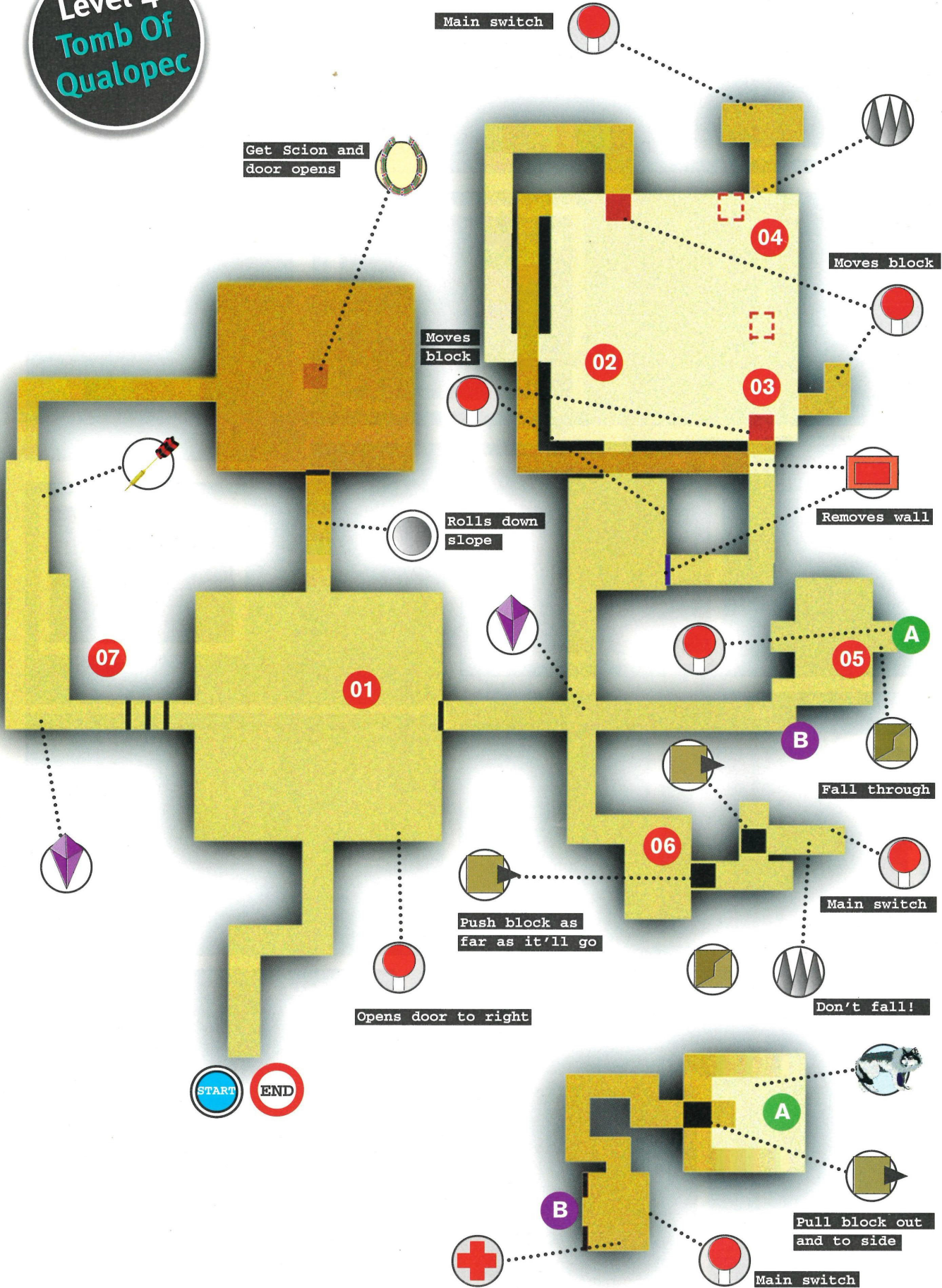
08 **Now return to the first cavern** with the river. Go to the left side of the water and take a running jump across to the opposite ledge (if you fall in, you'll end up going over the waterfall and have to climb back up). Walk round and take another running leap over the water to the ledge to the right. Walk south and do a running jump to another ledge. Do a short jump to the ledge to the south. Lining up with the raised ledge over the water, do a running jump and grab onto the ledge to pull yourself up.

09 **Follow the twisty corridor** round (killing any bats) and you'll eventually come to a bridge - and a save crystal. On the opposite side of the bridge is a mechanism with some of the cogs missing. Aha! Insert the three cogs you found in the appropriate places and then pull the lever to the side. This opens the floodgate to the north. Before diving into the now water-filled channel, hop to the skeleton on the ledge and grab his shotgun.



10 **Now dive in and swim** down the channel. You eventually come to a room with a hatch in the ceiling (unreachable without flooding), leading to a pool above. Surface and collect the goodies around the pool before heading east. You come out on a raised ledge above the now dry river bed. Jump over the end into the big water pool and you'll see an entrance (on land) previously hidden by the waterfall. Climb out and go down the corridor where a door automatically opens to the level exit.

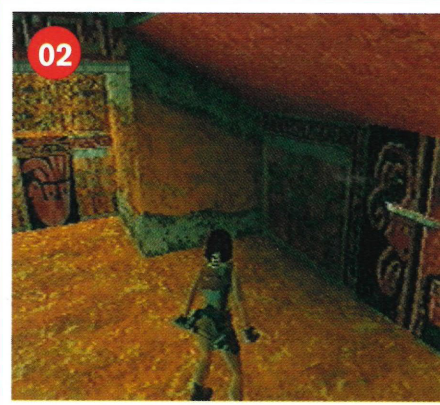
Level 4
Tomb Of
Qualopec



In this section you have to solve three puzzles to open doors leading to the precious Scion. Follow the corridor round to the room with four exits - if you go through the one opposite, a huge boulder rolls down the slope, so get out of the way! Hit the switch on the east wall to open the north door. Kill the raptors which attack and go north to find a save crystal at a crossroads (but no Benny or Miss Diane). Each exit here leads to a different puzzle.



