

OFFICIAL: The best Saturn mag known to humanity!

Enemy Zero



Exclusive look at the English version!

BUSTED AND TIPPED
FULL AND EXHAUSTIVE
GUIDES TO MARVEL
SUPER HEROES AND
DISCWORLD 2 INSIDE!

SATURN POWER

No.
7

BIGGER, BETTER, BOUNCIER, IT'S...

WORLDWIDE SOCCER '98

**SEGA HAVE
PLAYED A
BLINDER –
OUR EXCLUSIVE
REVIEW TELLS
YOU EXACTLY
WHY!**



INSIDE!

**BURNING RANGERS • HOUSE OF THE
DEAD • FIGHTING FORCE • TENNIS
ARENA • NHL HOCKEY • BUST-A-MOVE 3 •
MADDEN '98 • THE LOST WORLD**

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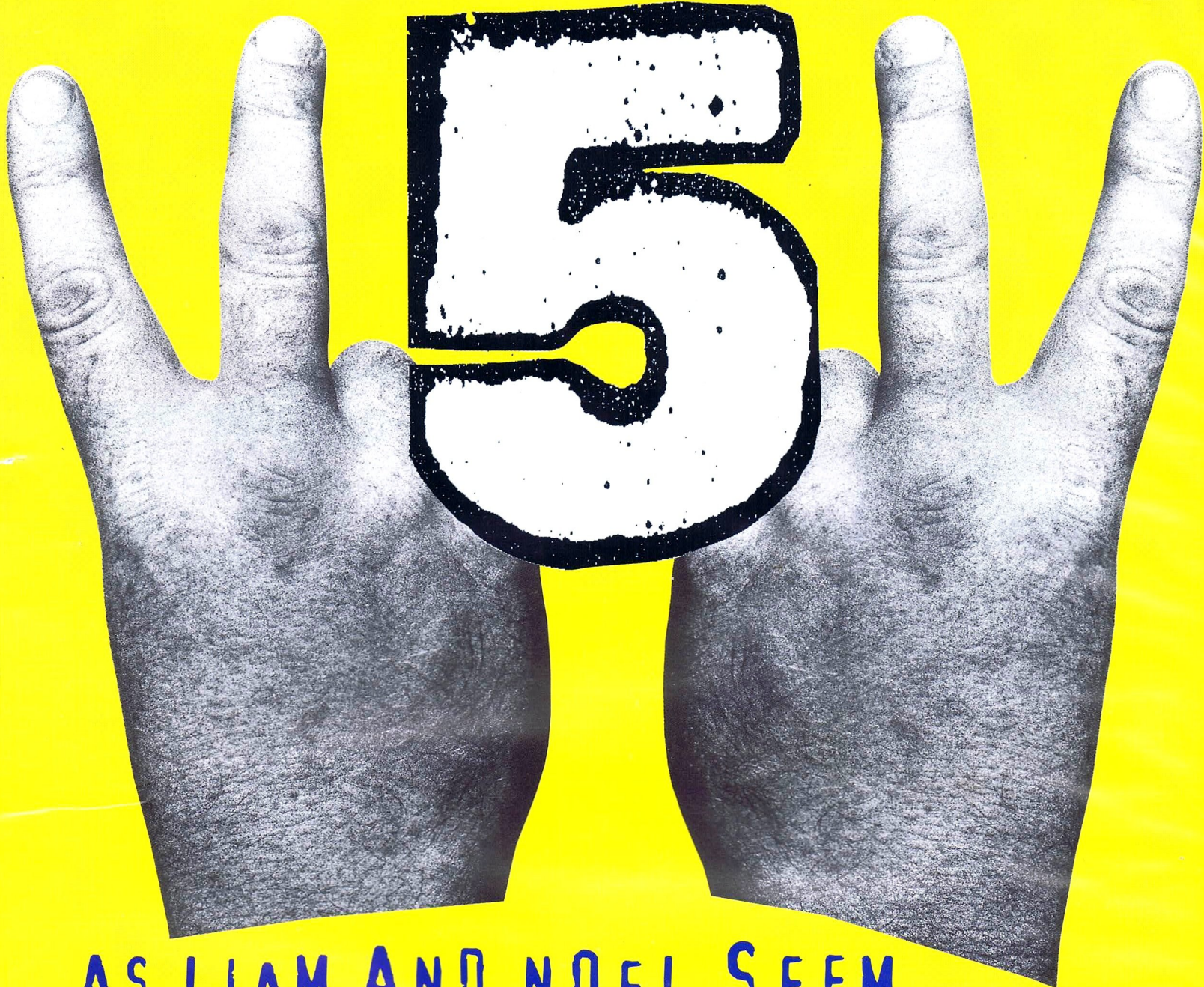
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December Issue 1997



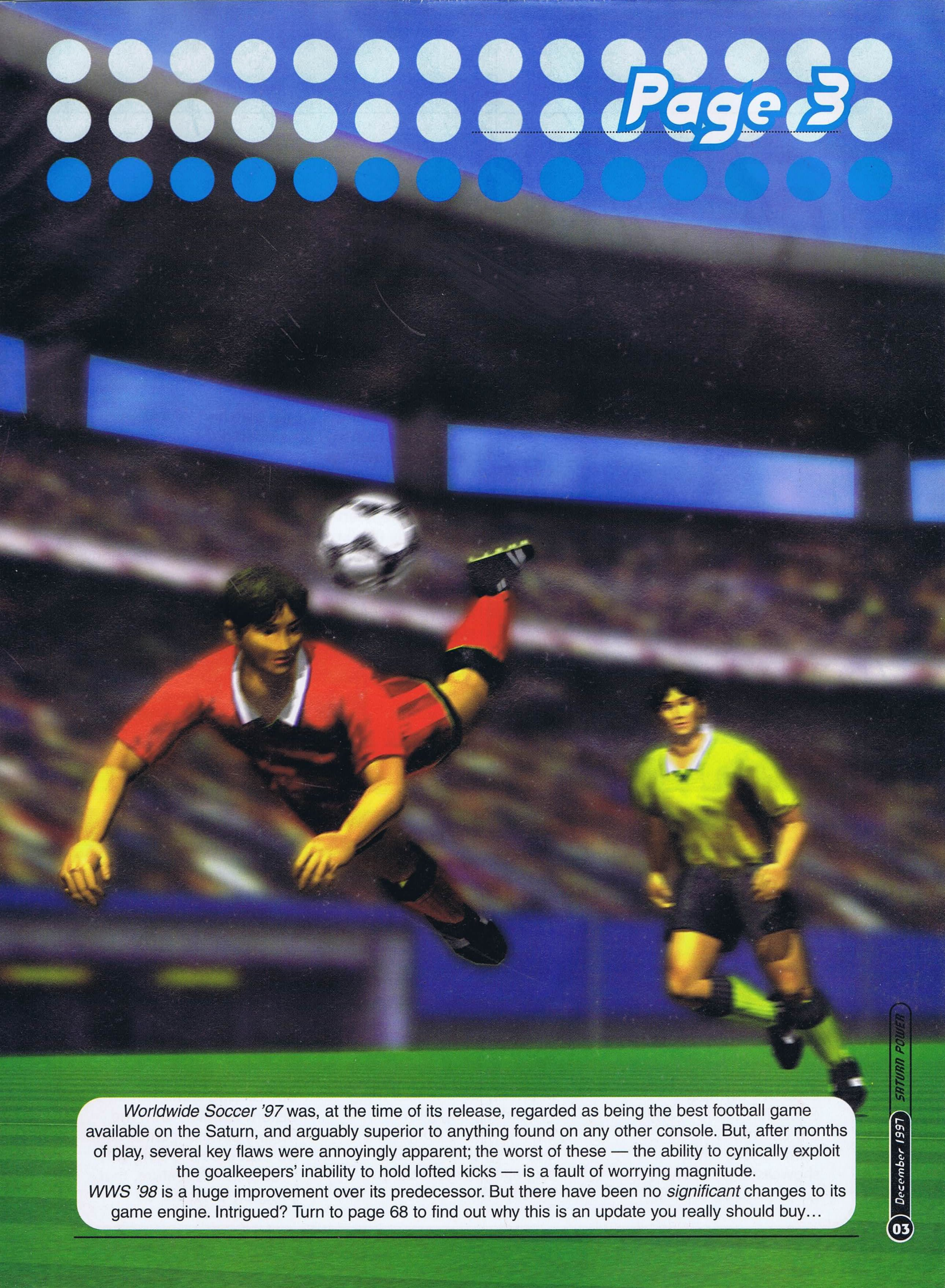
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AS LIAM AND NOEL SEEM
TO PREFER GESTURES TO WORDS,
YOU'D EXPECT THEM TO
LIKE THE STATION WITH LESS TALK.

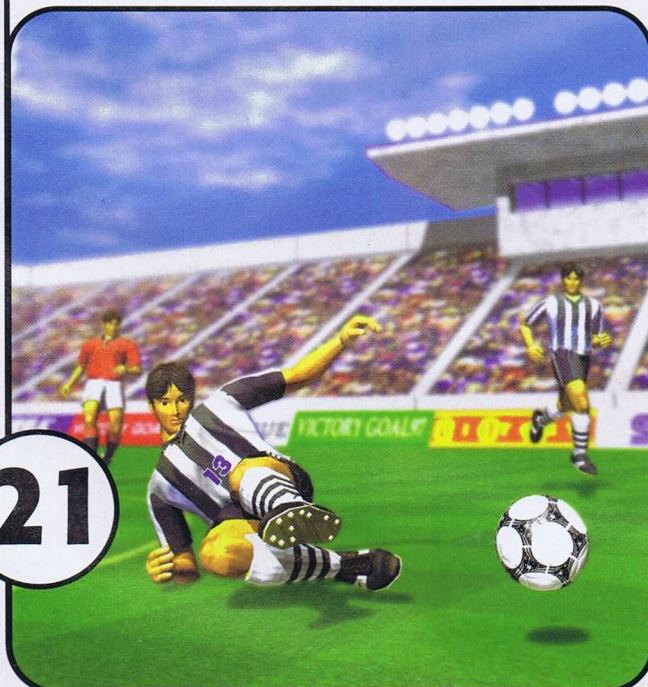




Worldwide Soccer '97 was, at the time of its release, regarded as being the best football game available on the Saturn, and arguably superior to anything found on any other console. But, after months of play, several key flaws were annoyingly apparent; the worst of these — the ability to cynically exploit the goalkeepers' inability to hold lofted kicks — is a fault of worrying magnitude. *WWS '98* is a huge improvement over its predecessor. But there have been no *significant* changes to its game engine. Intrigued? Turn to page 68 to find out why this is an update you really should buy...

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"Maggie Thatcher! Maggy Thatcher! Your boys took one hell of a beating!" gibbered the commentator as Norway managed to defeat England in a World Cup qualifier back in the eighties. Barking. Utterly barking, he was. But there's another soccer rant closer to the heart of Saturn owners – specifically, the "What's the 'keeper doing? He's not going t... ARSE! One nil! Shit!" We've all said something along those lines. And the reason? Flawed gem *WWS '97*. We review the '98 version this month. And it's *great*.



Saturn Power Presents...



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Shows

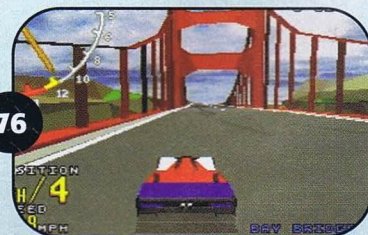
Coverage of the recent ECTS show – held at London's Olympia exhibition centre – and the enormous Tokyo Game Show, which showcased gems like the game pictured above...



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Enemy Zero

WARP's innovative... nay, *pioneering*, use of sound in *Enemy Zero* makes it a very interesting game indeed. This is no generic Doom-style blaster. Our six page preview tells you exactly why.



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History

Wondered at what point the driving game really took off? Or who *Tomb Raider's* distant relatives are? The origins of most genres can be traced back a long way – and, in this feature, that's precisely what we do...

Game of the Month

Game of the month? Naturally. When the original game was rated so highly by both us and, the people that matter most (and hey, we do mean this most sincerely, folks), YOU then barring any massive disasters, this should be one game you should immediately own.

WWS '98 is as close to perfection as we can possibly hope for at the moment. The graphics are beautiful but it's the gameplay that's the main improvement. But, enough... go now to page 68 for a proper review.

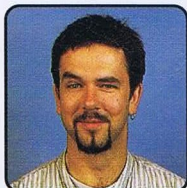


Bust-A-Move 3 – the second of the three updates in our review section this month. And also the second of the three reviews we have in total...



American football. Like it or loathe it, EA's *Madden* series has consistently been the best simulations of the sport available. And here's another one.

Team Power



Dean Mortlock
"They're boring anyway," said Dean of the Team Power write-ups. "Nobody cares," he explained.



James Price
"The pictures are crap," said James of the Team Power box. "I look like a moron. And, OK, I am, but..."



Lisa Kellett
"It's fine," said Lisa when we asked her about this Team Power nonsense. And then she squeaked.



Iain White
"It's lovely," said Iain. But then, mellow fellow that he is, he says that of *everything*. Weird.

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Frontline

Mortal Kombat gets the Martini makeover with new 3D sections, gallons more blood and even more immortals. Can you face the ultimate challenge?

Mortal Kombat 4 • Midway/Williams • Around December

MK4 – The master returns

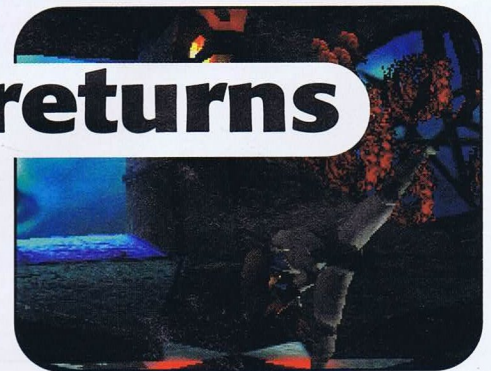
Love is stronger than death, Matt Johnson once sang. Not in *MK4* it ain't mate. Death wins every time. Sub Zero and friends are set to make

their latest comeback and it's faster than Dean's speedboat. Oh yes it is.

Almost a year and a half since our spies uncovered *MK4* in development we finally get to share the good news. There are plenty of familiar faces. Scorpion, Raiden, Sonia, Liu Kang and Reptile are all making comebacks. This time it's full on pandemonium in more ways than one as the players fight in good old 2D against full 3D backgrounds.

Our friendly 'stable' magazine, *GamesMaster* spoke to Ed Boon the arcade game's creator. First, they asked him why he went for 2D fighting on 3D backgrounds, as opposed to all out full on 3D.

"We looked at the experimenting that some people

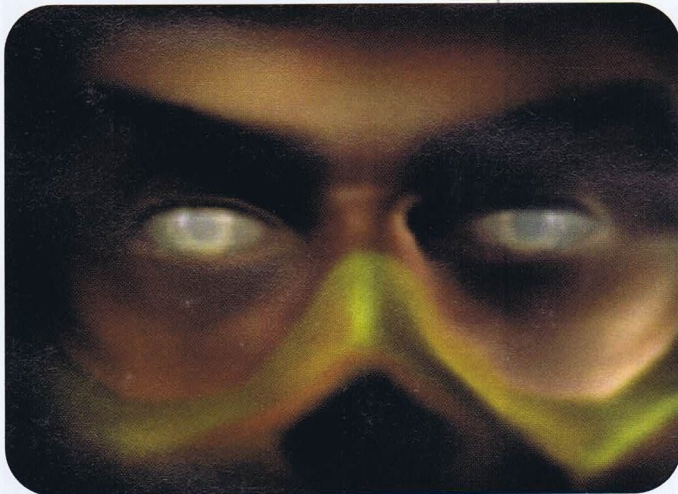


have done in games such as *Wargods*, *Tekken 3* and *Virtua Fighter 3* and the players just seem to use left and right," Ed explains.

"The jumps to the side just don't seem to be utilised in any kind of attack strategy. We asked a lot of people in the arcades and they all pretty much said that they didn't use the jump trick. We goofed around with a lot of ideas but, in the end, left it like it is."

The development team had also to consider the roll of projectiles in *MK4* when gazing down the barrel of the 3D debate.

"If you could dodge the projectiles easily by pressing just one button to jump to the side, then it would defeat their impact and ruin it," Ed explains.



Hot Gossip

Facts, rumours and general tat – Saturn Power thrives on all three of 'em...



We've had confirmation this month that Sega's arcade division are indeed working on a new *Virtual On* game – with the catchy title of *Virtual On: Oratorio Tanguran*, but don't expect that name to stay for the American and European release. The basic gameplay of it will remain pretty much unchanged but there will be an extra four new characters and an obvious improvement on the graphics – although we're not sure at the moment whether or not the game will use the Model 3 board (check out the Coin Slot section of this issue for any late news on that one).

Tamagotchis may have captured the hearts (and wallets) of many a young person around the world but, it would seem, this friendly warmth does not extend out to Vietnam. Nearly five hundred of them have been seized by customs officials as people enter the country. "We caught 496 of the Japanese toys from tourists," said an official from Minh City airport. "It is a harmful game that separates children, and even adults, from their normal life."





There aren't just nine, but twelve playable characters in the new version, including some hidden ones.

"We're bringing back old favourites like Scorpion, Raiden, Sonja, Reptile and Liu Kang. We've also got a couple of the bad guys from *Mortal Kombat Mythologies*: Sub Zero and a new female character Tanya," Ed says.

"We've developed an Afro-American character called Kai and we're currently working on a member of Kano's Black Dragon gang, but he hasn't got a name yet," he continues.

All your favourite fatalities have returned, not to



mention some new ones. And all the old moves look better, thanks to the new 3D camera angles.

Another change to *MK* of old is the fact that all the characters now have weapons.

"We've got characters with big clubs, mallets, baseball bats with spikes in them, crossbows and even an axe," Ed explains.

The characters have been constructed using polygons this time, rather than digitised images.