Go west and you'll find a room with a switch, but don't hit it yet. Go through the exit and drop down into the large room. Go through the south entrance and go upstairs to emerge on the box by the west wall. Jump from it to the entrance to the right.

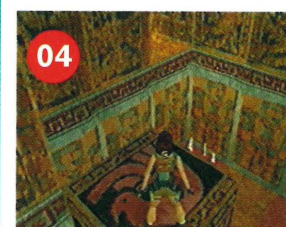


Follow the corridor

round and drop onto the floor switch which removes the wall next to the switch in the previous small room. Before returning, climb up to the west and jump from the box there to the entrance on the right. Hit the switch through there to move the other box along the wall, nearer the spikes.



Return to the small room and now hit the switch to move the second box forwards. Go through where the wall disappeared and emerge on the ledge. You now need to reach the opposite ledge above the spikes, via the two boxes. Through the entrance is the main switch which opens one of the three doors leading to the Scion.



Return to the crossroads

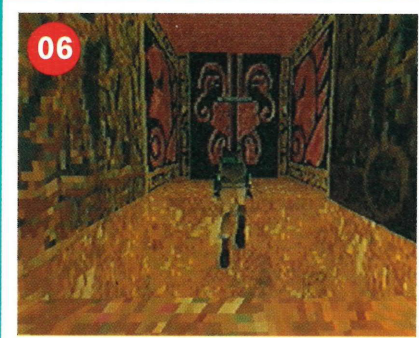
and go north to find a room with a switch. However, the platform by it crumbles, plummeting you into a wolf pit. Shoot the slaving beasts, then climb the stairs and pull the block out of the wall, then to the side. Go down the new corridor to find the room with a switch for one of the three main doors. Drop off the ledge and return to the crossroads.



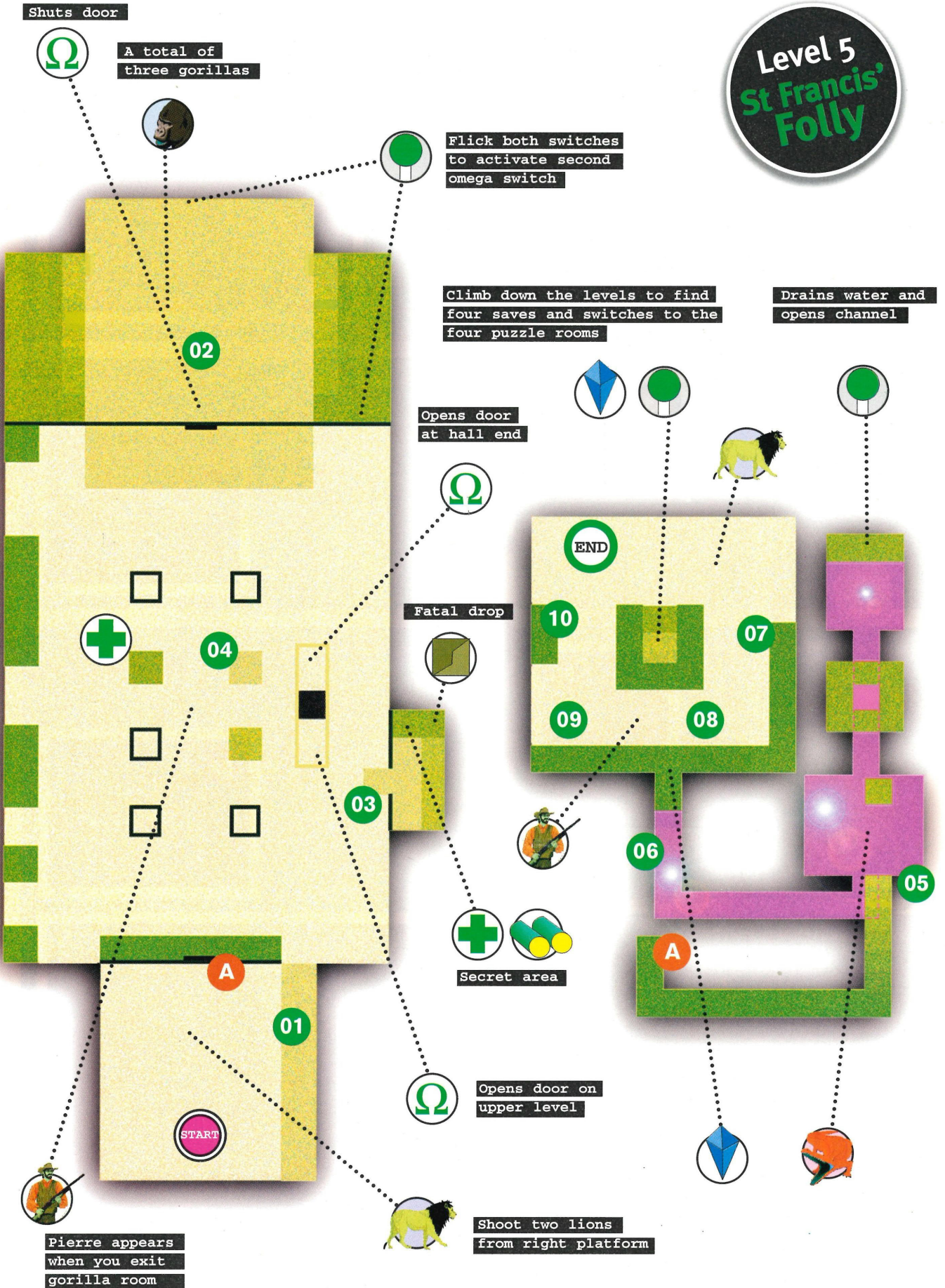
Return to the original room and you can now go down the south corridor where the three doors were. Grab the save crystal before running past the darts and round the corridor to the room with the Scion. Get it and the east door opens (where the boulder was). You now need return to the start and back round to the large water pool for a showdown with Lars. Defeat him to finish the level.



Going east this time, you'll find a room with a block in the wall. Push it until another block is revealed to the left. Push this one to enter a short corridor with a switch at the end. Careful! The platforms crumble onto spikes below, so jump over to the other side and hit the switch to open the third and final main door.



Level 5
St Francis' Folly



To easily shoot the two



01

lions at the start, climb up on the long platform to the right. Push the block onto the far omega switch to open the door at the end of the hall.

To find a secret area,

climb the block and jump over to the small ledge sticking out of the north wall. Leap onto the left slope, jump again to somersault backwards onto the opposite slope, jump and grab the platform. You must repeat the process on the upper slopes to reach the secret area with a large medikit and shotgun shells. Beware the crumbling platform in the corner or you'll get spiked!



03

Climb up to the platform

by the entrance, then jump back down to shoot the gorillas which come out of the room. Enter the room and hit both switches - a gorilla appears when you hit the one opposite. Return to the main hall where Pierre starts shooting at you. Keep moving and blasting away at him to scare him off. Now push the block onto the other omega switch to open the doorway above the east wall.



02

Back down in the main hall,

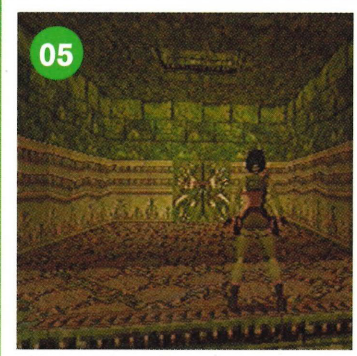
push the block as far west as possible, climb onto it and jump to the nearby pillar. Jump to the top of the pillar to the south and get the large medikit. From here you can leap to the platforms on the south wall and jump round to the upper doorway.



04

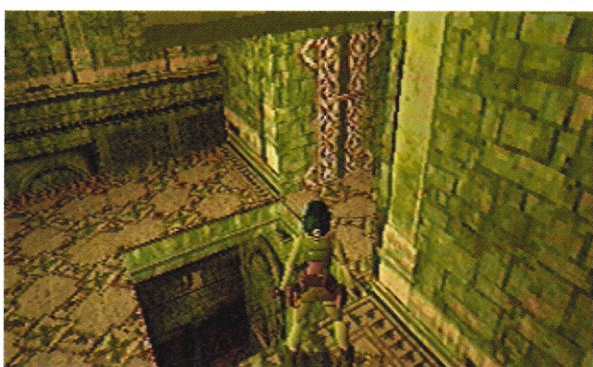
Just down the

corridor you slide down a slope into the water below. Avoiding the crocodile, swim west to the end of the channel to surface in a pool. Climb out and hit the switch to drain the water.



05

Returning down the channel (and shooting the croc), you can now find a corridor at the east end, leading to the main multistorey puzzle room - just take a look down! Jump across to the top of the central platform complex, drop down a level and hit the switch to open the door to the Thor puzzle. Drop down again to find the first of four save crystals (use them wisely) and a switch to open the Damocles door. Drop another level to find another save crystal and steps leading to the Thor door...



06

Thor: Entering the darkened room, run past the lightning strikes and through the pillars. Be careful with the next bit. You need to stand on the omega floor switch long enough to make a huge hammer come down – but run away before it slams you into the ground! About a couple of seconds should do: just keep playing chicken until you activate it. The hammer brings down a stone block behind which you can push to the side ledge to climb up. Push the other block on the ledge to the platform above in the corner, climb up and get the small medikit. Jump across and grab the edge of the upper ledge, go in and get the key. Return past the lightning to the main hall.

Drop down another level to find a save crystal and a switch to open the Neptune door. Watch out for that pesky Pierre shooting at you from below. Jump across to the Damocles door.



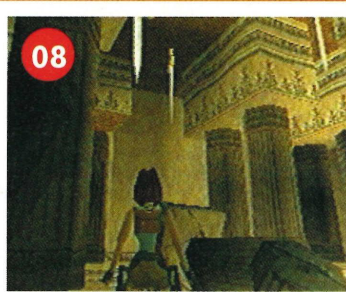
Atlas: As soon as you approach the entrance, a gorilla charges towards you. Jump back and blast him with the shotgun. Go in and step on the floor switch to open the gate by the bars. Keep creeping forwards up the slope and doing a roll to make the boulder start coming, then leg it towards the pit, fall in and jump back to the wall. The boulder will roll safely over your head into the hole. Phew. Go up the slope and climb the ledge to the left to get the key.

Back in the main hall, climb up to the top level via the outer ledges to reach the Neptune door.



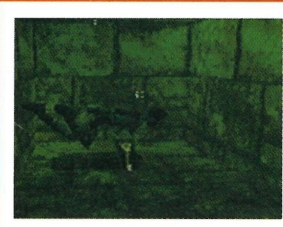
Damocles: Take a look up and you'll see countless swords pointing down from the ceiling. Don't worry yet: just cross the room and step on the floor switch to open the door. Go in and get the key on the block. Now you have to watch out. As you approach the doorway, a sword will fall there. You need to go back through the room with the swords falling as soon as you're in range. There are two alternative techniques to use here. You can either keep looking up at the ceiling and creeping carefully through the swords which should each fall just in front of you. Or you can do a double roll to lure each sword down and instantly retreat to safety.

Back in the main room, from the highest step near the Damocles door, jump across and grab the upper platform in the middle, then drop down again through the middle. From here, you can shoot down at Pierre on the ground floor. When he's gone, climb down to the ground to find a save crystal and hit the switch to open the Atlas door. Climb up several levels, jumping to the outside if necessary to reach the Atlas door.