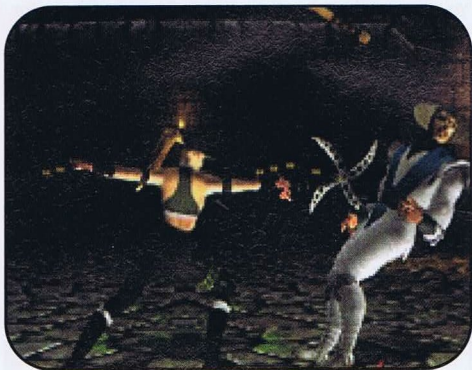
"The weapons add a lot to the game," Ed elaborates. "This adds a lot to the gameplay. What we

usually see with sequel games is that the presentation may improve with thanks to the new improved hardware – but the game remains essentially the same. With *MK4*, this isn't the case," he emphasises. The public has already given a vast thumbs aloft for the preview machines which have been on test.

"Even after only two weeks on test the feedback we got was exceptionally positive," Ed enthuses.

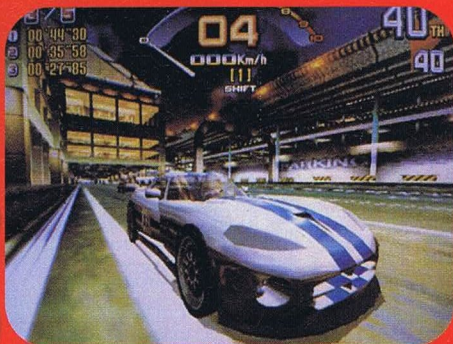
"Everyone's really excited about the weapons we've added and they're busy figuring out their best use. Some people are disappointed that their favourite characters from the previous games aren't coming back, but when you have a list of over 30 to choose from, some have to be left out."

Mortal Kombat 4 hit the American arcades in September and the first machines are likely to appear in the UK sometime around Christmas.



commented an official at Ho Chi Minh City's People Committee. "We have proposed that the government issue a ban on this game." Bloody hell... what ever happened to having fun?

The very latest 'Dural/Dragon' news we've heard is that Sega are showing an early version of *Scud Race* to prospective developers to show exactly what the machine is capable of. Although everyone who's seen it has come away impressed (even though the demo basically shows little more than the models of the cars), with the most common comment being that the



technology shown seems to be roughly on a par with what we've seen from the Model 3 arcade board. If (and this is a big if) this is true, then we are indeed looking at the most powerful home system we'll see for years.

We've been trying for months to get hold of reviewable copies of *Mortal Kombat Trilogy* and *Trash It* for the Saturn and it would seem that another month has slipped by without either game arriving into our lap. Be warned, though, we've heard that *Trash It* may well slip into the shops before we can get our hands on it. Take this as an indication of the game's quality (unless it's a dramatic improvement on the PlayStation version, naturally) and wait until GT

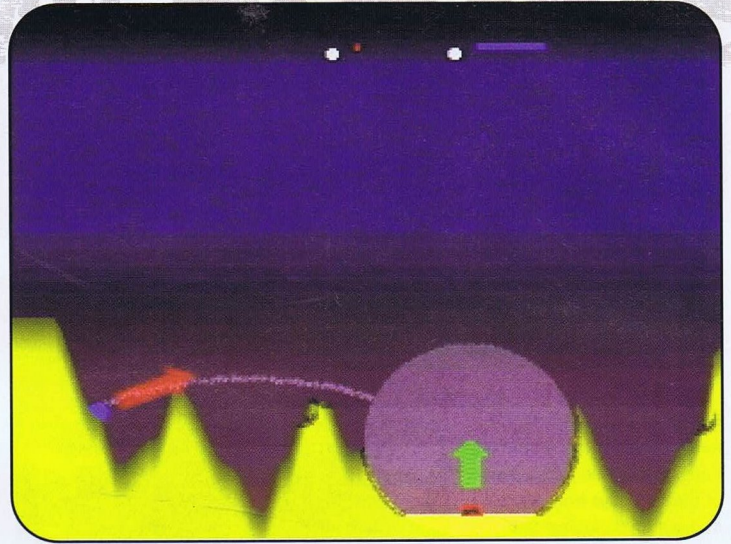
Interactive finally get around to sending us a copy before buying it. You've been warned.

It's true, Sega do get everywhere and here's the proof. After their amusement parks in America, Europe and Japan they're breaking out into the Asian market and are planning to open around 30 parks in India in the next two years. The parks themselves should be very much along the same lines as the ones we've seen before, giving punters the chance to play all the latest coin-ops under one roof. Which is nice.

Game update: We just missed out on a bumper bundle of reviews for you this issue, oh yes we did. We were hoping to get *Sonic R*, *Touring Car Championship* and *Quake* in (not to mention *Croc* and *Lost World*) in for review but, as is always the case, nasty deadlines and delays mean that next month (God willing) we should have the finest review spectacular ever seen. So, perhaps you should count yourself warned, then.



Tanks For The Memory



If you're lucky enough to own a copy of *Duke Nukem* and also have *Quake* or *Exhumed* saved on your memory cartridge, you can now play *Death Tanks* exclusively on the Saturn – the bonus game buried inside *Duke Nukem*.

"It's the best multi-player game, ever," raved Sega's Mark Maslowicz at ECTS, and after having a few gaming sessions in the SP office, we might actually agree.

Access to *Death Tank* is from *Duke's* main code, but it won't run unless you've got saves of either

Quake or *Exhumed* sitting in the memory. *Death Tank* is

proof, as if there was any needed, that you don't have to have flashy polygon graphics and 3D animation in order to have a good gaming experience.

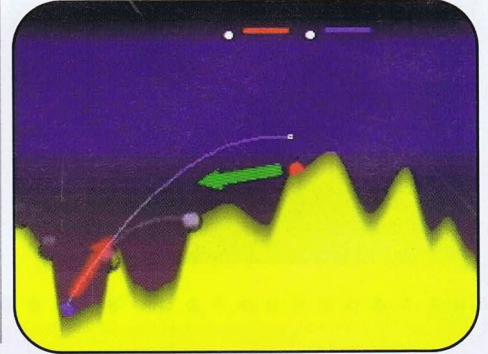
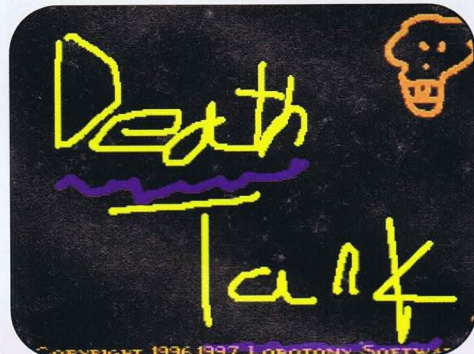
The graphics couldn't be more primitive with basic primary colours splashing out of the screen – looking more like multi-coloured cornflake packets lying on their sides balancing on top of a very large dungheap, and the general tactic is to fire mortars, missiles,

Death Tank • Sega/Lobotomy • Bonus Game

nuke or a vast array of other nasty weapons up in the sky

while aiming in a parabolic fashion for your adversary's rival tank. Or tanks if there's more than two of you. See what I mean?

After each battle points are awarded to the top three, and we all know what points mean. Prizes. You'll get nothing for a pair in this game. Upgrades for basic firepower include nukes and machine guns. It's a truly top game, and we play it lots. And lots.



Japanese News

Containing all that's new and improved from the land of rising suns and RPGs.



As we exclusively revealed last month, it would seem that Jaleco are firmly on target with their Ninja game, *Ninja Jia Jia Marukun* (or *Ninja Jajamaru*, as we thought it was known then – hell, we were close). It's to be released in Japan on the 9th of October (with a European release hopefully planned for next year sometime) and is actually shaping up to be an excellent-looking game. It's the 3D (very *Mario*-ish) sequel to an old eighties game called, strangely enough, *Ninja Jia Jia Marukun* (you get the opportunity to play original levels from the game in this sequel) and hell, we think it sounds promising.



With *Marvel Super Heroes* still a pleasant and fresh memory, imagine how pleased we are to see that the natural successor to it, *X-Men versus Street*

Black Belt - the facts?

Sega's next system • 1998/99

Despite there still being very little in the way of information coming direct from Sega concerning their next system, the rumours and speculation still flood the industry like fleas over an old dog. Here, for your interest, is a list of the top ones we've heard this month...

- 1) The codename for the new system is now: The Dragon Project.
- 2) It will be a Japanese-created piece of hardware, with Hitachi creating the main processor chip, NEC working on the graphics chips (based on their PowerVR PC set) and Yamaha providing the sound expertise.
- 3) It will have four joystick ports (very much like the N64) and will come with a built-in Modem.
- 4) Sega are working with American giants Microsoft to create an operating system based on their Windows one and this should allow easy porting across from PC to 'Dragon'.
- 5) The machine will be a beast, with a speed of 200 MHz (compared to the two Hitachi SH2 32-bit RISC

processors in the Saturn that run at 28.6MHz)

- 6) It'll possibly be black. Then again...
- 7) It will be a 128-bit machine, but only a pretend one (!?!).
- 8) After a 'leaked' development document came into the hands of an American Internet site, they claimed that the development kit should be in the hands of the various companies by February of next year.
- 9) Several people have told us that they're working on games for the system but, unfortunately, the only one I can tell you about is Fox Interactive - who've gone very public with their plans for *Croc 2* on it. Because they told us two issues ago.
- 10) A release date is still on for next Winter in Japan, it could sell for as little as 30,000 Yen (about £200 but I wouldn't believe that) and a proper announcement could be made by Sega in October concerning the machine.

SEGA

Forthcoming Attractions

Many thanks to all the staff at Electronics Boutique for their help with compiling this list. It's by no means set in stone, but it will certainly give you an idea of what to expect.

October

Reloaded
Atlantis
Duke Nukem
Formula Karts
Worldwide Soccer '98
Mortal Kombat Trilogy
Croc

November

Quake
Sonic R
Sega Touring Car
Enemy Zero
The Lost World



Hacking away

Win stuff • Hackers videos

it's all about computers and

The press release that arrived contained possibly the worst line ever... 'Hackers is a fantastic youth-targeted film that will prove a smash hit with style conscious cyber kids and young adults everywhere.' Worry not - the film itself is good enough. You must know the one, it's got that bloke from *Trainspotting* in it. It's *Hackers*, basically and we've got five copies of it to give away.

The story is set in America and follows a group of 'youths' that are framed for a cyber crime they didn't commit. As

so are we, in a funny sort of way, we thought it would be nice to give you the chance to win one of five copies of the video. Five readers lucky enough to have their entry pulled out of the gargantuan competition bag in the **Saturn Power** office will get one. Send 'em off to: *Can I have one please?* Saturn Power, 30 Monmouth Street, Bath BA1 2BW. The Editor's decision is, as always, final and please note, the video is a 12 certificate so no-one under that age please.



Fighter, is shaping up very nicely indeed. With a European release date pencilled in for sometime in the new year, the game features all the characters you'd expect and very little in the way of new features, sadly. What it does have, though, is the stunning gameplay we've come to expect from Capcom beat-'em-ups and possibly one of the largest character lists we've yet seen. More news as and when...



The massive GD-Net role-playing game company in Japan is working hard on yet another game based on numbers, squat players with enormous eyes and unpronounceable cities. The loving, friendly title is *Slayers* and, like *Dragon Force* before it, the game will be influenced by strategy as well as puzzle-solving. Expect enormous battles of *Braveheart*

proportions. *Slayers* is being developed by the same team who 'did' *Lunar: Silver Star Story* and *Lunar: Magic School*, so the pedigree of the team is assured. Expect Rachel to get your hands on it any moment now.

Astounding and delighting our Asian chums this month was the Tokyo Game Show - which was held at the beginning of September, which proved very satisfying for the Saturn-owning types amongst them. As well as the usual collection of RPGs, Mah Jong games with half-naked anime characters, horse racing simulators and Sega's Winter line-up was a few interesting surprises. The main ones there were *Marvel Super Heroes versus Street Fighter*, the announcement from WARP concerning *D2* and *Burning Rangers* but turn to page 14 for a full report from the show... including all the highlights.

Streetfighting Years

Street Fighter 2 Collection • Capcom/Virgin • December (UK)

The *Street Fighter 2 Collection* has just been released in Japan and is currently available on import from the US. It bundles together *Super Street Fighter II* which added four new characters, *Super Street Fighter II Turbo*, which marked the first appearance of Akuma and the Super Combo System (or so we're told) and last but by no means least, *Street Fighter Alpha 2*, which features new moves, alternate characters and new modes of play. We've played the import version in the office, pictures of which are at this very moment gracing the otherwise vacant space to your right.

The *Street Fighter 2 Collection* will hopefully get a UK release in December from Virgin and as you can see, looks very desirable indeed.



Logic 3 – Steering In The Right Direction Tiger Shining Bright For Sega Titles

Top Gear wheel • Logic 3 • Out now

One of the star peripherals at this year's recent European Computer Trade Show in London was the much awaited and fantastically titled Top Gear steering wheel from those wizards of all things peripheral, Logic 3.

Not only is it compatible with the Saturn, N64 and PlayStation, but it also sports a padded-leather rim, pedals (just the two) and a stick shift for more of those realistic boy racer moments.

All at Saturn Power Towers were recently given an opportunity to try this contraption in-house as it were,



and believe you me, it really is something pretty special indeed.

It feels as if you're driving a formula one mini and while we all tested it on *Sega Rally*, the responsiveness and car-like handling of the wheel, which is a small leather padded circular affair, was really quite enormous fun indeed. Apparently, Logic 3 were to release the wheel earlier, but a few final tweaks

were deemed necessary before unleashing their circle of joy and pedals of Jeremy on the awaiting public.

If you're interested, please call (0181) 902 2211 for further details. Or ask a shopkeeper.

Game.Com • Tiger • From now

Sega have licensed some of their titles including *Fighters MegaMix*, *Sonic Jam* and *Indy 500* for the upcoming game.com handheld from Tiger.

Just released over here, the 8-bit black and white system will come packed with a puzzle game, *Lights Out* together with *Batman & Robin* cartridges retailing at a mere £79.99. Further cartridges will retail for £19.99 or £24.99 respectively.

A catalogue of other games should appear over the next few months including

the mighty *Duke Nukem* and the spintastic *Wheel Of Fortune*, with line-ups for the rest of the year including *The Lost World*, *Mortal Kombat Trilogy*, *William's Arcade Classics*, *Sonic Jam*, *Henry*, *Quiz Wiz*, *Indy 500* and *Fighters MegaMix*. We'll have a full review in the next issue but, for now, more details can be gleaned from Elaine Walker on 01423 501151.



American News

American news. All of it. EVERYTHING THERE IS TO KNOW. Nearly.



What's probably the biggest and most important computer games show in America, the E3 (Electronic Entertainment Expo) will move from its current

home in Atlanta to its previous home in the Los Angeles Convention Centre in sunny California as from 1999. The next show will be the last one to be held in Atlanta and will run from the 28-30 May next year. Not the most staggeringly interesting news you will agree but it's definitely a story that will appeal to a few people



out there (hopefully) and it sure beats staring at an empty space in a page, doesn't it?

Ah, once again those bizarre Japanese developers try to get the better of our straight Western sensibilities by producing something so illogical and misplaced that we go beyond the realms of anything *Monty Python* could dream up and enter a new space altogether. Recently announced at the JAMMA show was an update to

Scud Race (Scud Race Plus) with the only real addition to the arcade game being four new vehicles... including a cat that goes over 250 kilometres-an-hour. As soon as a sensible explanation knocks on the door of reason, you can rest assured we'll let it in.

Due to the continuing success of the PC version (with numerous updates and add-on packages now available) and the three different console versions about to arrive (not to mention the Game.Com one), it may come as no surprise that our clever marketing friends in the States have stumbled on a new way to get money from the *Duke Nukem* fans out there... an action figure. Yes folks, you to will be able to own your very own plastic figure that can be moved into

NEWS NEWS NEWS

Video Thrills The Radio Stars

Gremlin 'do' indie video • Super Fury Animals

Welsh indie popsters Super Fury Animals liked *Actua Soccer 2* so much, their record company—Alan McGee's Creation, teamed up with the boffins at Gremlin Interactive and had the musicians transported directly into the game for their latest video *Play It Cool*.

"The idea came from the band themselves," explained Andy Saunders, PR at Creation. "They approached Gremlin initially about it and the rest is history," he concluded.

Using the extensive facilities of Gremlin's motion capture unit, the Super Fury ones appear as computer generated characters within *Actua Soccer 2*. The band play as part of the Welsh National team against the Brazilians throughout the song, with *Actua Soccer 2* references frequently appearing on screen. But will they be singing it on the terraces, we wonder. Only time will tell.

Actua Soccer 2 should make it (with or without animal attachments) into the shops early next year.



GamesMaster Get Another Continue

GamesMaster, series 7 • From December

After a lengthy hiatus, Channel 4's *GamesMaster* is set to return for a triumphant seventh season. Hosted by the ever trusty figure of Dominic Diamond, it aims to make stars of the video games champs who've got it where it counts.

At the moment, the production team are on the look out players of the highest calibre.

Once again as the series gears up, they're literally dying to hear from players of exceptional skill and dexterity. So, come on, can you pull off unfeasibly large combos on *Fighters MegaMix* or play *Sega Rally* blindfolded in a bath of custard? You can? Then reply to the address



below as they would love to hear from you.

GM's press department are also searching for unusual or exciting player combinations.

"Are there any twins out there itching to air their differences in public?" they ask.

"Does your Grandma score a higher body count than you on *House Of The Dead*?" they wonder.

"If you have any ideas of games and challenges you'd like to see on Gamesmaster or have any interesting tales from the world of interactive entertainment then we'd

love to hear from you," they conclude.

If this sounds like your bag, then get scribbling to: GamesMaster, PO Box 91, London E14 9TN.

Tell 'em we sent you.

20 Questions

If you're still willing to prove your mite with a few well chosen facts concerning the heaving Sega throng, now here's your chance. We really wanna see those fingers. Test your intellectual mettle on the questions below. No cheating now.