Neptune: On entering, dive into the pool and you'll be sucked down to the bottom. Time is of the essence. You'll see a closed gate before you, but swim upwards through the hole in the ceiling to find a lever to pull. Return to the now opened gate and grab the key before swimming back up the deep shaft to the pool – if you're quick you can just make it without running out of breath.

Now you've got all four keys, climb back down the levels, as before. You'll hear the roar of a couple of lions which have been released onto the ground floor, so shoot them from above before descending. Now insert all four keys into the locks by the door to remove the four bolts. Go through it to complete the level.



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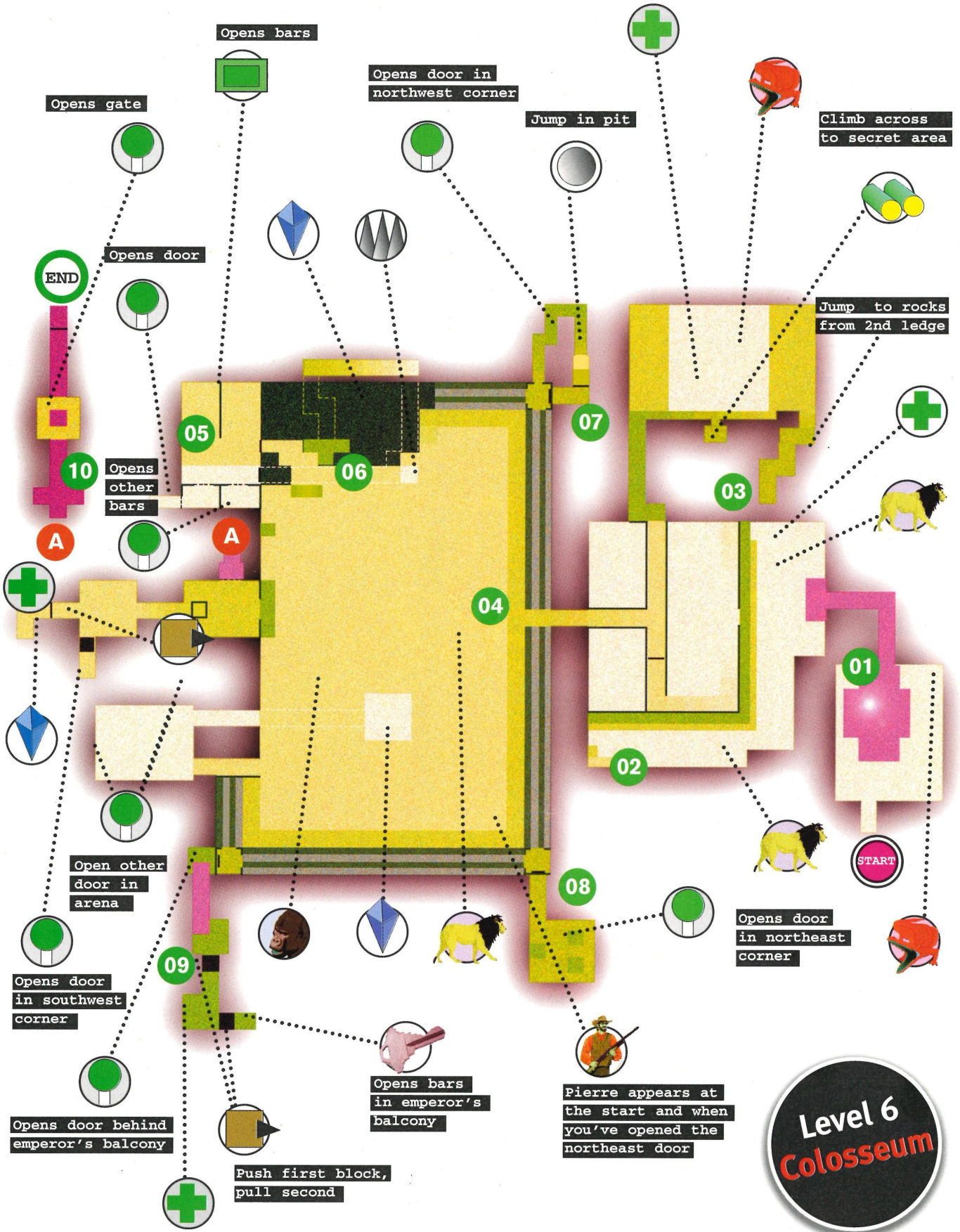
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Level 6
Colosseum

Shoot the crocodile in the pool before diving in and swimming round to the next area where there are two lions. Keep jumping out to shoot them, diving back in if they get too close.



Go round to the left of the building (watch out for a third lion) and climb the rocks in the corner. Jump across to the building. Walk around the first ledge to find a large medikit, before returning and climbing up to the one above.



Walk back round and you'll be able to jump across to the rocks leading to the crocodile pit. Grab the ledge on the north side and climb along to the right to find a secret area containing shotgun shells. Keep climbing right to drop safely on the other side of the pit. Climb to the entrance, follow the corridor, and drop down by the gate inside the building. Go right and up the stairs to reach the colosseum.



Watch out for Pierre as soon as you emerge. Shoot at him a while to scare him off. Shoot the animals in the arena before dropping down. Go through the left door in the back wall, shoot the two lions, and flick the switch. Exit through the other corridor which takes you into the pit. Shoot any nearby lions before climbing out.



Now head south, along the path through the rocks (mind the nearby spikes pit!) to find the door you've opened. Here you need to solve a puzzle. Step on the floor switch to the right to open both sets of bars for a short time. Run into the left room and flick the switch to open a gate in the other. You've just enough time to get round to it before it shuts. Hit the switch behind it open the metal exit door.

05

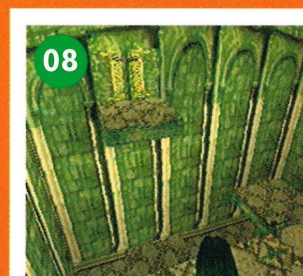
Go through it and follow the corridor past the spikes to find a save crystal. Keep going round and upwards to emerge on the rocks on the south side of the arena. From here you can take a diagonal running jump to reach the two sloping rocks.