- 1) Which newspaper is currently featuring semi-naked pics of page three dolly birds dressed up like Sega game characters?
- 2) Who developed *Enemy Zero*?
- 3) Which other Saturn game did the main character star in?
- 4) *Burning Rangers* comes from which famous team?
- 5) Which character in *Marvel Super Heroes* has purple skin and six legs?
- 6) Which certificate has *Duke Nukem* been awarded?
- 7) What's the third car you can get in *Sega Rally*?
- 8) When is *Burning Rangers* due for release in the UK?
- 9) In which game's code is *Death Tank* buried?
- 10) Which games must you have on the memory cartridge to get *Death Tank* running?
- 11) Which preview from issue six had a title that was a pun on an Offenbach opera?
- 12) Punning is a sign of mental illness. Yes or No?
- 13) Is *Worldwide Soccer '98* any good?
- 14) Who originally designed *Tetris*?
- 15) *Discworld 2* the game was scripted by a certain Mr Terry Pratchett. True or False?
- 16) Complete this phrase: If wishes were fishes we'd all run...
- 17) What are the names of the two original characters in *Bust-A-Move 3*?
- 18) Name Hudsonsoft's new Japanese 3D blaster.
- 19) Sega are in the process of putting together a *Star Trek* game for the Saturn. True or False?
- 20) What does ECTS stand for?
- 21) a: Is there really a question 21? Or is this padding to fill the rest of this box?
b: If question 21 really does exist (in real terms) is there an answer for it on page 98?
c: There is no sub-question 'c'.
d: Or, for that matter, 'd'.

various hilarious poses and forgotten about before the turkey goes cold. More interesting, though, is



the fact that the figure comes complete with a demo CD of the game – just for the few of you that haven't got a copy of it yet.

Although they're as common as muck in Japan, red Game Gears have suddenly appeared in the States – although in a completely original form, a licensed, special edition Coca-Cola one. Currently appearing in the Coca-Cola museum in Atlanta, Georgia, the machine seems to have sparked off a mini-revival of the handheld's fortunes, with a few new games even planned for release in



the UK. This will have no bearing on our coverage of the Game Gear, though. There still won't be any. Apart from this news story. Which probably shouldn't be in a Saturn magazine anyway. Oh dear.



Focus

Not maps but charts. Not "what's knew" but "what's new". All the stuff the "industry" looks at first is here, so sneak a look...

The Charts

1	Resident Evil 95% • Top 100: 3	Capcom/Sega (NE)
2	Sonic Jam 92% • Top 100: 17	Sega (▼)
3	Athlete Kings 87% • Top 100: 41	Sega (▼)
4	Virtua Cop 2 92% • Top 100: 11	Sega (▲)
5	Soviet Strike 87% • Top 100: 26	EA (▲)
6	Dragon Force 90% • Top 100: 31	Sega (NE)
7	Jonah Lomu Rugby 79% • Top 100: 52	Codemasters (NE)
8	Alien Trilogy 83% • Top 100: 35	Acclaim (▼)
9	Die Hard Trilogy 91% • Top 100: 12	EA (▼)
10	Tomb Raider 95% • Top 100: 4	Sega/Core (▼)

As always, in exchange for these charts, our special love parcels go out to Dorian Bloch at...



Game of the month

Duke Nukem • Sega/3D Realms • 94%

First, an apology. After Focus assured readers last month that *Resident Evil* was not censored, it transpired that it, in fact, was. Focus would like to take this opportunity to apologise profusely and, by way of consolation, direct *Saturn Power* readers in the direction of a fine game by the name of *Duke Nukem 3D*. This most assuredly *is* uncut; it's a sleazy, violent encounter with aliens, dodgy strip bars and bombs. For extreme content, Duke has few rivals. Explosions? Yep. Mass gunfights? Yep. Gore everywhere? You bet.

But, above all, it's a fine shoot-'em-up with agreeable adventuring overtones. After Rage's piss-poor, laughable conversion of *Doom*, Duke demonstrates that the Saturn is capable of supporting slick, professional conversions. And you know what else? It's better than the PlayStation version and, if early indications are anything to go by, quite possibly pees all over the N64 version, too.



To Summarise...

Lobotomy are, without doubt, our favourite developer of the month. And Duke, accordingly, is our game of the month. *Saturn Power* readers have asked 'Which should I buy: *Duke* or *Quake*?' for months. The answer is simple, but it's the question that's wrong. You should be asking: 'I'm getting *Duke* AND *Quake*. What else can I buy? It's as simple as that.

Buy it if you like...

Doom, *Alien Trilogy*, *Exhumed*... and all good first-person shoot-'em-ups.

Most Wanted



Quake

Sega • November

The early alpha version of *Quake* we've had in the office for the last month or so is the epitome of promise. Fast, detailed and bursting at the seams with fancy lighting effects, *Quake* is looking marvellous. And it doesn't play too badly, either...



Enemy Zero

Sega • December

Warp's innovative mix of pre-rendered graphics, free-moving sections generated 'on the fly' and imaginative use of sound combine to create the monster that is *Enemy Zero*. To say we're looking forward to playing this one is an understatement...



Actua Soccer 2

Gremlin • December

We saw the PC version of *Actua Soccer 2* at ECTS and, if the Saturn version follows their lead, it could be very special indeed. *Soccer 2* is lightning fast — Dean and James thought it strangely reminiscent of the classic *Sensible Soccer*...



Burning Rangers

Sega • Easter

We got our first go on *Burning Rangers* — formerly *Burning Ranger* — at ECTS as well. It looks, in short, stunning. It's impressive enough in a quiet area, but when you see it erupt into action with a huge explosion, well...

The best of the rest...

Every month there's a new selection of the good, the bad and the ugly of the software world to contend with, but if you're looking for something fairly fresh to buy, here's what we recommend from the packaged comestibles still inside their sell-by date.



Resident Evil

Sega • 95%
A simply stunning game. The duration between the original PlayStation launch and the Saturn release has been long and hard... but hell, it's here now. Genuinely frightening at times, *Resident Evil* is a step forward for adventure games. If you ignore the cheesy American dialogue, you'll be surprised to find there's a genuinely impressive plot beneath Barry, Gill and Chris's gibberish. Perhaps most importantly of all, it offers great value for money. There are two slightly different versions of *Evil* to play through – as either Chris (hard) or Jill (easy) – and a Saturn-exclusive addition: the superb Battle Mode. This becomes available after *Resident Evil* has been completed

and pits the players against various monsters in locations taken from the main game.

If you're not chronologically challenged by the 15 rating, buy this game today.



Dragon Force

Sega • 90%
An enjoyable, engrossing and, above all, unusual

RPG/strategy hybrid. *Dragon Force* isn't the sort of game to have people buying Saturns in droves, but for those who appreciate a change – not to mention a challenge – it's a welcome release.

It's also a very, very big game. Players can choose several nations to control, each with their own characteristics and unique sub-plots. Its RPG leanings and storylines ensure there's continuity – and not just endless, faceless battles – while its easy-to-grasp control system will puzzle only the most unsophisticated of chimps.

Wipeout 2097

Psygnosis/Sega • 92%



The second best racer on the Saturn finally makes its retail debut.

As our cover-mounted demo will have illustrated to **SP** readers, *Wipeout 2097* is a superb conversion of the PlayStation

favourite. Visually excellent, it's also astonishingly fast. The first challenge – complete six tracks in first place – is genuinely tricky. Thereafter, following play modes become increasingly difficult. Few racing games present such lastability. It's a shame that the link-up mode couldn't be included, but as Sega haven't released the cable over here, we have them to blame for that...

Warcraft 2

EA • 88%
If you enjoy *Command & Conquer*, *Warcraft 2* should be your next purchase. Similar in style and execution but set in a fantasy world, its battles are many, varied and gripping. However, unlike *C&C*, players can save their progress mid-level. Obviously, a cartridge is required to do so, but this adds scope for some huge rucks. Another key change is that often more than one faction is set against you. Geography, too, is a feature – water requires fleets to traverse, while trees and mountains are natural obstructions that allow for much tactical trickery. With over fifty missions, it'll last for months.



In the shops now

Frankenstein

Interplay • 49%
A pre-rendered adventure 'starring' Tim Curry of *Rocky Horror* fame. It's pretty dire – a real throwback to early CD-based software.

Discworld 2

Sega • 80%
Unlike its predecessor, *Discworld 2*'s puzzles are, by and large, logical. It's easily the best of its genre on the Saturn... but it has little in the way of real competition.

Actua Soccer Club Edition

Gremlin • 65%
An update of last year's *Euro '96* (the original Saturn version of *Actua* tailored to the tournament licence), *CE* adds different teams and player names. Woefully disappointing.

Jonah Lomu Rugby

Codemasters • 79%
An enjoyable, if flawed, rugby game. It's a shame *Rage* didn't dedicate more resources to the conversion because, with polish, its core gameplay would shine.

Mech Warrior 2

Activision • 79%
A conversion of the PC favourite 'tailored' to suit console formats, *Mech Warrior 2* is a worthy purchase for those looking for a different kind of shoot-'em-up.

Independence Day

Fox Interactive • 60%
Perhaps over-rated in its *SP02* review, *Independence Day* is a disappointing videogame representation of the megabucks movie. Fox's only real failure to date.

Shining the Holy Ark

Sega • 89%
An engrossing RPG rather spoiled by arduous, oft-irritating combat sequences. Unfortunately, these take up a lot of play time – a shame.

Sonic Jam

Sega • 92%
A compilation of the four Mega Drive *Sonic* games, complemented with all kinds of pictures, text and a superb (if short-lived) *Sonic World 3D* sub-game. Buy it.

Bedlam

GT Interactive/Mirage • 44%
Hyped to hell for months and months before its release, released to jeers and catcalls from all industry quarters. The Curse of *Mirage* strikes once more – remember *Rise of the Robots*?

Battle Stations

EA • 26%
A laughable attempt to fuse superficial shoot-'em-up with vague strategy sections. With ships and stuff. A pitiful, rather bizarre release from EA. Avoid.

Tetris Plus

Jaleco • 60%
Well, it's *Tetris*. Unfortunately, it's not a very good version of *Tetris*. However, the sheer quality of the original concept makes it enjoyable to play. But do try it in the shop first, eh?

King of Fighters '95

Sega • 90%
2D beat-'em-up bundled with performance-enhancing ROM cartridge. If you like Capcom's fighters, this may be worth a look. But really, it's no *MegaMix* or *Alpha 2*.

Fighters MegaMix

Sega • 95%
THE BEST BEAT-'EM-UP ON ANY HOME FORMAT EVER. Got the point? But have you got the game? If not, go buy a copy. Now. RUN!

Sky Target

Sega • 56%
Shite update of the *Afterburner* theme. At least the two *Panzer Dragoon* games dug up the fetid design and infused it with style, if not content...

Darklight Conflict

EA • 78%
Space-based blaster that, on the Saturn, is rather unique. But it's not as enjoyable as it could be. Worth a try – look for second-hand copies appearing.



Grandia

Sega • Easter
Heap big RPG due to make debut in Japan this October should reach shores of England next Easter. This GOOD THING. The wait SHALL BE LONG. And the wait COULD WELL BE HARD. We've played *Grandia*. It looks fab. And we like it lots.



Sonic R

Sega • December
Saturn Power was chatting with John Edelson (an important bloke at *Croc* developers Argonaut) and he happened to mention that he reckons *Sonic R* is excellent. And, you know, he has a point. We expect big things from this...



Winter Heat

Sega • January
The sequel to *Athlete Kings*. Exchange the Olympics with... well, the Winter Olympics, and you have *Winter Heat*. Currently going through the localisation process that will see Japanese banter replaced with American nonsense.

Feature Feature Feature

Show Far,

Two shows for the price of one? Certainly sir, take a seat, forget about all the hassles of meeting software companies, collecting press packs and 'having' to drink lots of free booze and allow Dean Mortlock to guide you through the highs and lows of two of the biggest games shows outside of America.

Tokyo Game Show

We were lucky in September. It started off in the right direction I suppose with the release of Resident Evil on the Saturn but, combined with some fairly decent weather and the prospect of two spanking new games shows (the European Computer Trade Show – or ECTS, for short and the Tokyo Game Show), this made September one of the most interesting months around here since James forgot to put sugar in Lisa's tea for three consecutive weeks. Oh, the outrage of it all.

Held in the Makuhari Messe Convention Centre (about an hour's ride from the centre of Tokyo), the Autumn TGS proved one of the best showings for Saturn-related product this year, with

there being well over 100 games shown there for the system. If anyone had been disappointed by the lack of interesting Saturn software outside of the Sega stand at the E3, then they really should have been here. The show was a three-day event (with the first day being a trade-only affair – the other two days allow the massing throngs of the punter population through its spinning turnstiles) and managed to amass a total of around 100,000 paying punters.

The usual over-sized stalls, large screens and punters dressed as their favourite computer game characters (why do they do that exactly?) were evident, as well as more than a few tasty announcements for exclusive Saturn titles.

Capcom

The Japanese beat-'em-up giants were showing all their wares at the show, with *Marvel Super Heroes* and *Street Fighter Collection* (the fusing together of *Super Street Fighter 2*, *Super Street Fighter 2X* and *Street Fighter Zero 2 Dash*) being the more common of the games there (incidentally, Virgin have confirmed that *Street Fighter Collection* is in the translation process and should be released in Europe before Christmas – maybe even as early as November). The most exciting game on their stall, though, was a very early version of their surprise announcement, *Marvel Super Heroes versus Street Fighter*.

The game should be released in Japanese arcades fairly shortly (with a home version almost guaranteed) and will be of a similar ilk to their eagerly-anticipated *X-Men versus Street Fighter* game (which, again, is being converted across to

the Saturn as we speak), except that there appears to be 'dark' versions of all the characters in the game. Very little could be gleaned from our reporter but it would seem that there's possibly evil (and grey in colour) versions of each of the characters. Intriguing.

Konami

There were a couple of Saturn games floating around for the trained eye... the RPG, *Genso Suikoden* and the translation of *Castlevania: Symphony of the Night*. Both looked (from what we've been told) faithful enough but there's still no news on whether either of these games will be converted across to the American market (which would usually guarantee a European release) or whether they had any plans to port *International Superstar Soccer Pro* to the Saturn which is, after all, the main Konami game we all covet.

Hudsonsoft

This company's still firmly behind the Saturn with their recent releases of the platform game (in Japan, anyway) *Willy Wombat* and the jointly Sega designed game, *Virus*. It all doesn't stop there, though, with the incredible announcement that they're working on a brand new *Bomberman* game and yes folks, it's in 3D.



Show Good



WARP

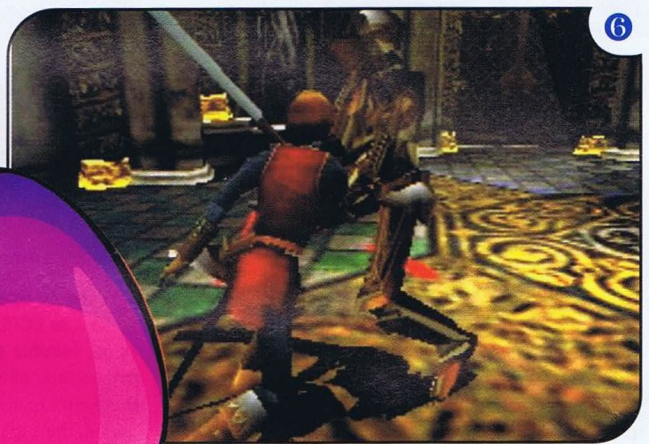
Founded as recently as March 1994, WARP are responsible for creating some of the most unique moments in Saturn gaming history (*D*, *Real Sound* and *Enemy Zero*), WARP and its incomparable boss, Kenji Eno were there in force at the show to talk to an assembled press at one of the Creators' Conferences about the future of its D2 project.

Originally down for one of the first releases on the 3DO-upgrade, the M2, WARP have now (since the cancellation of the M2 project) announced that the D2 game will be released on the Saturn (and not on Sega's next machine as a lot of people might have assumed).

This announcement was done in typically bizarre Eno fashion with him simply raising a tissue above his head with the handwritten words 'Sega Saturn' on them. A journalist then asked him when he'd be publicly announcing the title and his only words were 'I Just have'. Very smooth. Very smooth indeed.

Hudsonsoft are working on a 3D *Bomberman* for the N64 and it's from this version that a lot of the gameplay elements have been taken for the Saturn game. Everything will now be rendered with beautiful polygons and you'll now be able to knock bombs up and down as well. Expect a four-player gaming experience as close to heaven as is humanly possible sometime around the middle of next year – with an official European release later in 1998.

We're still waiting for confirmation of a UK *Bulk Slash* launch – more news as we get it.



Sting

These fellows are a brand new development company and are currently working on an extremely dark and brooding role-playing game called *Baroque* for the Japanese software house, ESP. A very simple and abrupt statement that may well be, but when you lodge the fact that Sting are made up of ex-members of the superb Square team, then things begin to sound a lot more interesting.

The game itself promises to be one of the most ambitious to date. If you can imagine the graphical excellence of something like *Dark Savior* or *Grandia* but with a free-flowing environment then you'd be getting close. Also the prospect of a darker, more atmospheric game than the standard RPGs we're used to is no bad thing at all.

A Japanese release is expected as soon as November in Japan but there's no firm news on an English translation yet.

Online gaming

Still a relatively new concept in Japan, Sega were showing off the fact that they've been working with two Japanese companies (Shouei Systems and Fujitsu) to create an online RPG experience with each of them.

Shouei's effort is tentatively called *Warrz* ▶



❶ Those marvellous *Marvel* fellows – how we admire their fancy special moves. ❷ And here they are again. ❸ Green skulls. Nothing but trouble, they are. ❹ Green auras, likewise. ❺ Oooh, moody. ❻ At a guess, we'd have to say that that's FMV, not in-game footage...



7 **Pants attack! Girl decks bloke with bottom.**
Burning Rangers! Yeeeeeeaaaaaaahhhhhhhh!

and is simply an RPG that allows you to play through the Sega Netlink and connect to a vast bank of other users. Fujitsu, on the other hand, have bigger plans for their title. Their game goes by the title of *Dragon's Dream* and plans are underway to get the system compatible with America to allow players from both continents to play in the same game.

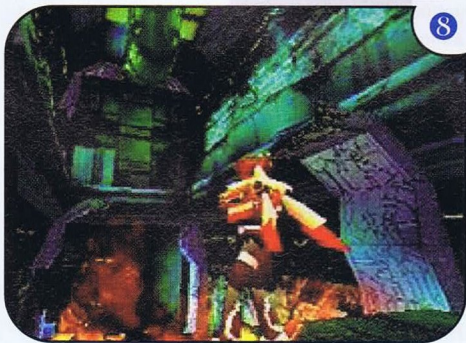
Now all this sounds very interesting at the moment but it gets even better. If rumours are true (which they sometimes have a nasty habit of being) and Sega's next machine will come complete with a built-in modem, then the possibilities for network gaming are incredible. Trust me, this is only the beginning.

Tecmo

A playable Saturn version of the much-hyped Model 2 beat-'em-up *Dead or Alive* from Tecmo was on display for all to see. The general feeling amongst most of the people who got to play it was that it was an exceptional conversion and could well surpass even the mighty *Virtua Fighter 2*. As we're led to believe that Acclaim could well be bringing the console version over to Europe for release very shortly, that's only a could thing for us as far as we're concerned.

Sega

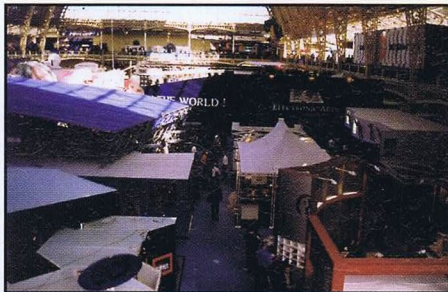
The big chaps took this as the perfect time to announce the December release of one of their key titles for the next six months, the Sonic Team-designed *Burning Rangers*. As well as that, though, they had the now-expected range of stunning Autumn and Winter software due for release over the next few months (*Duke Nukem*, *Quake*, *Sonic R*, *Touring Car*).



8 **Tokyo Game Show - an overview**

On the whole of it, it was a very positive show for the Saturn. Included in the hundred-odd games on show were more than a few show-stealers and a surprising amount of Saturn exclusives. Is anyone needed any proof that the Saturn was still a strong title, then there was certainly enough of that shown here.

European Computer



ECTS, as viewed from the balcony. The infamous ECTS 'view from the bar' was, alas, a blurred shot.

The European Computer Trade Show... or ECTS, as it's lovingly known to hacks such as our humble selves used (until last year) to be a twice-yearly affair but due to the simple fact that there isn't really the demand or interest in the Spring, the organisers have wisely decided to lump it all together into one huge spectacular that took over the enormous Olympia arena from the 7-9 of September.

Although it's supposed to be a trade-only show and limited to over-18s only, there seemed to be an

exorbitant amount of 14-year old boys wearing 'shop assistant' badges and hogging all the display cabinets and freebies. It mattered not to us, though, as we were only there to concentrate on sniffing out the choicest Saturn morsels to be had and managed (easily) to avoid the bizarre Virgin stand and the plastic-filled bimbettes on the Eidos one.

Having said that, though, the show was noticeable for one thing from our point of view, a distinct lack of Saturn software. Sega themselves had a suite at the nearby Hilton hotel but their presence was sadly lacking from a show dominated by PSX and PC games. Having said that, though, there was optimism to be found once you delved a bit further.

Software support

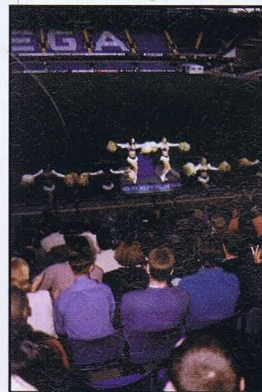
Although there was very little on display, there were plenty of promises of future software for Spring '98 and beyond. Gremlin have promised *Actua Soccer 2* (which, by the way, is shaping up to be a huge improvement over the first two games) and *Premier Manager* very shortly, with other titles still in the pipeline. *Reloaded*, for one, is a game that has been

Pills, thrills and bellyaches

One of the definite highspots of the ECTS show was the Sega presentation at Stamford Bridge (the home of Chelsea football club). It was here that we were allowed to (deep breath)... get beaten mercilessly at *VF3* by a very professional-looking Japanese fellow, hold the treasured FA Cup, eat the wonderful variety of food (including fish balls, which James had to gob out down the toilets... they were that disgusting), beat everyone in sight on *Sega Touring Car*, get a wee bit tipsy with a couple of rather top people at Sega Europe (hello to Marks H and M, Richard and Louise) listen to a rousing speech by the boss (Malcolm Miller), witness the site of a headless Sonic (you had to be there, you really did) and, finally, not even gawp slightly at the shockingly sexiest display of naked flesh that was the Sega-ettes cheerleaders team.



Sonic and Knuckles, sans heads. Did you know that Sonic was a girl? Us neither. And she even drinks lager! We have evidence!



Sega grrrls do their dance...



"This costume really 'bugs' me, girls..."



Ed from Sega holding FA cup with allegedly 'exultant' expression...

Trade Show

'tweaked' massively since our playable demo way back in issue two and should be ready for release over the next couple of months.

EA are still planning *FIFA: Road to the World Cup*, *NASCAR '98* and a wealth of other sports titles – as well as *Croc* and the excellent-sounding *Alien Resurrection* for next year. We managed to get a bit of information out of Fox Interactive's boss, Jon Richmond about the *Alien* game and he said that you can expect a behind the character 3D action game. Sort of like *Tomb Raider* with aliens. The good news on that as well is that Argonaut Software (the *Croc* developers) are handling the work on the title, so quality is almost assured.

Ubisoft are working (via Smart Dog – of *Breakpoint* fame) on bringing *Tennis Arena* to the Saturn very shortly – although there was no word at the show about Vivid Images' supposed racing

game called, um, *Vivid Racing*.

GT Interactive became surprisingly helpful. Not only do they have *Mortal Kombat Trilogy* waiting to surprise and delight us all (it must be out before Christmas) but the promise of *Maximum Force* (the sequel to *Area 51*) and *Barb Wire* (the game of the bloody awful boobwatch film) still on the release schedules for next year.

Finally, and best of all, is the reassurance that the mighty Core will be continuing Saturn support well into next year with the 3D adventure game, *Ninja*... but more on that in the new year.

At the end of the day...

Despite all the usual hype and money spent, it was the company in the small conference room next door that had the best software. Ah, you think, we're bound to say that but Sega had *Duke Nukem*



3D, *Burning Rangers*, *Quake*, *Fighting Force*, *Sonic R*, *Touring Car* and *Resident Evil* on display which, I think you'll agree, is a mighty fine line-up indeed.

The main hall contained very little of actual interest. *Quake 2* looked, quite frankly, a bit dull, the Sony area contained little of any real interest and beating your way through monumental stands and PR bump was the only way to find anything of any real interest.

Definitely a disappointing show as far as we were concerned but I get the feeling it wasn't just the Saturn owners and press who felt the same. Hopefully, next year will be better...

Dean Mortlock



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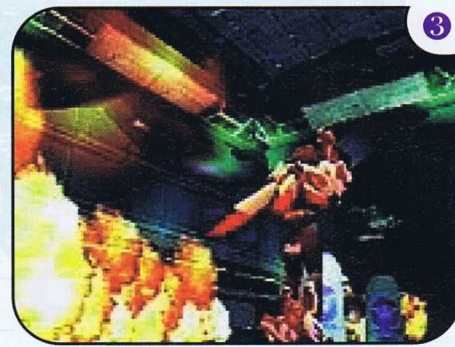
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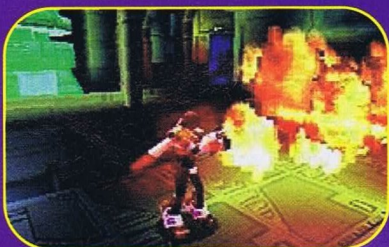
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1 Plenty of 'living flames' try to toast your face in this corridor of doom section. 2 Jetpacks are so much fun. We love them to bits. Why don't we see more of them, I wonder? 3 This is more like it. Soaring over exploding droids and oil cans has before been so thrilling. 4 As you can see from this shot, the levels are absolutely huge.

First Impressions Always Last



You're player is of the *Bulk Slash*-variety (see last issue) with a slightly behind the back perspective, not a million miles away from *Tomb Raider*.



There's a lot of jumping around to higher platforms and upwards and onwards to other rooms and the sinister hiss of automatic doors. Blimey.



Firepower comes in the shape of a variety of shoulder cannons, flamethrowers and plasma rifles. Oh yes, and the occasional grenade. The blue costume's rather nice too.



When the lights go out, all you've got to navigate with is the computer voice and a spooky green spotlight. Hooray for atmospheric programmers. You'd better watch it, that's a nasty looking ledge.

Burning

Wallalala! Wheyhey! Biscuits of the finest variety. Very fine biscuits. Very fresh. Very fine. Oops. What I meant to say was stone the crows Governor, jellied eels, get 'im in the back of the van – the new Sonic Team game really is an absolute corker. A ruddy blinder it is. By Jove it's a nice one. Very nice indeed. Very lovely indeed.

If you cast those bulging peepers over our news section from last month you'll find eight exclusive pictures of the beast in hand. Dean, James

and I were lucky enough to have seen it in action as it were, at ECTS. The title may be a pun on the deepest wishes of Celtic fans everywhere, but what we have here is a one player free roaming rescue mission with the added bells and whistles of a jetpack (yeah) and a *Tomb Raider*-like 3D environment in which you explore and perform heroic hostage rescuing acts amidst much danger and life threatonage. It all could be placed in the last five minutes of a Bond film, when the countdown's ticking and the set's about to blow sky high.

Information on *Rangers* is, at best, sketchy, but here's what we've been able to glean so far...

The player the role of *Burning Rangers* of the title, an elite search and rescue team. The Rangers are called in when lives are at stake and danger is extreme. The scenario thrusts you into several explosive missions which involve

searching for and rescuing survivors, fighting fires and out-of-control man-made creations including a whole mutant scrapyard of search and destroy robots, before the entire kit and caboodle explodes to smithereens. Hurrah!

Burning Rangers features expansive, fully-explorable 3D worlds and includes detailed texture-mapped graphics and realistic environmental light sourcing. It'll be exclusively available on Sega Saturn in the spring of '98 with a Japanese release planned for this Christmas. Lucky them.

Created by Sega's Yuji Naka and his famous Sonic Team, players can run, jump or fly with 360 degrees of movement and the character can perform two types of jumps – the first a normal sort which the player can control and the second, an auto-jump feature which aids the player automatically. It's not simply a case of memorising the positions of the enemies or hostages either. A ran-





1



2

Burn baby burn. The Sonic team's masterplan is finally revealed and, by my beard, what a stormer it is!

Rangers

dom generator feature changes the location of survivors and obstacles after every play. Good move. This has the effect of making each play of *Burning Rangers* just like the first time you popped the silver disc into the little black box.

Finally, the Saturn's advanced VDP2 graphics chip comes into play creating realistic transparent flame effects and the flame in question is a 'living obstacle' that's alive and dangerous.

Adding the cherry to the already mouthwatering icing, a new voice navigation system gives audio clues to help find your imprisoned buddies.

When I sat slack-jawed gaping incredulously at this marvel at ECTS, I couldn't quite get over how atmospheric the whole experience was. At one point all the lights go out and you navigate via a green spotlight which illuminates only a short region in front of you. It reminded me strong-



3

ly of the scene in Ridley Scott's *Alien*, where Captain Dallas goes into the ventilation system with his flame-thrower, hell bent on smoking out the vicious Alien. Atmospheric it most certainly is.

We'll give you further updates as soon as we have the information, but for now *Burning Rangers* remains tantalisingly out of reach and is scheduled to be out in Japan in December, Spring in America and Easter in the rest of Europe.

Iain White



- Special weapon alert...
- Here's that 'behind the player perspective.'
- The proud title screen in full. Hey, it looks like they're wearing Sonic's boots.
- The transparency effects are put to good use, as you can see here.



4

That Sonic Team pedigree in full

Well, the Sonic team came up with the freefloating trippery of *NIGHTS*, the platformer-defining spinning ring collecting of all the Sonic titles, (later to appear as *Sonic Jam* on the Saturn) and the latest and possibly greatest – *Sonic R*, which they designed, with coding duties the responsibility of the talented Travellers Tales.



Sonic
The original and some would say, best. Still crazy after all these years.
97%



Sonic 2
Not a significant advance over its predecessor, but it included a new two-player mode. And it's fast.
89%



Sonic 3
Non-linear tracks and more high grade spinning and ring collecting mayhem.
91%



Sonic And Knuckles
Only ever really capable of kicking out the jams when locked into one of the previous Sonic games.
90%



Sonic R
A 3D roaming Sonic racing game just in time for Christmas. Nice one.



❶ If you hum the theme from *Bonanza* while playing *House of the Dead*, the zombies turn into apaches. No, really. ❷ Outside and away from the murky light of the nightclub, Iain realises his terrible error and legs it. ❸ The 'before' example of a face cream ad that never saw the light of day. ❹ "Romero, Romero, wherefore art thou, Romero?" ❺ He doesn't look like a happy fella, does he? ❻ "Woah... there go my nipples!" ❼ Another zombie laid to rest. Ⓜ AAAAAAAAAaaaaaAAAAAAAAaaaaAAAAAAAAaaaaAAAAAAAAAAAA!

Mouse of the Dead is an unlicensed Troma-influenced sequel to *Bagpuss*, where his rodent friends' squeaky 'We will fix it, we will fix it' mantra is replaced by 'we will RIP OUT ITS ENTRAILS AND SEND ITS SOUL SCREAMING TO HELL! HA! HA! HA! HA!' Except... no, wrong game. I really *must* stop drinking paintstripper.

Ahem. So. *House of the Dead*. First: a short story. There we were, Dean and I, sitting in the stands at Chelsea's Stamford Bridge stadium. It was the middle of a Sega's presentation. They'd dragged us from the comfort of the hospitality lounge, with its plentiful supply of free beer, to listen to sabre-rattling speeches from various 'boss'-type characters. And then, after an age (and a scolding from some PR people for talking during one address) the PA went silent. The video screens suddenly burst into life. Various images of Sega's Xmas and New Year line-up flashed past, until... *House of the Dead*? Who said they were

doing *House of the Dead*? And, you know, that was a shocker. Turns out that even Sega of Japan hadn't even announced its conversion at that point.

House of the Dead is, for those unfamiliar with the name, a light gun-based blaster developed for the arcades by AM1. But it's a far cry from the *Virtua Cop* games. Instead of dispatching distant felons in the name of some law or other, players have to dispatch zombies and the like. It's gory, exceedingly violent and decidedly frenetic.

HOTD is light on innovation, but sorted for style. Multiple routes, power-ups and other mandatory features are, typically, included. But it's polish and superb use of its Model 2 board that makes playing it such an impressive experience. Zombies lurch towards the player's 'off-screen' position. But these

are no one-shot knockovers. To dispatch them takes anything up to several shots, with body parts exploding accordingly. This, in contrast to the rather sanitised violence-from-a-distance approach of the *Cop* titles, makes for a more intense game.

Plot, too, has a bearing on *HOTD*'s gameplay, with a few surprises lined up for the dedicated player. But, unsurprisingly, it's unbelievable gore levels that make it stand out from the crowd. It's possible to shoot

"HOTD is light on innovation but sorted for style. Multiple routes, power-ups and other features are, typically, included!"

through zombies, exposing scenery behind them. It's genuinely not the sort of game to play after a big meal. AM1's Saturn conversion should, if early reports are anything to go by, develop the 'plot' aspect to the game, provide different routes and a number of other console-specific features. Sadly, it won't arrive in the UK until at least March...

James Price



A house. Everyone's dead. Or are they? Those keen for a zombie blasting fix are in for a treat next Easter...

Mouse of



COMPARISON

Crypt Killer

▲ No criminal record, no diseases – socially, an upstanding piece of software

▼ But, as a game, it's pretty unsavoury.

Crypt Killer was the last game to be published in Europe by Konami – possibly the final title to ever get released over here under their banner. As swansongs go, it's a bit of a tragedy. The monsters aren't scary, the graphics are dire and, what's more, it's woefully easy. Avoid.



● "Oh blimey... leg it guys! It's the Moss Monsters!" ● There's a simple numeric code that explains the continued existence of amoebas: '112B2'. ● If you look carefully, you can see right through him. Ugh! ● Another one bites the dust. ● Hey! Nice definition on the old jaw, there. ● Believe it or not, a mutant frog. ● This is like the 'Platoon' poster, only without the arms. And trees. ● No, it really does...



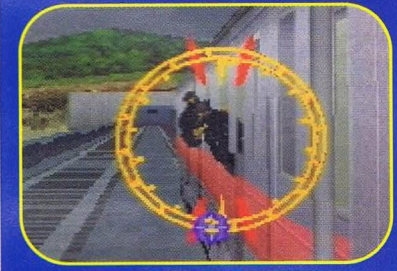
the Dead

Have you seen the light?

Virtua Cop
 The first light gun game on the Saturn, and it's still bloody good. Time has made it cheap Which is nice.



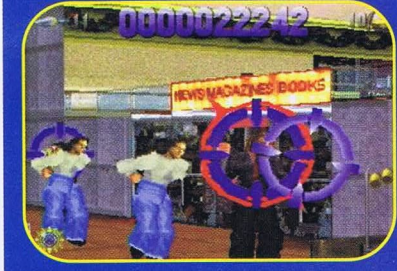
Virtua Cop 2
 The second gun game for the Saturn – another coin-op conversion. This is good, too.



Crypt Killer
 Pants. Called 'Henry Explorers' in the USA and Japan, it's a workmanlike conversion of a crap arcade game.

Chaos Control
 A port of the dodgy 3D0 'alien invasion' blaster ported across last summer to cash in with ID4's cinema success. Arse.

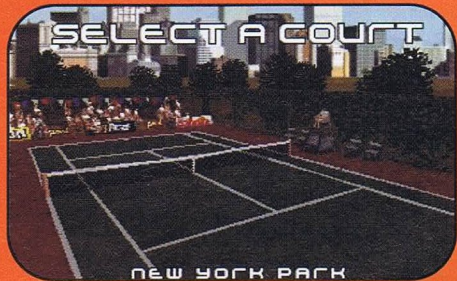
Die Hard Trilogy
 The gun game section in *DHT* is arguably the best you can currently find for the Saturn.