From the nearest edge, jump and grab emperor's balcony to the north. There are a couple of gorillas inside, so get ready with your guns. Round the back you'll find another room with a block to pull out from the wall. Behind it is a switch to open a door in the southwest corner of the colosseum.

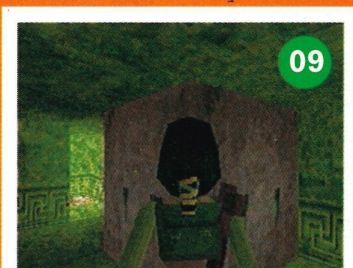
Go through the southwest-corner door and around and a gate will shut behind you. Ahead is a boulder ready to roll down the slope and crush you. Simply drop into the pit and it'll roll overhead. Climb up and follow the corridor round to find a switch to open a door in the northwest corner of the colosseum, before sliding down the slope. Watch out: Pierre is back again, so keep blasting away at a distance until he disappears.

07

Go through the door in the northwest corner to find a room full of platforms. Jump between them to climb up to the switch to open the upper door in the northeast corner of the colosseum.

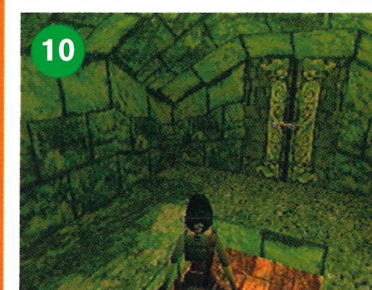


Carefully climb down before heading to the opened door and climbing up to reach the room with a pool and a switch (for a door behind emperor's balcony). Swim down the channel, get out, then push the block in the wall several times to reach a small room. Pull another block out here to find a key behind it. Return to the emperor's balcony (using the previous route), go through the now-opened door in the room behind for a save and small medikit.



09

Now unlock the gate in the emperor's room. Dive in and swim straight along past the croc to find a hatch in the ceiling. Swim up through it and climb out of the small pool to hit the switch which opens the gate at the end of the channel. Swim through the gate to complete the level.



10

Level 7
Palace
Midas

Opens garden gate

Hand of Midas
turns lead bars
to gold

Under roof

Save now!

Secret area

In short
water
channel

Bottom level

On ledge

Raises
platforms in
main room

Pull
block

Opens gate

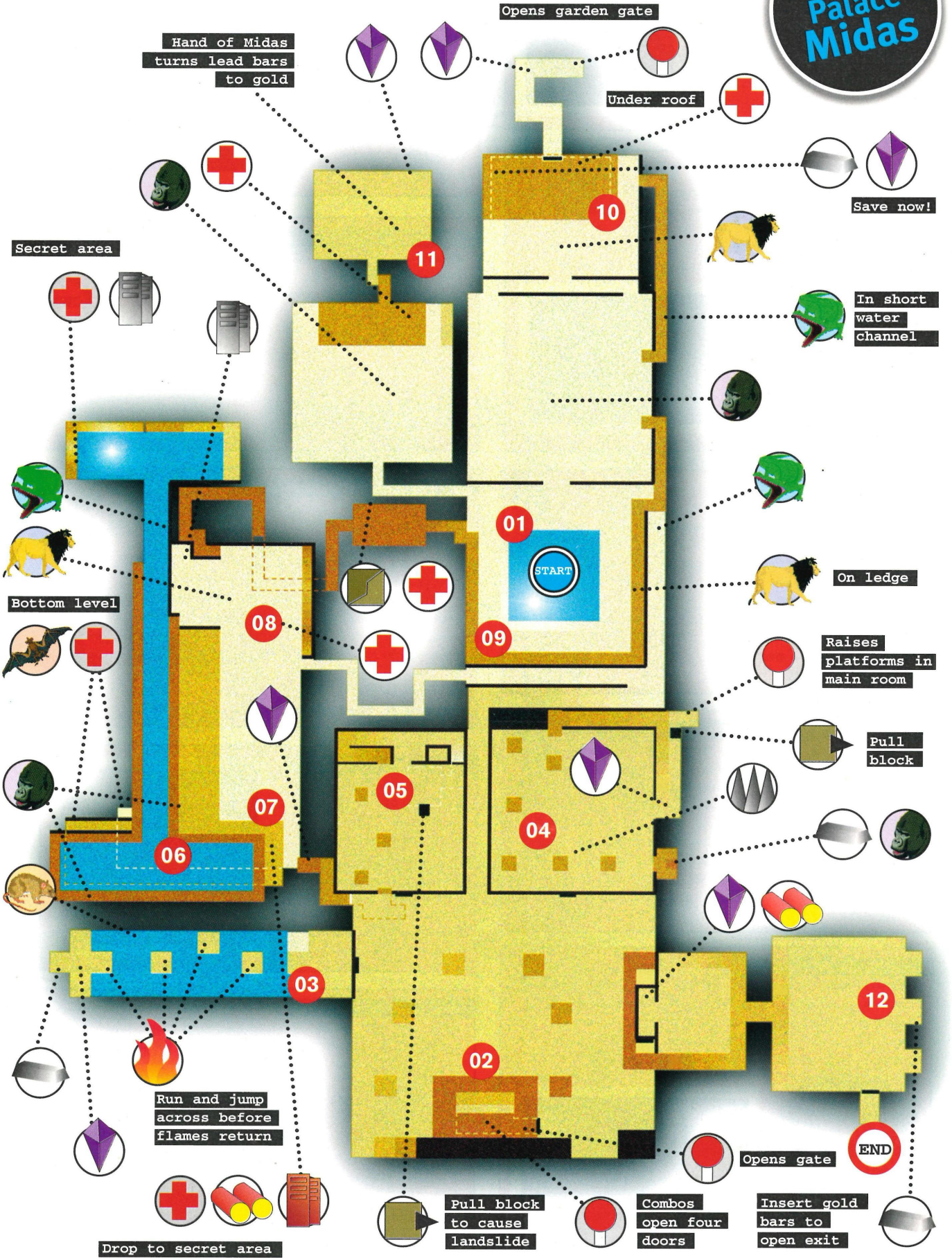
Run and jump
across before
flames return

Pull block
to cause
landslide

Combos
open four
doors

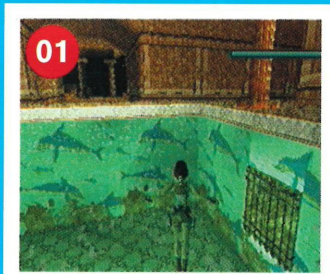
Insert gold
bars to
open exit

Drop to secret area



You start in a large pool.