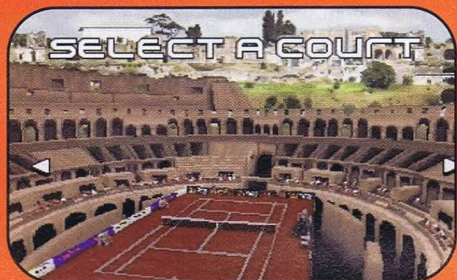
Area 51
 A competent conversion of an unimpressive coin-op. *Area 51* was, apparently, the most successful arcade game of 1996. Bizarre.

Choose Your Location

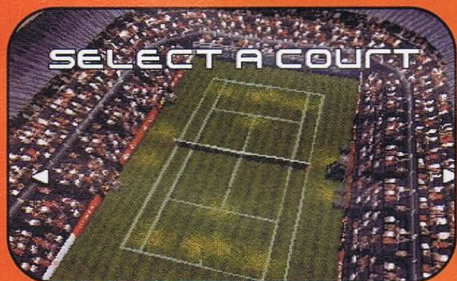
A wide variety of courts are on offer, with backdrops ranging from the New York skyline to the pyramids of Egypt.



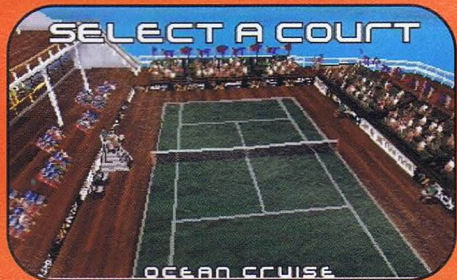
Look! it's Madonna jogging in the background.



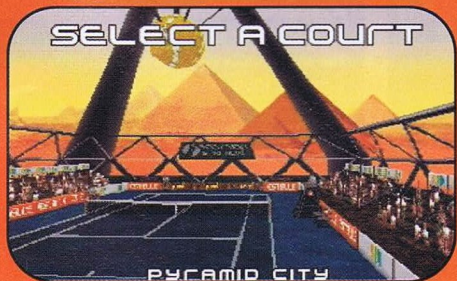
Have you seen the film *Spartacus*? You have?



The Stadium's strongly reminiscent of Wimbledon.



It rocks, it rolls and sways with the waves.



Pyramids! History as a background to sport. Mmmm.

Tennis

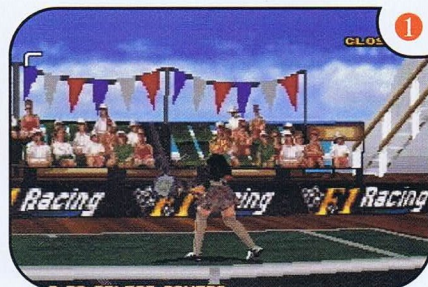
A spice girl and a sumo wrestler together in a tennis simulation? Developers Smart Dog make it happen.

You cannot be serious. Ubi Soft's *Tennis Arena* sets the tone with a silly catchline: "Your weapon is your racket and the score is far from love!"

Ah yes, just what the world was waiting for, a comedy tennis simulation!

Tennis Arena features ten fully motion captured characters with bizarre personalities who compete against one another either through singles or doubles matches or as part of a tournament. 'Come face-to-face with smashing serves, outstanding cross court passes and devastating drop shots,' it says here. *Tennis Arena* features all-fictitious cast including a sumo wrestler, an Australian dude and some feisty 'Spice Girl' lookalikes with real racquet power. Each zany character has their own special moves and by using a combination of timing and a series of button presses, you can execute a special, potentially match winning shot unique to that character.

The matches themselves take place in one of six 3D settings – including a Roman amphitheatre and a harbour. Players can choose from playing Championship, Tournament, Singles and Double matches



or you can even team up for the ultimate four player action via a multimap.

To add to the gameplay excitement, *Tennis Arena* also features two special hidden characters with some very potent ball skills and a secret

arena to test your ability on the court.

These characters aren't available from the outset though, and appear later on in the

game, giving added incentive to hone your smash court backhand and trim your topspin.

The laughs come thick and fast, especially in the secret 'big head' mode, and with the silly calypso musical accompaniments it won't be long before many multi-shot rallies pre-

"Tennis Arena features an all-fictitious cast including a sumo wrestler, and some feisty Spice Girl lookalikes."



Zadawi

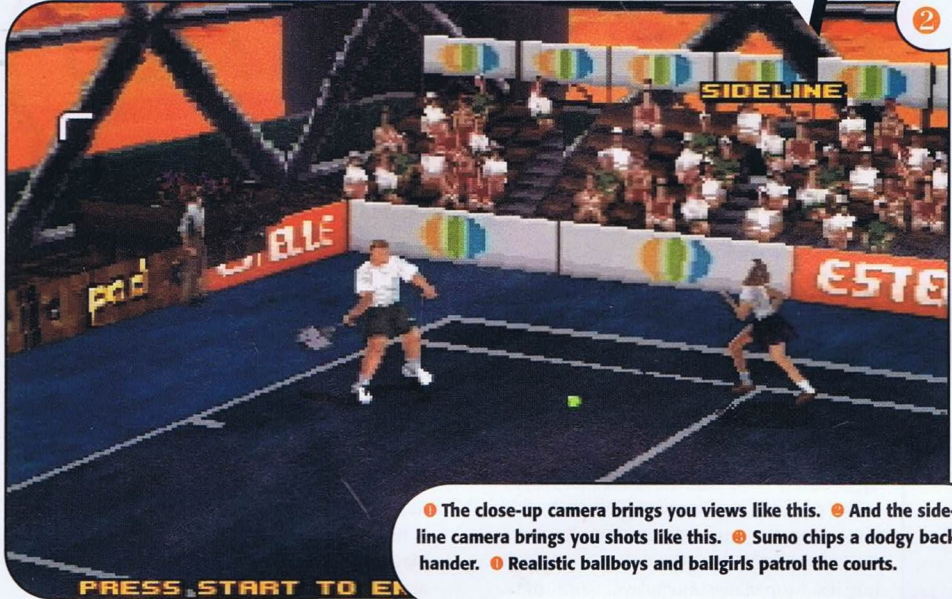


Brodhini

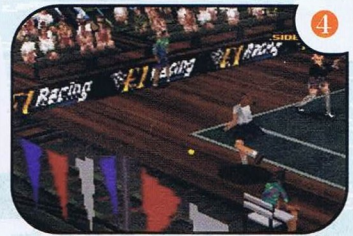


Hayasmi

Arena



● The close-up camera brings you views like this. ● And the sideline camera brings you shots like this. ● Sumo chips a dodgy back-hander. ● Realistic ballboys and ballgirls patrol the courts.

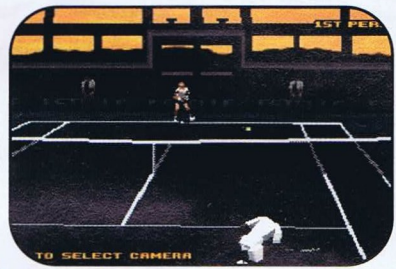


COMPARISON

Break Point

- ▲ It's a tennis game
- ▼ A tad on the slow side.

There aren't many tennis sims for the Saturn, and this seems a little sad, because they're really brilliant fun. Coders Smart Dog set the pace with this one but, now serving on the Ubi Soft court, they've improved it in the bells, whistles and sumo departments with *Tennis Arena*. Faster gameplay and more varied arenas too.



capitate the star shot – where the player unleashes an ace or another impressive play.

The arenas are large and varied, each with their own unique dippy feel. The tennis court aboard the ship rocks and rolls slightly with the tide and the pyramid level is equally impressive. Again, there's a hidden arena too, which isn't selectable from the front-end menu.

Controlling the players couldn't be

simpler with buttons A + B responsible for ground shots and button C controlling the special. Top-spin, back-spin and side-spin are also accessed by buttons X, Y and Z.

The sumo character is a real laugh – not the poor tennis player you might expect. Neither are either of the

girl characters both capable of packing a real punch.

Tennis Arena brings more than a few laughs into the court and like the great game itself is instantly playable and deeply enjoyable. Ace.

Iain White



Take your pick, *Blind Date*-style from eight players.



He's French, but doesn't have tunnel vision.



Sumo-boy has an excellent serve but dodgy fashion sense.



Half Tank Girl half soldier, Zadawi serves like a bullet.



Sporty Spice is never short of a doubles partner.



A skilled player, unable to escape the red tracksuit.



She's nineteen and apt to make a bit of a racket.



Dressed for golf, but a master of the passing shot.



Boasts yellow hair and a strong forehand.



Johnson

Characters



NHL '98



How can ice hockey players manage to get through entire games without lamping someone with their stick? The temptation must be huge...

Those lucky enough to own a copy of **Saturn Power** issue two will know that we're rather partial to a game of Virgin's *NHL Powerplay*. Not one of the **SP** team has any particular interest in the sport, but gameplay will out; it's a superlative multiplayer game and enjoyable with one. After considerable delays, it finally hit the shelves around four months ago.

That first paragraph begs the obvious question; why is this gimp starting an *NHL '98* preview with a glowing recommendation of a rival title? Well, it's simple: for all intents and purposes, *NHL '98* is *NHL Powerplay*. Impressed with Radical's game, Sega decided to licence the engine to carry their monicker. While sales of ice hockey games barely register in the UK, they're important in the lucrative North American market. And, with SoA handling the the update, Sega Europe have decided to release it on our fair shores.

Predictably, the *Powerplay* engine has been subjected to cosmetic surgery; a cut and tuck to conceal perceived wrinkles. These are, predominantly, visual. The courts now boast designs and logos endorsing both teams and, obviously, Sega Sports; the players, too, appear to have undergone a few tweaks.

The old, somewhat spartan front end is replaced by... a somewhat spartan front end. But the pictures are new and stat fans will be pleased to note that team details are given before matches. Thus, one can now be *sure* that the Great Britain team are shite before a sound thrashing from a particularly skilled Canadian side. Or the USA. Or Russia. And so on...

NHL '98 is, like its predecessor, a game that doesn't fail to cater for a more sociable gaming experience. Up

to eight players can partake in any of its options – be that exhibition, playoffs, league or world tournament. The cost in multitaps and joypads is high (thus ensuring that few will actually ever play with the full eight) but it's one of many areas in which *NHL '98* excels in terms of options. One can disable the rules that make

hockey such a stop-start game and leave substitutions or line changes to the console. These are features that UK

buyers with no real interest in ice hockey will particularly appreciate.

Unfinished as it is, we've yet to come to any definite conclusion as to whether *NHL '98* is worth buying if you already own *Powerplay*. The free-flowing action of Virgin's release was commendable; were this to be tampered with, it could be a change for the worse. Naturally, this being a preview, it would be churlish of me to pass comment at this point. Rest assured that all will be revealed next month when we give *Powerplay*... ahem... *NHL '98*, a full review.

James Price



"Up to eight players can partake in any of NHL's options – be that exhibition, playoffs, league or world tournament"

Ice hockey: not to be confused with...

Jason from Friday the 13th

Don't worry, folks – Jason wasn't *really* an ice hockey player. He just wore the hockey mask to scare the willies out of his victims-to-be before brutally murdering them. If you look, there's not actually a puck or ice rink in sight! The cheeky little tinker...

Better than ice hockey? No.

Why? That disembowelling lark is so tiresome, darling.

Hockey

Hockey, like ice hockey, has the word 'hockey' in its title. However, there the similarities end. Or do they? Hell, it's a mystery to me. I *should* remember, because me and me mates used to watch the girls play it all the time at school... but, somehow, the rules and other details escape me.

Better than ice hockey? Yep. Nowt but fond memories of hockey.

Why? Girls. They're grrrrreat, as Tony the Tiger would no-doubt enthuse.

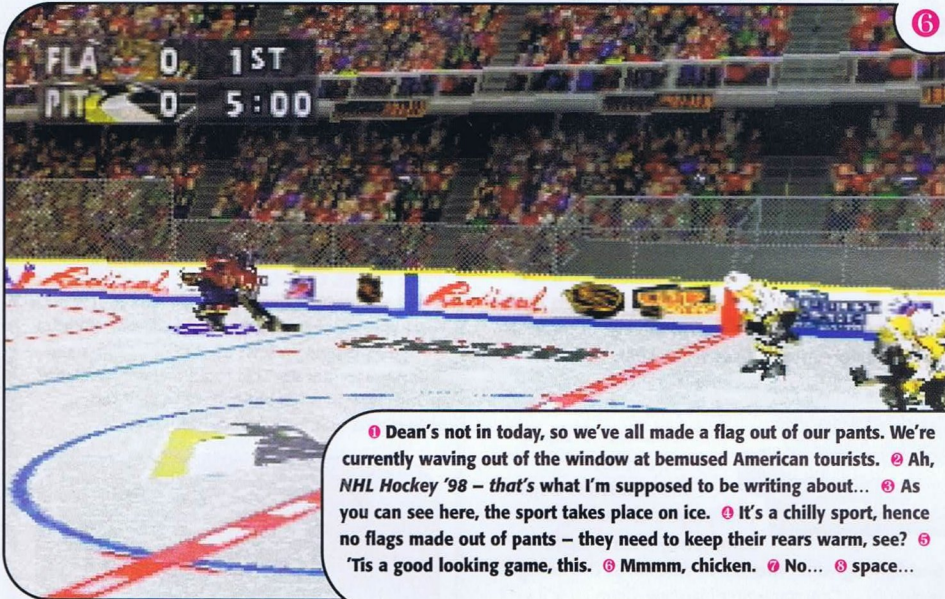
Football

Football players don't use hockey sticks. They use their feet. And they don't even use a puck! They use a ball instead. Football has nothing to do with ice hockey. And neither has this box-out which, I begin to suspect, is irrelevant and, quite frankly, silly. And I get *paid* for this, you say? Woohoo!

Better than ice hockey? Yesssssssss.

Why? [Brummie accent] C'mun Wolv'ramptun! Go on, Bully!





1 Dean's not in today, so we've all made a flag out of our pants. We're currently waving out of the window at bemused American tourists. 2 Ah, NHL Hockey '98 - that's what I'm supposed to be writing about... 3 As you can see here, the sport takes place on ice. 4 It's a chilly sport, hence no flags made out of pants - they need to keep their rears warm, see? 5 'Tis a good looking game, this. 6 Mmmm, chicken. 7 No... 8 space...

COMPARISON

NHL Powerplay
 ▲ The best. Official.

▼ No bugger seemed to buy it...

Virgin's *NHL Powerplay* is, in our opinion, the finest ice hockey game one can buy. It doesn't matter if you're not over fond of the sport - it's just a bloody good arcade sports game with a great multiplayer mode. If *NHL '98* - being an update, essentially - improves upon its already solid foundations, it'll certainly be worth a look.



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The Lost



Months after the original movie launch, *The Lost World* is on its way to the Saturn. Strangely enough, it has dinosaurs in it...

On a level playing field, with humans deprived of projectile weaponry, a scrap between Homo Sapiens and any dinosaur would be short, brutal, and followed by plenty of snacking noises. As tragic as the extinction of any species may be, for one, salute the global disaster that finished the bug-gers off. It'd be a nightmare trying to find a slow, unfit fat bloke to walk to work with just in case Velociraptors decided to attack.

But, as they're dead and we're not, we like dinosaurs. We also like films with them in, as Spielberg well knows. The *Jurassic Park* franchise boasts two movies, millions of pounds worth of merchandise, numerous obscure spin-offs and, of course, a handful of videogames. However, *The Lost World* differs from earlier *JP* games in that it is developed by Dreamworks –

Spielberg's foray into the world of interactive entertainment.

Unusually, Dreamworks have chosen to make *The Lost World* a platform game. Historically, this in nothing new – movie tie-ins for 16-bit formats invariably fell into this genre – but, in the age of the first-person shoot-'em-up, it seems an strange choice. The result of their labours is reminiscent of Crystal

Dynamic's *Pandemonium*, but with a number of significant differences.

The Lost World begins with players controlling a Compy, negotiating platforms

and fighting with other small dinosaurs. This combat is simple – Capcom won't lose any sleep over it – being, in general, more of a tricky hindrance. But this early Compy section isn't as simple as it initially seems. Of its nine levels, six involve fairly generic platform action. But the other three are rather more interesting. The first sees the little green fella pursued

"The Lost World begins with players controlling a Compy, negotiating platforms and fighting with other dinosaurs."

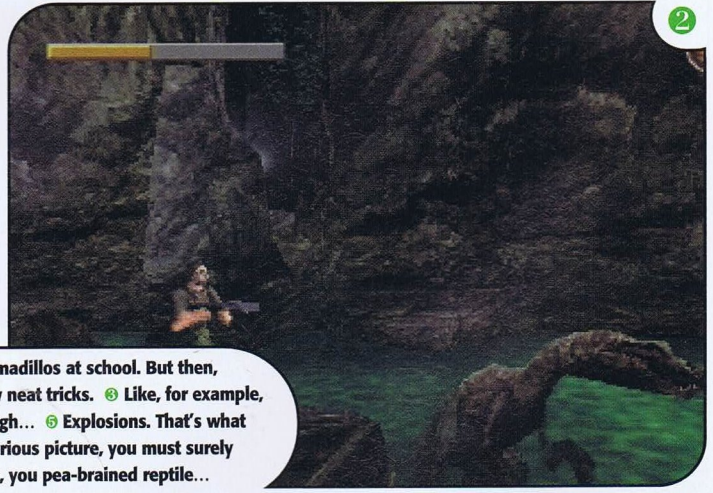
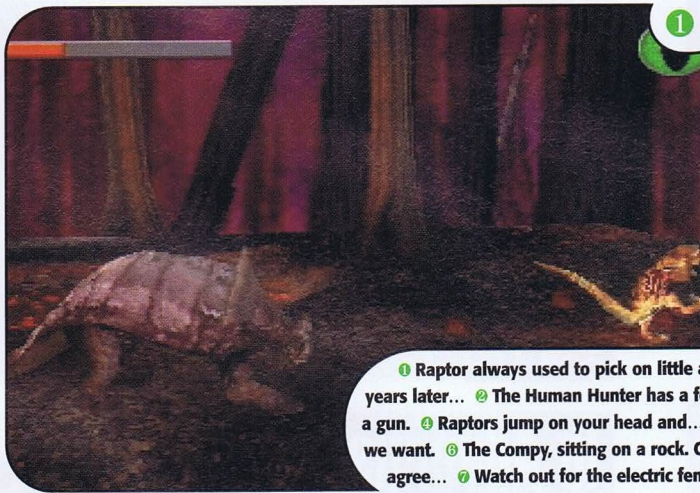
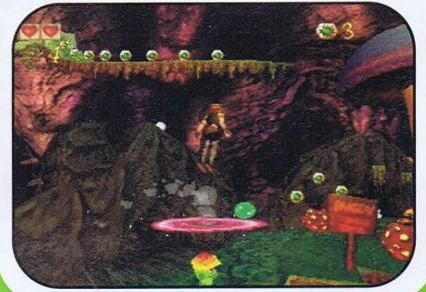
COMPARISON

Pandemonium

▲ Boing! It's a platform game!

▼ Boing! It's a platform game!

Crystal Dynamics' semi-3D platformer is, like *The Lost World*, a two-dimensional platformer given a 32-bit facelift. Cheerful, challenging and attractive, it's an enjoyable romp, if a trifle shallow. *TLW* goes some way towards creating a remedy for potential tedium by offering a host of different people and dinosaurs to players. This could make it the better buy of the two – but you'll have to wait for our review next month to find out for sure...



1 Raptor always used to pick on little armadillos at school. But then, years later... 2 The Human Hunter has a few neat tricks. 3 Like, for example, a gun. 4 Raptors jump on your head and... ugh... 5 Explosions. That's what we want. 6 The Compy, sitting on a rock. Glorious picture, you must surely agree... 7 Watch out for the electric fence, you pea-brained reptile...



World



6

by a hungry predator, leaping over obstacles and avoiding his cavernous maw. The second involves dodging the feet of what I assume to be Brontosaurus, ignorant of the tiny creature beneath their feet. The third (and least impressive) sees the Compy swimming through crocodile-infested waters. There's also a section of one level that sees a hunter taking shots at the player from an almost first-person perspective.

Once players have completed all nine Compy levels, they can go on to control the Human Hunter — a stocky-looking bloke with a gun and, most impressively, a harpoon gun that allows him to swing



7

from the ceiling. This is perhaps more traditional platform fare than previous sections, but swinging across gaping chasms seldom fails to entertain. After the six Human Hunter sections players get to control a velociraptor, Sarah Harding and more besides — including, eventually, a T-Rex.

While hardly innovative in terms of general design, *The Lost World* is replete with pleasant graphical touches. The dinosaurs are beautifully animated and, although obviously not exact replicas, are certainly true to those created by *TLW*'s special effects team. But, and arguably more impressive, the back-

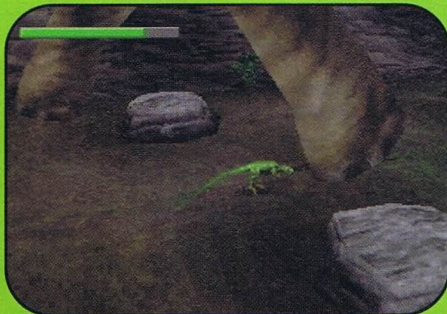
grounds are superb. Fully 3D and differing every few levels or so, they provide a more than acceptable backdrop to gameplay. There's little interaction between gameplay and many of the sights, but hell — who berates an art gallery because people in the pictures don't wave back... for the want of a better analogy.

The beta version of *Lost World* in our possession is near complete, and is currently in testing. If a few minor flaws can be ironed out — including questionable collision detection in places and a degree of polygon clipping — it could provide a welcome alternative for those exasperated by the Saturn's lack of platform games.

James Price



'Dinosee' what we 'dinosaur' [sic]



That cheeky little Compy. Nippy young scamp, he is.



Human Hunter attacked by two Raptors. Eeeeeeeek!



Mouth agape, Raptor sings a tune: "Do be do be do..."



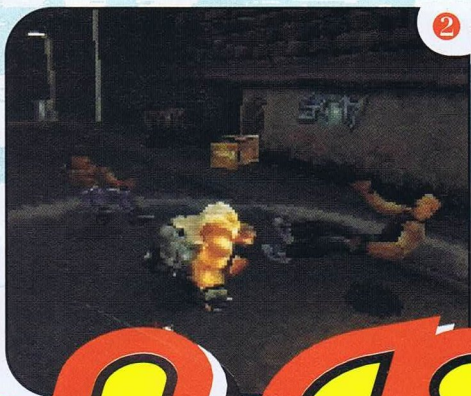
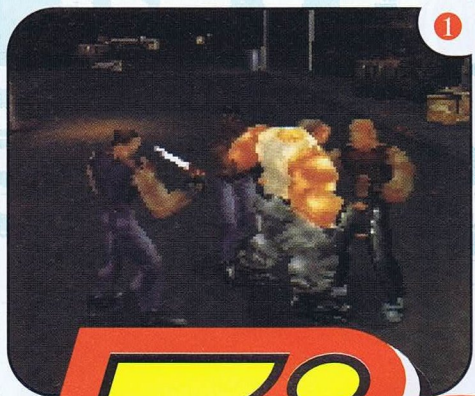
The T-Rex levels involve lots of eating and roaring.



Here's that Compy again. Players control him first.



The T-Rex is a remarkably hungry dinosaur.



Fighting

After doing a Lazarus resurrection act, *Fighting Force* really is coming out for the Saturn. By the time you read this. Honest.

Well, it started off straightforwardly enough. First there was Core in the blue corner developing a polygon bristling *Streets Of Rage*-style fighter for the Saturn. It had free roaming 3D sections and everything. In the red corner was Sega, who made no bones about their high hopes for this title. Eidos had it scheduled for an Autumn release, Sega

were expecting to see it doing its bit for the Saturn cause and **Saturn Power** issue one even printed an early 'first look' preview.

Then it all went a bit pear shaped. Like an enormous pear, in fact, amidst rumours that Core were to cease development for the Saturn, and strange mutterings about Eidos dealing with 'the devil'...

Fighting Force was duly cancelled for European release and there were more than a few nasty rumbles in the pipeline about Sony's involvement based on whispers and conjecture crystallising

"Fighting Force really is coming out on the Saturn... so we can all breathe a collective sigh of relief."

Fighters Gallery



Mace Daniels.

Age: 21
Height: 5'7"
Weight: 126lbs
Hair: Blonde
Eyes: Green
Vitals: 38-22-38
Mace is a private detective, who is not averse to a solid few rounds of sit-ups. Check out those stomach muscles!



Hawk Manson

Age: 26
Height: 6'2"
Weight: 196lbs
Hair: Blonde
Eyes: Blue
Biceps: 36"
Chest: 48"
Neck: 20"
IQ: 187
Hawk was once a peace-loving kind of chap, but turned nasty after too many fights. He has hired his services out to Mace in her quest to destroy the evil Doctor Zeng.



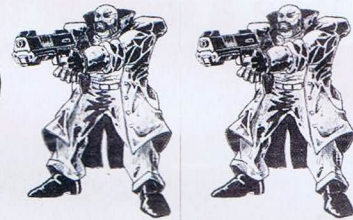
Alana McKendrick

Age: 17
Height: 5'5"
Weight: 108lbs
Hair: Blonde
Eyes: Blue
Vitals: 28-20-28
IQ: 240
Alana is the youngest of the *Fighting Force* team. She chose to help Mace in destroying Zeng after he killed her boss and father figure Blair.





FORCE



in a purely unsubstantiated rumour doing the rounds implying that they'd stepped into the fray in an attempt to secure an exclusive for *Fighting Force*.

Heads were bowed in despair. The lines were down and all went quiet on the western front. But wait. What's this? *Fighting Force* really is coming out on the Saturn, due to hit the high streets in November to be precise, so we can all breathe a collective sigh of relief. And Sega is its proud new publisher.

Here's the good news – the game is enormous, bursting with pots of weapons, multiple stages and interactive scenery and the characters are all polygon as opposed to sprite based. So if you thought *Fighting Force* might just be a weak as water *Streets Of Rage* clone then think again.



Ben 'Smasher' Jackson

Age: 29
 Height: 6'5"
 Weight: 280lbs
 Hair: Green
 Eyes: Hazel
 Biceps: 48"
 Chest: 60"
 Neck: 26"
 IQ: 106

A convicted felon, Smasher's no stranger to the term 'bird'. Was released from choakey to assist Mace in illuminating Zeng. Enormously strong and ugly as sin, he can lift small cars and throw them over his head.



① Smasher, just about to unleash his shockwave attack. ② There she blows. He was a fan of Heinz in his youth, you know. ③ No I don't want to come in for a coffee. Take that in yer knackers. ④ It's always the same when there's a convention on. ⑤ & ⑥ Alana lets rip with the tried and tested Jackie Chan manoeuvre. ⑦ You can literally 'go play in the traffic' in Arena Mode. Do NOT try this at home, kids. ⑧ "Wasn't that bus in *Dirty Harry*?" asks Ben pointlessly.





1



2



3

1 Ben's got a smashing high kick. 2+3 Alana saves the day in the basement lab. 4 It's more gory than *Goodfellas*...

Take a look at these levels

BRIDGE

This level keeps up the suspension.



PARK

Not the place for a family picnic. Oh no.



CAR PARK

You're more likely to get a fist in the coupon rather than a ticket.



RECEPTION

Smack a few jaws in the hotel lobby.



CORRIDOR

Walk down the red carpet to a hidden room at the end.



BASEMENT LAB

Watch out for the mad scientist.



There's plenty of variation in level design, as you can see here. One of the most impressive is the Reception Area, where an endless stream of baddies pour from the woodwork intent on giving your character a right good pounding.

We spoke to Susie Hamilton from Core in late September, and she filled us in on the latest developments.

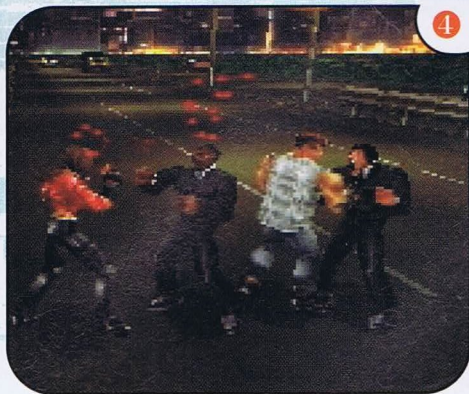
"*Fighting Force* is as good as finished, we've just submitted the game for approval," she said. "The PC version's also coming along well and should be completed within the next couple of weeks.

"Although the path is mostly predetermined, you can 'roam around' freely throughout the whole game whilst playing in the standard mode. There are a couple of stages that allow you to choose a particular path, so that when you come to play the game again you can then go a different way. Obviously, the arena mode will also be confined," Susie continues.

The arena mode will feature the same type of interaction as standard gameplay (interactive scenery etc). There will also be seven different arenas.

So what can we expect in terms of promotion? How are Core going to tell the world that *Fighting Force* is on its way, besides talking to Saturn Power? "The US will be running a TV ad, as the game is par-





ticularly popular over there. There's also a possibility that we'll use this in the UK, but that's not confirmed yet," she explained. Promotional items include rubber jackets and t-shirts. Other promotions include billboard and fly-poster campaigns in most major cities."

One of its more appealing attributes are the hidden levels. "There are areas which you have to find either by exploring or by blowing away walls to reveal hidden areas. These areas will contain extra bonuses, pick-ups or weapons. We're really happy with the scenery and object interaction, the overall speed, the intelligence of the baddies and the variety of moves at the disposal of each character," Susie explains.

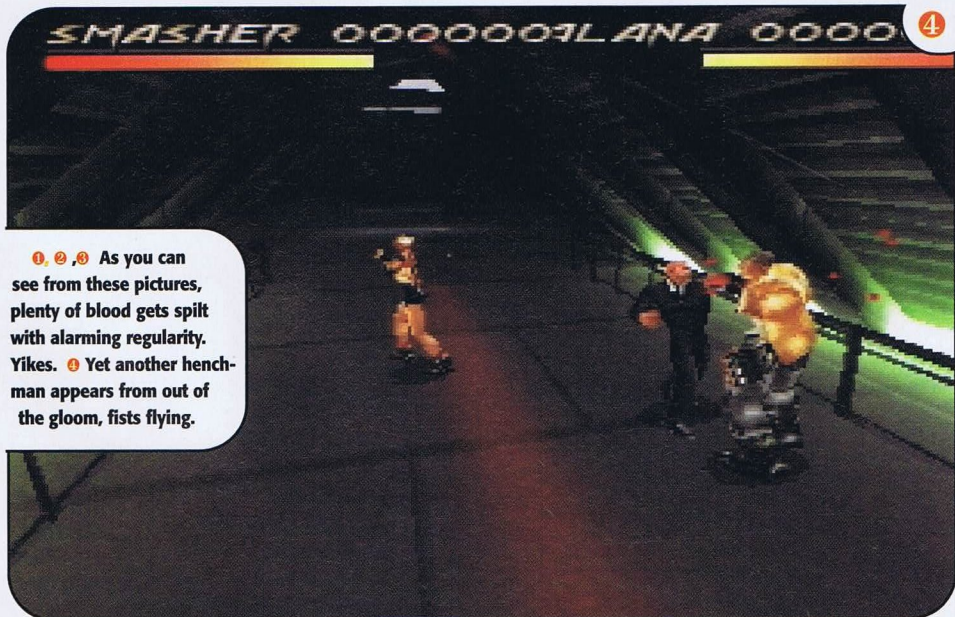
"But of course, one can never be totally satisfied, as there are always certain elements that have to be left out, due to either lack of time, lack of memory or things that simply cannot be achieved with the hardware that's available.

If *Fighting Force* is as successful as hoped then Core have plans for a sequel. "If Core produce *FF2*, it'll be sure to contain most of the elements we would have liked to include in the first game – pretty much like *Tomb Raider* and *TR2*." Does Susie hope it becomes one of Core's benchmark titles? "Well, it's our first foray into the beat-'em-up market, so we'll just have to see if the recipe is successful," she concludes. Judging by what we've seen of the game, I'm sure she's got nothing to worry about. May the force be with you.

Iain White



6 Wake up. Time to die. 6 I'm sure I left the car down here somewhere. 7 Mace executes the 'ring of fire' spin. Interesting.



1, 2, 3 As you can see from these pictures, plenty of blood gets spilt with alarming regularity. Yikes. 4 Yet another henchman appears from out of the gloom, fists flying.

COMPARISON

Die Hard Arcade

▲ Well, it's got Bruce Willis in it... apparently and there's loads of weapons.

▼ Far too short and easy – you're likely to complete it within a day. Easily.

The first game that can lay claim to being *Streets of Rage* in 3D but nothing too special, sadly. The graphics and level furniture's fine but the game's far too small and there's no real challenge either. A large disappointment.



Enemy Zero

Full-Motion Video games, loved them or hate them, really. Warp have always been at the forefront of the genre and now, with *Enemy Zero*, they hope to put the whole game style up to another level.

The magnificent seven

Seven there is and all of them have a large death sentence hanging over their head but hey, we all have to die sometime I suppose. The general feeling amongst most people, though, is that we'd rather die comfortably in the arms of the ones we love than by having our head removed from our shoulders by something more alien than Matthew Kelly.

Some die earlier on and some will stick with you to the bitter end. Some may betray you and some may lose their bottle. All of this is unclear at the start of the game but, after a bit of investigation, you start to separate the wheat from the chaff.

Name: Kimberly
Nationality: USA
Age: 32
Occupation: Counsellor



One of the more involving characters in the game, Kimberly comes into

the game near the beginning. Oh, and a little help for you... her access code for her phone is '0326'.

Chances of making it alive to the end: Possible.

Name: Laura
Nationality: USA
Age: 29
Occupation: Co-pilot



You. That's you. The character you play. That's you, that is. You survived all the demons

that hell itself could throw up to you, surely a few aliens shouldn't cause you too much trouble, should they?

Chances of making it alive to the end: Hopeful...

Name: Mercus
Nationality: German
Age: 39
Occupation: Doctor



You'll find, at the very start of the game, that Mercus' quarters are right next to yours. I

wouldn't get too attached to him, though, as he... soonlosehisheadoveranalien. HA HA HA!

Chances of making it alive to the end: Don't bet on it...

Name: Parker
Nationality: USA
Age: 30
Occupation: Engine Driver



Looks a bit like that bloke from the first *Alien* film, doesn't he? You know, the

friend of the one with the cat called Jones. Remember? Another movie link crushed mercilessly underfoot.

Chances of making it alive to the end: Not very good...

Name: David
Nationality: British
Age: 31
Occupation: Sub-captain

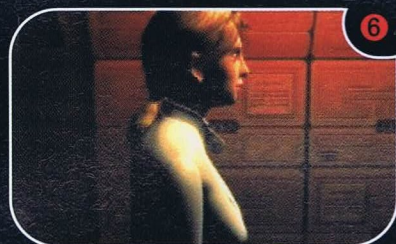
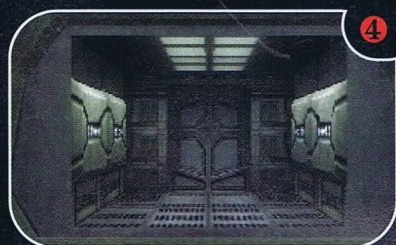
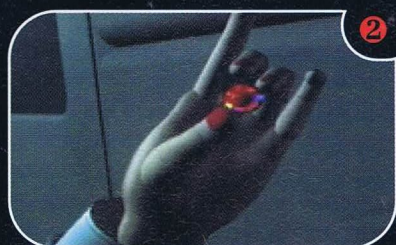
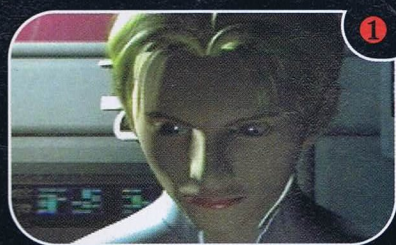


The token British person - every film has to have one. Cool, calm and perfect under stress.

Obviously has some unique scientific skill to allow him on board... they all do.

Chances of making it alive to the end: Sadly low. The British guy is usually one of the first to go.