Climb out and shoot any gorillas around before heading round the corridor to the north. Shoot the croc and climb up the stairs and along another corridor to a room with pillars and a building at the opposite end. Shoot the three gorillas which attack.



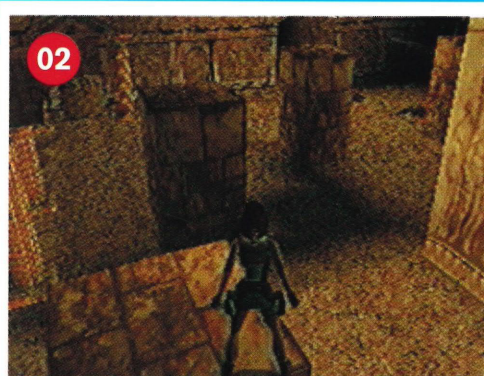
There are four doors in this room,

each opened by activating the right combination of the five switches on the building. To get up there, climb the blocks in the southeast corner and jump across to the nearest pillar. You need to jump round the other five columns, grabbing hold of the fourth and sixth ones. Luckily you only need to do this once: when you've reached the switches, you can drop through the gap in the floor to find a switch to open the gate underneath.

The switch combinations to open the doors (as indicated by the symbols above each one) are:

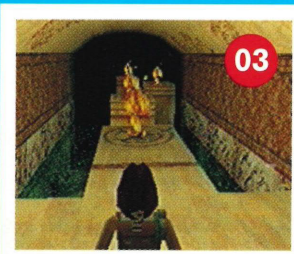
- DUUUU** Fire Puzzle
- UUUDU** Spikes Puzzle
- UUDDU** Landslide Puzzle
- DUUUD** Gold Bar Room

Note that opening some doors may release more animals into the main room.



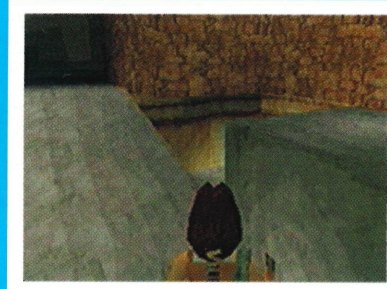
Fire Puzzle: Go through

the door in the south wall to reach a water channel with flaming platforms. First, shoot both the rats in the water, then get the save crystal. Now comes the tricky bit. As soon as you step before the first fire platform, the flames will be temporarily extinguished: you need to jump across to the other side before they return. This requires continuous running and jumping along the platforms without stopping at all. To do this you need to turn in mid jump so that you immediately start running towards the next leap upon landing. Using this technique, jump from the middle of each platform until you reach the penultimate one - where you need to jump from the edge to grab hold of the final one and quickly haul yourself up and past it. Now grab the lead bar and save crystal before swimming back.



Spikes Puzzle: Go through the door

in the west wall to find a room full of spikes with platforms between them. Run through the gap and through the north exit. Pull the block out of the wall and hit the switch behind it to raise all the platforms above the spikes. Go upstairs and leap from the ledge to the first platform. Jump round the platforms to reach the upper entrance in the northeast corner. Watch out, there's a gorilla about. Either blast him point-blank with the shotgun or jump back to the previous platform and shoot him from there. Get the lead bar and jump down to the ground, carefully avoiding the spikes.

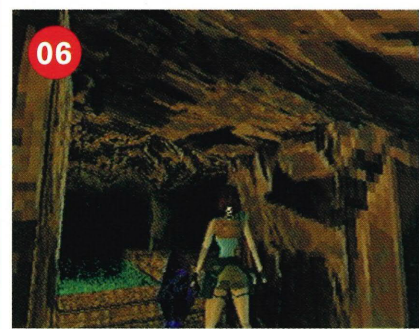


Landslide Puzzle: Through the other

door in the west wall is a room with a broken pillar. Go through the doorway in the back wall and turn right down the stairs. Pull the block out of the wall to cause a tremor. Now go back up and ascend the stairs which lead to a ledge above the main room which is now covered in fallen masonry. Some tricky jumping is required here. First take a running diagonal jump to the square white platform ahead and to the right. Now run and jump diagonally left and grab hold of the sloping platform. Do a diagonal right running jump to grab hold of the square platform by the east wall. From here you can jump across to the upper doorway.



Just through here on a ledge is a save crystal - grab it. On the other side of the ledge you'll see a large T-shaped pool with gorillas running round it. Shoot them and the two bats which fly towards you before doing a running jump over to the poolside. To reach a secret area, shoot the two crocs in the pool, swim down the underwater channel, climb out to the



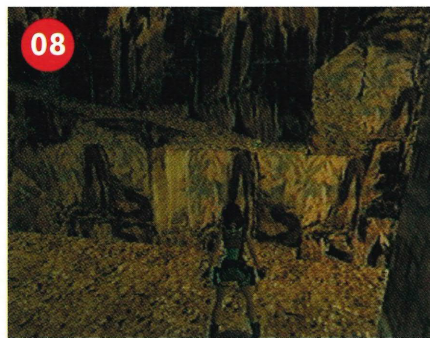
06

north and jump along the sloping rocks on the west and south sides of the pool to find a small medikit (was it worth it?).