Enemy Zero Enemy Zero Enemy Zero



- ❶ That Laura, she sure is pretty. Prettier than a hog, some would say. ❷ Stick it in your ear to track the aliens. No, seriously, bung it in. ❸ Save your game with this. ❹ Behind this door is certain death, behind you is Max Bygraves. CHOOSE NOW! ❺ Hmm, nice corridor. ❻ Laura again.

Warp are fast gaining a reputation for producing some of the most innovative and refreshing games on the market. Don't believe me? Remember, if you will, that this was the team (led by the mighty Kenji Eno) that gave us the atmospheric (if a little easy) *D* and gave Japan the 'Real Sound' radio play. The very first computer game without any visuals what. So. Ever. Now this may sound like a crap idea to you and me but not to the Japanese... it was one of the best-selling Saturn titles on its release and is still making good sales. Now this, quite conve-

niently, leads us onto *Enemy Zero*... This game also sees the triumphant return of Laura from *D*. Somewhere between the present day and seeing her father step boldly into the dark side, she's managed to land herself a plum job on a space station. Not any old space station mind you, oh no, this one happens to be overrun with invisible aliens intent on destroying anything that happens to be unfortunate enough to stray into their (probably) tentacled path. Now, if all this starts to remind you of the film

"Warp are fast gaining a reputation for producing some of the most innovative and refreshing games on the market... *D*, and, in Japan, *Real Sound*."

Name: George
Nationality: Japanese
Age: 48
Occupation: Computer Engineer
 Ah, the boffin. There's always one of these, too – but they're usually British. This fellow probably invented the Tamagotchi, hence his exile in space.
Chances of making it alive to the end: Difficult to tell. The boffins usually survive sneakily...



Name: Ronny
Nationality: USA
Age: 45
Occupation: Captain/Pilot
 We haven't seen much of him in the game yet, so we're not sure about his constitution. If he's wise, though, he'll have his head under the table and be hiding.
Chances of making it alive to the end: Pretty good, if he keeps himself hidden.



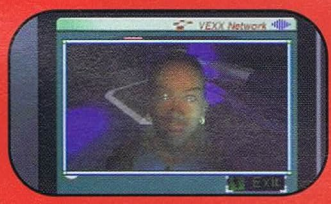
Computer love

In each of the characters' rooms (and a couple of others, besides) you'll find a computer terminal and these are, usually, the key to success. Here's what you're able to access...

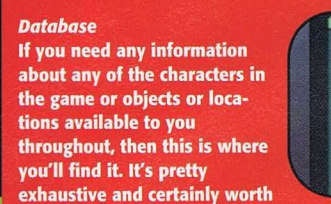


This is the main screen you're greeted with and it's from here that you can access the various functions of the computer.

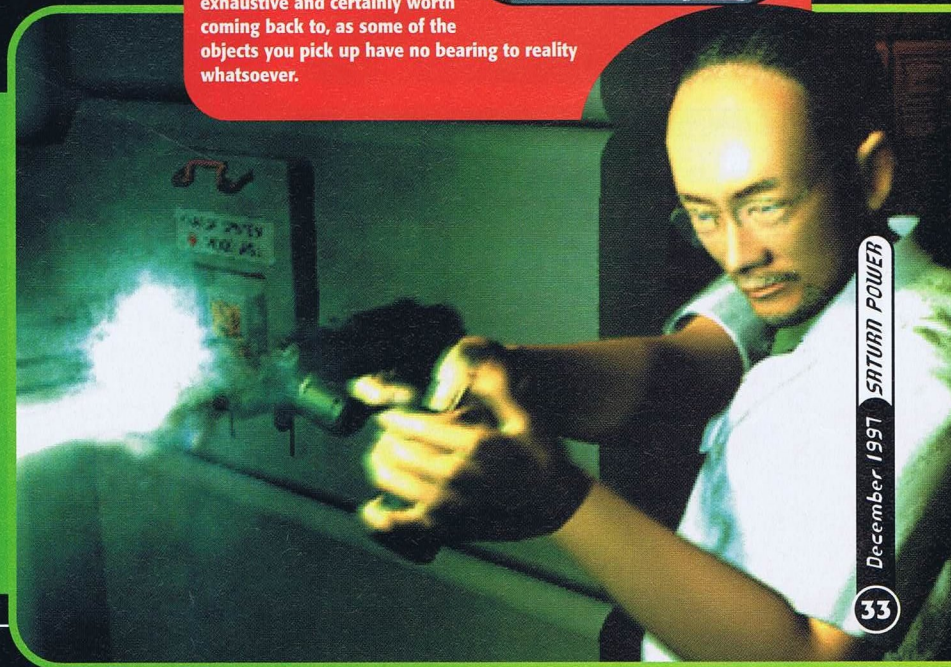
The video phone
 Each of the characters has a video phone in their room and you'll need to keep a check on what they're up to from time to time. This is the ideal way to do it. The best policy is to log on to the video phone system each time you get the chance, as it's usual that one team member or another will be able to give you a vital clue to the game.



Information
 There are two types of information stored on the computer. One is a map guide to your current level (obvious advantages, really) and the other is a status of all the locks in the game. By powering up different terminals on your travels you get the opportunity to also unlock different doors – which, strangely, are split up into different seasons.



Database
 If you need any information about any of the characters in the game or objects or locations available to you throughout, then this is where you'll find it. It's pretty exhaustive and certainly worth coming back to, as some of the objects you pick up have no bearing to reality whatsoever.



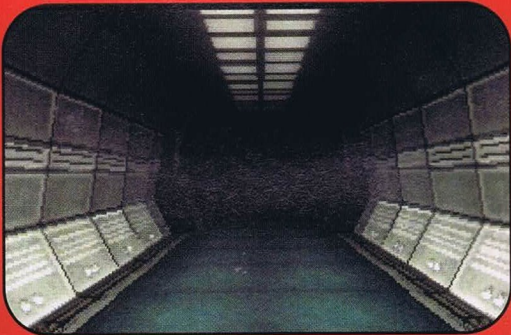


1 This here's your personal key 2 Lovely ears that Laura has. 3 Believe it or not but that's your gun. 4 This is Parker. Not in the most healthy state he's ever been in either. 5 By pressing three buttons in a special sequence here, you can gain access to a new part of the game. WOULD I LIE?



Hear I am: come and get me!

Ah, if only I was working on a magazine of the future. One that would allow you to not only see the screenshots of a game but hear them to. For if I was then this grab would be all the more interesting. What's actually happening here is that I'm about to be viciously attacked by an enormous alien... although, judging by this static screenshot, I'm just wandering down a simple corridor. Trust me, though... it's there.



Alien, then that's hardly surprising. Both the film and this game have a strong female lead character, both are based on a large, sprawling space station and both feature remorseless aliens – intent on destroying anything that happens to be unfortunate enough to stray into their (probably) tentacle path. Um...

The game starts with you cast quite firmly in the role of Laura, tucked away in her claustrophobic quarters... and that's about it. You don't really get much of a clue

at the start as to what's going on. Searching around your room digs up the obvious main items you'll need for the game (a save game device, locker key, etc but not a gun, unfortunately) and then, via the networked computer terminal in your room, you start to get a better idea of where you are, where you need to go and a bit more information about the rest of the crew on the ship – which, by the way, are dropping off at a rapid rate of knots.

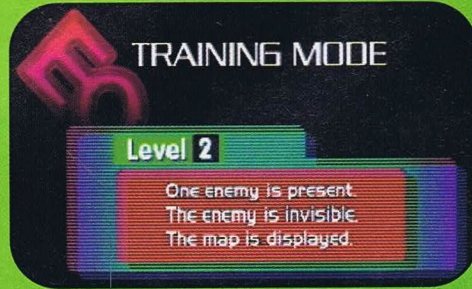
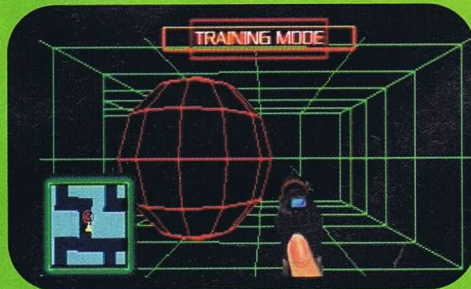
The gameplay takes place in two main sec-

"If this reminds you of the film Alien, then that's hardly surprising. Both the film and this game have a strong female lead character."

Trained to kill

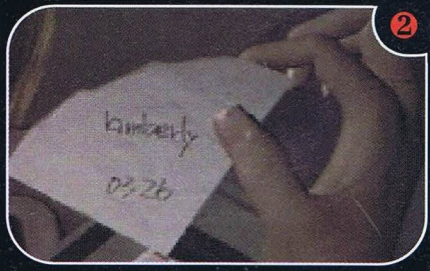
As you WILL be confused to buggery about the way the aliens are tracked at the start of *Enemy Zero*, Warp have kindly included a training mode that slowly guides you through the difficulties you'll encounter when you're hunting them down. It puts you in a simple wireframe maze and, starting off with both a map and a simple alien, you have to hunt it down with the sound abilities at your disposal.

Then, when you're starting to get a bit cocky, they take away the map and increase the amount of aliens and that's about the point when you start to cry. SERIOUSLY THOUGH, FOLKS... this really should be your first port of call when you load up the game. Now you've been told, eh?

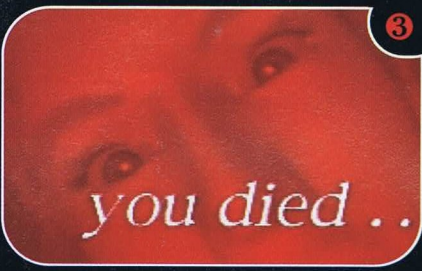




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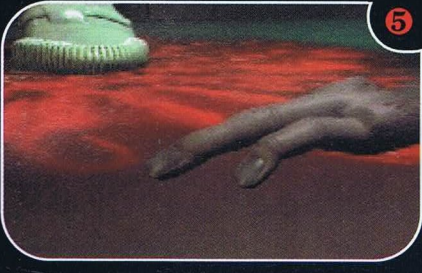
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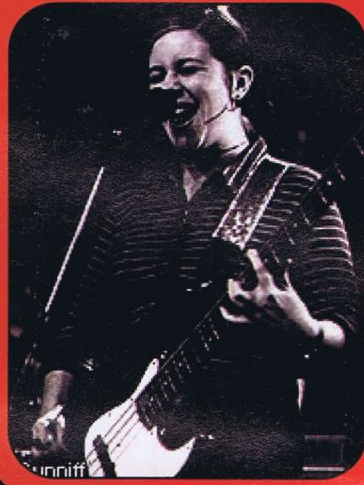


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Action Jackson

To add some credence to the English-speaking version of the game, Sega of America hired the smooth tones of Jill Cunniff (the lead singer with American band, Luscious Jackson) to do the voice for Laura.

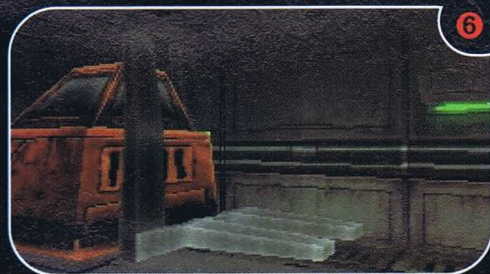
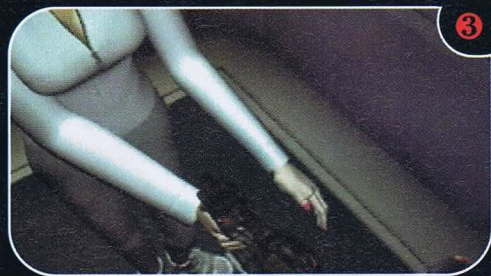
"This game was designed around the concept that what you hear can be as useful or frightening as what you see – your imagination goes wild with all kinds of scenarios about what you're likely to encounter around every corner," she said.



"I am excited about this project because it gives me a chance to stretch my performance abilities to convey all the terror, frustration, anger and surprise found in the game." Hmm, I wonder if she wrote that all on her own.

1 Lift madam? Going straight down to HELL! 2 He'll have no use for that phone number now, 'cos he's DEAD! HAH! 3 You did, you know. Dead as a doornail. 4 This is where you record and play back your saved games. It's also where you kindly get a rundown of your progress through the game so far... all done by that women from Luscious Jackson. 5 Just when you think you'll never get the gun from Mercus' DNA-locked cupboard, a grim and fiendish plan develops. Well that's just sick that is. 6 Now write in and tell us what SHE'S looking at. Go on, we dare you. 7 Here's Laura using that finger to get the gun. 8 And there is that very weapon.





PG tips

The original Japanese version of *Enemy Zero* wasn't light on the ol' tomato sauce and there's even this rumoured 'shower' scene towards the end of the game... but we didn't have the time to play through that far in the game. The version of the game we played (the American one), though, seemed to have all the blood intact, so it would seem likely that the same will be true when the game's released in November.

"I can say with 99% certainty that no scenes will be removed for the European release," commented the European producer of the game, Dave Nulty. "Mr Eno is very precious about his products and I would seriously doubt he would like us tampering with it."

Enemy Zero will have a 15 Certificate when it's released.



1 Saving a game, sir? Ooh, Hmm... 2 Remember children, if you're going to point a gun at something make sure it's loaded. Hang on, that's not right, is it? 3 You have to charge the gun up at various points. 4 A bit like *Alien Trilogy* here.

A little bit of this, a little bit of that...

Most games have their roots planted in the soil of others and this game, despite some frighteningly original moments and ideas, tends to be no exception to the rule. Please take our hand then, as we carefully guide you through the blooming plantation that is *Enemy Zero*.



too much of a coincidence really, isn't it?

Alien

Well, if you're talking about the actual plot of the game then you can really look no further than any of the first two *Alien* films. I mean, aliens running around a space station, intent on killing anything in their path and a female lead? It's all

D or Torico



main problem-solving and graphical element of *Enemy Zero* takes place around this style of gameplay. Thankfully, though, with the inclusion of the computer and more freedom of movement, it's never looked better.

The two best FMV adventures have to be *D* and *Torico*. There is another one (*Mansion of the Hidden Souls*) but the less said about that the better. The

Alien Trilogy



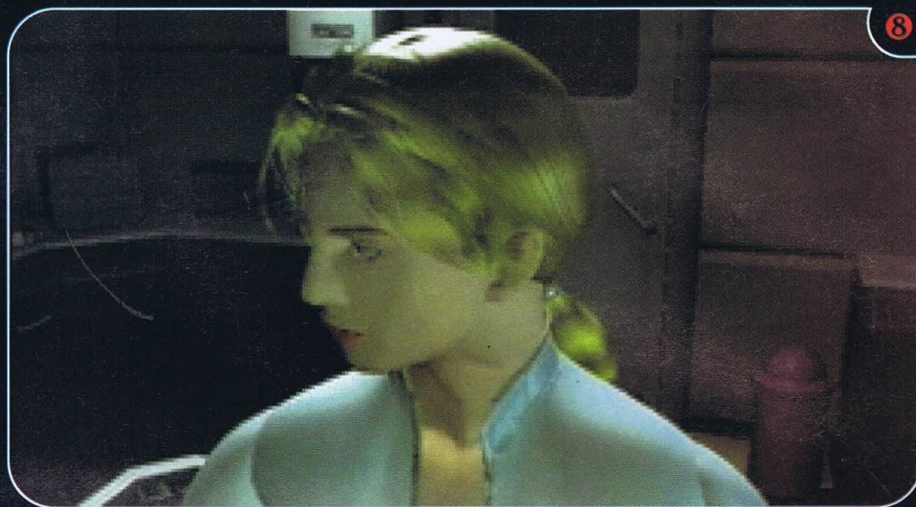
Imagine *Alien Trilogy* with invisible aliens and you'd be very close - there's even the steam jets coming out of the burst pipes and the storage crates.

1 Nice arms, too. 2 Doesn't that thing remind you a bit of the power loaders from *Aliens*? Or is it just me? 3 This is the power room I mentioned in an earlier caption. One machine is down and you need the code. 4 What do you think she's thinking? What to cook her old man for tea, I reckon. 5 A typical computer, makes no sense at all. 6 The last caption... aahh.

tions, split roughly in half. The most impressive-looking is the FMV adventure one. This is very much in the same vein as *D, Mansion of the Hidden Souls* or *Torico*, with the viewpoint being taken as yours and you having the opportunity for limited movement in a hi-res rendered environment. As I said, this is the adventure part of the game and it's here that objects are picked up and puzzles are solved. If, as in these games have been known to be in the past, the gameplay can feel a bit limited, there's always the various computer terminals dotted around the space station. Logging onto one of those will give you the opportunity to bring up a map, change the status of the locks, use the video phones and give you information on any of the crew and any objects or locations you might come across; you'll actually find that you end up using the computer a lot more than you'd think.

The other section of the game is a diversion from the usual Warp fare, it's arcade-based. In fact, more *Doom*-like than anything else (although the level design does have a passing resemblance to *Alien Trilogy*). You run around the corridors (usually getting frustrated at the fact that most of them are locked) and occasionally getting that all-important 'beep' sound to signal the fact that an alien is present and that, my dear friend, is the secret to *Enemy Zero*.

The aliens are completely invisible and the only clue you have to their whereabouts is by the power of sound. When you get anywhere near an alien, a sensor you carry about warns you with a slow, low beep. The closer you get to the alien (or aliens, if you're really unfortunate) the higher and faster the pitch of the beeps are. It all sounds near impossible



8



9



10

in theory but, thanks to clever programming and an in-depth training mode, it all works very well. Very well indeed, in fact. The moment you enter a maze-like series of corridors to find this beep getting louder and higher, the sweat starts to appear and when you hear the scream from the monster to signal the fact that it's about to attack you, then it is genuinely one of the most frightening gameplay moments possible.

All in all, *Enemy Zero* is shaping up to be one

of the most original titles yet seen on the Saturn. Sure, most of the gameplay elements have been seen before to some degree but none seem to do it in such a fine way that *E0* has. It's tough (very), slick and the sound effects and music are some of the best we've heard on the Saturn. All this combined makes one of the most promising Saturn titles we've seen this year and the fact that it's exclusive makes it all the better.