Now jump diagonally across the corner to reach the section to the west. Shoot the two gorillas which attack (preferably with the shotgun).

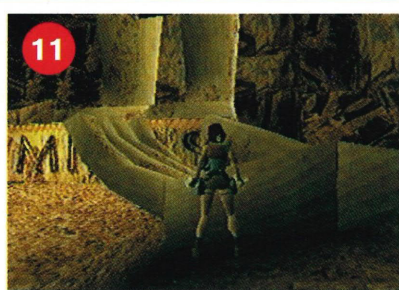
Across the other side of the chasm, to the north, is a ledge with a large medikit. Take a good running jump right from the edge and grab hold of it. Grab the medikit before climbing sideways to the left. At the end you can run and jump back across to the rock on the other side.

Follow the corridor round, but watch out for the crumbling tiles by the large medikit.



08

With all three bars, shoot the animals below from the temple roof before climbing down. Grab the large medikit and go through the temple door to find another save crystal and a switch to open the garden gate. Watching out for escaped gorillas, head back to the pool and take the south exit to enter the garden. From the wall in the northwest corner, jump over to the roof of the small building. Grab the large medikit and head through the entrance to find the Midas room. **DON'T** climb onto the hand. Instead, stand in front of it and use each of the lead bars to turn them into gold.



11

Return to the main pool and drop down (backwards clinching) from the near side of the left T branch to find another secret area



07

with a small medikit, shotgun shells, and Uzi clips. Jump out and shoot the gorilla in the arches beneath the pool.

You'll eventually emerge on a ledge

above the water pool where you started the level. Shoot the lion which attacks (and any animals below) but whatever you do, **DON'T FALL OFF!** Follow the ledge round into a corridor leading to a ledge above a large room (to the west of the pool). Being very careful, take a running jump to the platform to the south. Go through the entrance to find a small pool. Dive in, swim past the croc, and climb out the other end.

09

Follow the corridor round

and you'll emerge on a ledge near the roof of a temple. Jump across, grab the lead bar and use that save crystal - you don't want to go through all that again!



10

Now return to the room with the five switches and use the combination to open the door by the north wall. Shoot the lion which escapes. Go up and round the stairs to the balcony with the shotgun shells and save crystal. Then head north into the room with three alcoves. Use one of the gold bars in each to open the door to exit the level.



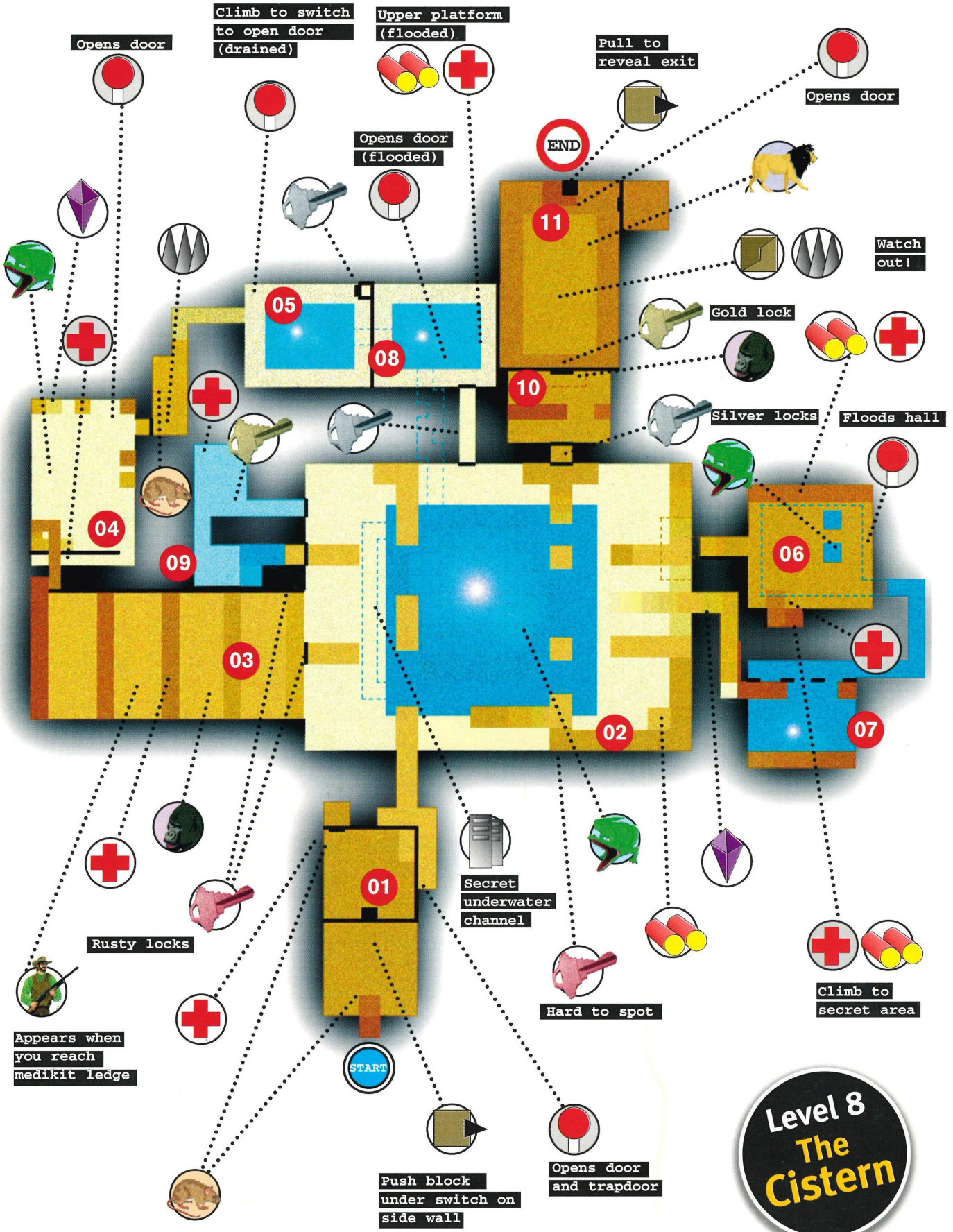
12

Paragon Online

<http://www.paragon.co.uk>



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when
you can
swim?**

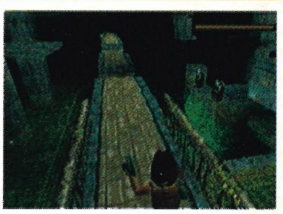


Level 8
The Cistern

01 Yes comrade, you can beat the cistern! You just need two rusty keys, two silver keys and a gold key. Drop down from the start and shoot the rat. Push the block in the wall twice, then to the right next to the switch in the next room. Flick it to open a metal door and the nearby trapdoor. Shoot the rats and collect the small medikit before dropping down.



02 Through the exit is the large main hall with broken walkways above a pool. Shoot the rats and crocs below. Go to the east side of the hall, climb up the steps and onto the upper end of the slope (with a save crystal on the ledge above). Jump across to the walkway to the south. Either run along the top of the walkway, or climb along the ledge to find some shotgun shells. At the end, by the south wall is the first rusty key.



03 Now drop down and up the stairs to jump across to the platform where you started. Jump to the middle section and across to the left door in the west wall. Unlock it with the rusty key to enter a hall with a series of walkways running across it. Shoot the two gorillas, then

climb onto the walkway by the door. Run and jump to the next walkway, then the next to grab a large medikit. At this point, Pierre returns, so it's time for another shootout. Keep jumping via the walkways until you grab hold of the final upper ledge.

04 Now climb along the right to find a corridor leading to the crocodile pit. Shoot the crocs below before descending to the floor. Get the save crystal on the ledge, climb up to the corner platform and jump across to the next. Jump to the platform by the door, then to one on the east wall. Drop down to the adjacent platform and climb left along the ledge to reach the doorway. Hit the switch to open the door, leading to a room with spikes. Shoot the rats below before jumping diagonally over the spikes.

05 Drop into the channel and round to a pool room with a silver key behind a metal door. Jump up via the steps and platforms to hit the switch up in the northwest corner to open the door. Climb back down and grab the key. Now jump into the pool and swim through the channel to another pool, then through the south channel to return to the pool in the main hall. Here you can find a secret area with a magnum clip by swimming down the channel in the west side.

06 Now it's time to open the floodgates. Return to the top of the slope and jump to the north walkway. Climb onto the pillar with the save crystal and jump across to the

balcony. Up the stairs, get your guns out for the reappearance of Pierre (will this man ever give up?). Retreat downstairs and blast away to scare him off. By climbing the platforms on the south side of the room, by the small medikit, you can find a secret area with shotgun shells and another small medikit. A large medikit and shells are found on the ledge on the north side. At the end of the room is a switch: hit it to flood the main hall.

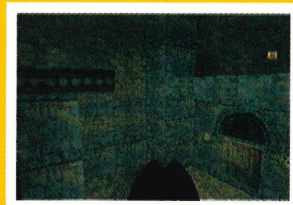
07 Dive into the water below and, avoiding the croc, swim down the channel in the southeast corner to emerge in another pool. Climb out quickly to avoid the rat - shoot it from the land. Climb up the stairs and jump across to the platform in the corner, then across to the platform with the second rusty key. Creep through the exit and shoot the rats in the corridor below. Careful now - there's a fatal drop below. Jump down backwards and cling to the ledge, climbing to the left before dropping down safely.

08 Sliding down the slope, you'll emerge back in the flooded main hall. Now return down the underwater channel to the pool to the north. With the water level raised you can now reach the switch (underwater) to open the door to the second silver key below. Once you've grabbed it, the door behind will conveniently open, letting you swim straight back into the main hall.

09 Watching out for a newly appeared croc, climb out and shoot it. Go to the right upper door in

the west wall and unlock it with the rusty key. There's a water channel behind it: dive in and swim left and down into a chamber, then through a channel in the right wall to find a small medikit and the gold key - once you collect it, the nearby door opens to the main hall.

10 Head up the steps to the north balcony and unlock both silver doors (one behind the other) to find the room with the gold lock (above the opposite door). Jump onto the opposite ledge via the platform on the east wall (with the save crystal). Take a running jump over to the gold lock - as you land, a gorilla will appear, so drop back down and climb back up to the opposite ledge to shoot him. Leap across again and use the gold key on the lock to open the door below. Two lions escape, so shoot them from above (best jump across to the opposite ledge) before descending.



11 Through the door is a large hall. It's best to go round the sides as there are crumbling platforms with spikes in the middle section. Instead of flicking the switch on the far wall (which releases some lions), pull the block out behind it to reveal the level exit. Drop down and don't worry about Lara's terrified screams!

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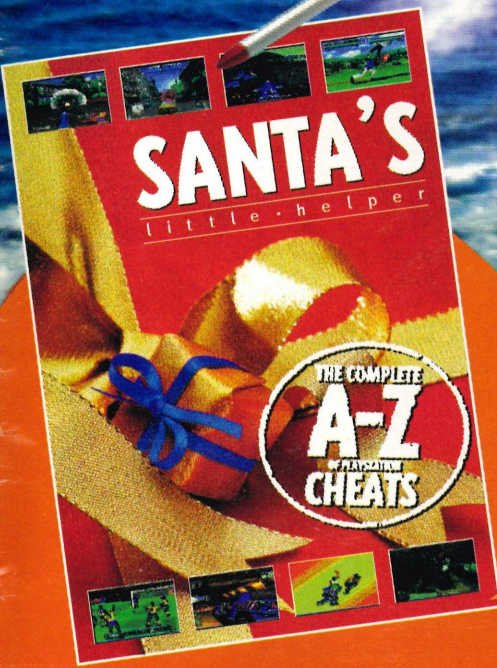
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