Dean Mortlock



Role Play

In this month's Role Play Gamer: an update on *Grandia* (October release confirmed for Japan), Sonic Software Planning's *Shining Force III* and sad news for UK RPG fans...

NEWS



1 Simone begs you to lead the *Shining Force*. 2 The legend begins... 3 Battles are turn based and viewed from overhead. 4 *Shining Force 2* – The hero's mentor, Sir Astal. 5 Exchanges of blows are displayed like this.

As was reported at the recent Tokyo Toy Show, GameArts finally have a release date for their ground-breaking turn-based RPG *Grandia*. This is the game that every Sega fan believes will beat *Final Fantasy VII* on the PlayStation in terms of quality. *Grandia* has been announced for October, we can only hope that the game is not delayed further.

Earlier this year *Grandia* was put on indefinite hold while GameArts refined the existing code – RPG fans in Japan and the west will no doubt be relieved at the recent announcement.

As a precursor to the launch of the full game, GameArts released their *Grandia Prelude* demo in Japan at the beginning of August. Due to the time difference between writing and this magazine going to press, we're only now able to report on the quality of the actual demo and how this has increased anticipation for the full game. Basically, the demo really lives up to expectations, and now that GameArts have produced something solid and playable to back up their promises, we can see that *Grandia* will be an excellent product.

The 3D in *Grandia Prelude* is highly impressive. The scenery is rendered in realtime and the



characters are 'pasted' on as 2D sprites. This is the same system that was used in *Dark Savior*, though *Grandia* is far removed from that game in terms of visual quality. The characters really look as if they belong to the backgrounds, as opposed to resembling cardboard cut-outs. And GameArts have promised that the graphics in the full game will actually be an improvement on the *Prelude*.

Currently the plot of *Grandia* is shaping up to resemble GameArts' other famous RPG *Lunar* in many ways. You play an even younger hero this time – *Grandia*'s Justin is only 14 (Alex was 15). While Alex wanted to be just like his dead hero Dragonmaster Dyne, Justin aspires to continue the feats performed by his late father in re-discovering the ways of a forgotten civilisation. In other words, he wants to be an archaeologist – just like Hiro in *Lunar 2*. Let's pray GameArts aren't running out of ideas.

Another fully rendered RPG due to get a release this winter is the long awaited *Shining Force 3* from Sega and Sonic Software Planning. It seems like ages since the last *Shining Force* release – *Shining Force CD* for the Mega CD – so I was delighted at the prospect of a new game for the series, as the previous *Shining Force* installments are quite possibly the best RPG wargames of all time. Shortly after announcing *Shining Force III*, Sega demonstrated the game in its current incarnation at the Tokyo Toy Show. It turns out that *Shining Force III* will be released in three separate installments. The first will be released in December and the second and third in Spring and Summer of 1998 respectively.

You may have already played a *Shining Force* game, as there have been three releases on the Mega Drive in the UK. Before *Shining Force CD* (redone versions of the two Game Gear releases previously available only in Japan, plus a bonus game) there were two *Shining Force* games on Mega Drive. Both were translated and released in the West. The first, *Shining Force* (subtitled '*The Legacy of Great Intention*') was very well received, hence the sequel, *Shining Force II*, and the ill-fated *Shining Force CD* collection. This was released towards the end of the Mega CD's life and therefore didn't fare too well. It's likely that the third (or sixth,

Games



RPG

if you want to include the M-CD games) installment in the series will be translated for the Western Saturn.

Shining Force is certainly not in the same vein as *Dragon Force*, so if owners of the recent UK release of this game were looking for a further fix, they'd better think again. Or maybe not, as the *Shining Force*-style of wargame has been embraced by strategy fans worldwide – Konami's Playstation game *Vandal Hearts* is essentially a *Shining Force* 'clone', as is *Mystaria* on the Saturn. Neither offer the challenge and long-term appeal of the *Shining Force* games.

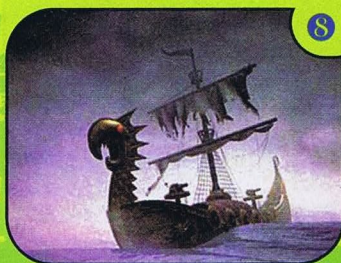
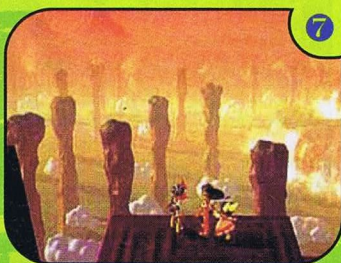
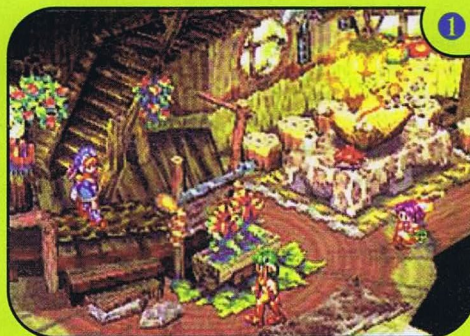
If you were hoping for some indication of gameplay involved, bear in mind that instead of controlling armies as in *Dragon Force*, in *Shining Force* and its ilk you have control over each individual fighter. There are twelve characters in a *Shining Force* battalion, and you can pick them from a large selection of fighters in the game which include centaurs, birdmen, elves, dwarves, wolfmen and other fantasy characters all with individual characteristics. In a battle, you move each character across a playfield and place them in position – if there is an enemy occupying a square next to you (or further away if you have a long range weapon or spell) you may attack. This basic format has been used for every *Shining Force* game, and will be used in *Shining Force III*. This time however, the action will be in full 3D, as in *Mystaria* (but it will obviously be more impressive). *Shining Force III* will be a big improvement graphically over the Mega Drive games. Let's hope it will at least match its predecessors in terms of gameplay. If this is the case, *Shining Force III* will be the best next-generation wargame of its type available.

And finally, what we're missing due not having Sega's Netlink available in the UK. Sega and Fujitsu are working on an Internet based RPG called *Dragon's Dream*, where players will be able to interact via their Saturns and the keyboard connection. This will not even be released in the US, let alone Europe. Shame...

Rachel Ryan



- ① A comfy looking abode... ② We've spent so long gawking at the graphics, we nearly forgot that combat existed... ③ Messing about on the (rather lovely) river. ④ Keep your eye on that child – someone's going to get their luggage nicked, we reckon. ⑤ *Dating Guide*, with the young Indiana Jones. ⑥ More of that horrible ship, as if you needed it. ⑦ The heroes pause to take in the beautiful flat backgrounds. ⑧ The contents of this boat cannot be good, wethinks. ⑨ A pleasant stroll in the country... for how long?



The 35th Amusement Show (colloquially known as JAMMA), where all the arcade scene's biggest players indulged in their biggest bout of willy waving, took place in Tokyo from the 18th to the 20th of September. A total of 569 different coin-ops were on display; here, *Saturn Power* brings you a report on the most attention-grabbing titles. Needless to say, Sega were there at the fore with a crop of exceptional loose change-guzzlers...

slot

Coin

Namco

Namco's stand at JAMMA was furnished with a number of

delights, and proved that the company is expending as much energy in creating innovative cabinet designs as it is the games themselves.

Example number one: *Rapid River*, a game in which players paddle a rubber dinghy down churning stretches of white water. It's not simply a question of waggling a stick or pressing a few buttons, though – participants must physically paddle the bugger, using near-life-sized oars, which can also be used in reverse in order to apply brakes, as it were. With some especially imaginative courses ('Volcano Land', 'Glacier Land' and 'Dinosaur Land', to name but three) and the opportunity to play alongside a partner, *Rapid River* looks set to be bigger than Namco's last nutso game, *Prop Cycle*. Originality, see. We like that, too.

Example number two: *Motorcross Go!*, a coin-op whose cabinet features motorcycles capable of delivering force-feedback sensations during play, the specific effects changing according to the racing surface. First choosing which bike to take into race – 250cc or 400cc – players then enter races featuring super-exaggerated jumps that crank the action up to and beyond the max. Look out for it when it hits the UK soon – especially in its four-cabinet link-up form.

Sega

Sega barged into JAMMA with a show-stealing title in the form of *Virtual On 2*

(actually debuted under the moniker of *Virtual On Oratorio Tangram* – but let's not worry about such trifling details). Very obviously the sequel to *Virtual On*, this new interpretation has been created by AM2 (the original having been born of AM3's loins) and uses the Goliathesque grunt of Model 3 to chuck everything around on-screen. The original *Virtual On* has been a whopper hit for Sega in Japan, and this follow-up will certainly do similar business – certainly the myriad JAMMA attendees appeared, as they say, mad for it. Unfortunately Sega

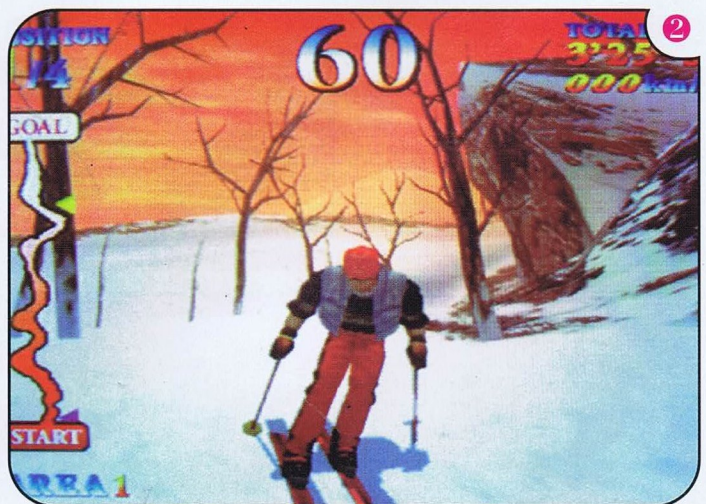
were not releasing images from the game at the show, but we should have some next month.

Moving on to a title that we *do* have shots of, then – *Scud Race Plus*, the, yes, sequel to *Scud Race*. While the first game was a straight-up, serious driving game, *Plus* adopts a more distinctively lightweight tone, replacing the original's cars with a clutch of new 'vehicles'. Thus the Porsche becomes a bus, the Ferrari a tank, the McLaren a rocket car, and the Viper – get this – a giant cat capable of running at speeds of up to 271Kmh.

A new beginner's course now appears in the game (making it even more accessible and appealing to younger players), there's a mirror mode option,

and there's even a track with a ten-pin bowling lane theme, set inside the house of a *Land of the Giants*-style world. *Virtua Fighter* fans might also be interested to note that Jacky is rumoured to occasionally pop up in the game, driving his rather flash red motor.

Speaking of whom (*VF* fans, that is), the news of *Virtua Fighter 3 TB* will surely bring about some serious trollies soilage. This update offers an improved camera system, which can be locked into one of four modes: normal view, character view, back view, and sky view. The underground station and construction site stages, meanwhile, have been enlarged by (according to Sega) 1.69 times, plus





1 Ehrgeiz has been knocked together by Dream Factory (the chappies behind the *Tobal* series), and it's looking rather stonky. 2 Give us a smile, mate, go on... 3 Certain objects, such as that crate in the background, can be interacted with. Coo. 4 Footie title *Libero Grande* isn't as good as *Virtua Striker 2*. 5 It looks dapper, though. 6 Wouldn't you agree?



1 *Water-Ski* (hey, imaginative title, Sega) gives players the opportunity to buzz around lakes on – oh yes indeed – a pair of water skis. 2 *Ski-Champ* was one of JAMMA's most sexy-looking titles – gee, thanks, Model 3 (swoon). 3 Spandex-clad action in *Winter Heat*. 4 *Moto Raid*. Nice. 5 The Model 3-powered *Get Bass 2*, a fishing sim. Yes.

there's also an option to view your chosen character's history before entering a battle, and a slow-motion replay option. The team battle alluded to by the 'TB' suffix of the game's title boils down to a *King of Fighters*-style mode which allows players to put together brawling crews made up of three members. Finally, and most amusingly, when players elect to fight as the old acohol-sodden Shun, a booze-o-meter-type thing appears on-screen, indicating his current state of inebriation. We like that.

The fourth and final sequel Sega wheeled out to an eager audience was *Lost World Special*, which offers a tweaked storyline and an extra wodge of dinosaurs to blow away. (The game will be made available in Sega's own Japanese theme parks with an 80-inch screen and four-speaker sound set-up –

don't expect such a luxury if and when it reaches these shores).

So, to new games, and a sporty bent revealed by Sega at the show, with three coin-ops for the active-bodied punter – *Water-Ski*, *Ski-Champ* and *Winter Heat*. *Water-Ski* is similar in concept to Sega's previous jet-ski release, using the Model 2 board to simulate being pulled behind a boat a breakneck speed while being required to perform all manner of fast-looking tricks. *Ski-Champ*, meanwhile, is an alpine skiing affair from Sega's AM1 department. Using Model 3, this automatically snatches the Best Skiing Sim trophy from Namco, seeing players begin downhill runs after jumping from a helicopter, the action continuing down through a town and a valley. With five different courses and five different characters (each with their own particular style

nuances), this is set to be one of the biggest games from Sega this year. Rounding off the sporting trio, *Winter Heat* is a multi-event affair in the style of *Decathlete* (indeed, it uses the same technology – the Saturn-based ST-V board), which will be released to cash in on the attention surrounding the Winter Olympics in Nagano this year. With a total of eight different events, including ski-jumping, alpine slalom and bobsleigh, this is one for stamina-packed button-bashers.

Sega's last coin-op at JAMMA was *Moto Raid*, a title you'll have already seen in these pages before. Even though it uses Model 2, everyone at the show agreed that it is one stonker of a looker.

In every game genre it seemed that Sega were holding the trump card, further assuring their position as coin-op kings.

Namco cont...



① While it may not offer anything particularly groundbreaking in gaming terms (remember *Enduro Racer?*), *Motocross Go!!* uses force-feedback for extra realism. ② Jumps in the game are exaggerated to wowzer proportions. ③ 'Yee - and indeed - hah!' ④ *Rapid River* was one of the most original games of the show. ⑤ You can even play it with your partner. Aww. ⑥ 'Oh Chriiist!'

Getting back to more conventional territory, Namco also had the nightmareishly monikered *Ehrgeiz* (try saying that after a few - actually, just try it at all), a beat-'em-up developed by the bods at SquareSoft who were responsible for the *Tobal* games on the PlayStation. It's understandable, then, that the title uses a similar style to the *Tobal* series, with true 3D backdrops and pseudo-3D gameplay. Where the game *really* stands out,

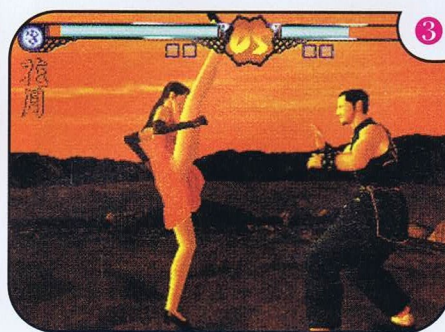


though, is the scope evident in each level - fighters can push obstacles onto enemies or use them to stand on; it's possible to exchange projectiles with opponents over incredibly expansive ranges; while some stages feature

separate planes over which to fight. Graphically stuffed to bursting with detail, *Ehrgeiz* could even present a challenge to the all-mighty Sega champion, *Virtua Fighter 3*. With a better name it could stand an even better chance.

Konami

① *Fighting Wushu* is Konami's first coin-op to use their beefy Cobra board. Hence the spanky graphics. ② Japanese showgoers seemed eager to have a pop. ③ Gerald's attention was momentarily attracted away from the matter in hand by Julie's revelation. ④ 'Look at me - I'm 'ard, I am.' ⑤ Fighting is tiring work, apparently. ⑥ *Racing Jam*. ⑦ Now Hornet-powered... ⑧ ... it disappointed.



And the rest...

- ❶ *Rival Schools United By Fate*. What a killer name.
- ❷ It plays a bit spesh, too. ❸ *Street Fighter III: Second Impact* offers two new characters. ❹ Gameplay remains pretty similar to the former game, however.

Of the countless other stands at the show, Capcom's was a stand-out – at least it was if you're a bit of a *Street Fighter* nut. *Street Fighter III: Second Impact* and *Pocket Fighters* both furthered the well-established legend, the former introducing two new characters ('Hugo, the iron-blooded giant' and 'Urien, the dark horse destroyer', according to Capcom) and a fourth level of Super Arts attacks, the latter being a sort of super-deformed take on the theme featuring shrunken characters from *SFII*, *SFIII*, *WarZard*, and the *Vampire Saviour* series. The most interesting item on the stand, though, was perhaps a new coin-op called – wait for it – *Rival Schools United By Fate*, which allows players to choose a school to represent, and then take a team of its pupils out for a bit of a scrap with students from another high-school. Not the most morally sound concept, perhaps, but certainly more in tune with real-life than the likes of *Street Fighter*...

Taito were proudly showing off *Psychic Force 2012*, running on their new PC-and-3Dfx-based Wolf technology. With impressive animation and



clever effects, most show-goers walked away with content smiles on their faces, but it's probably too Japanese in style to make it to the west (in any great number, at least).

SNK demonstrated *Samurai Spirits 64* and *Road's Edge*, both of which were making use of the Hyper Neo-Geo technology. The transition from

2D to 3D doesn't appear to have been an easy one for SNK – *SS64* suffers from some occasional, weird character deformation, while *Road's Edge* is simply too pedestrian to get the old pulse pumping. Boo.

A more exciting racer could be found on Jaleco's stand, where *Over Rev* attracted punters with sparkly visuals and a welcome line in speed.

All eyes were initially on Konami at JAMMA, every attendee hoping to finally get the opportunity to play *Racing Jam*, which had already been shown in rolling video form earlier in the year (see SP03). They were to be disappointed. Konami had made the decision to produce the game using its Hornet technology (previously used in *Hang Pilot* – see SP02) rather than their much-vaunted Cobra board. The result was a significantly less dreamy game which had onlookers drawing comparisons with the likes of *Midnight Run*. Shame.

The Cobra board *did* get an airing, though, in the form of *Fighting Wushu* – Konami's attempt at grabbing a slice of the extremely lucrative arcade beat-'em-up pie. And how are attempting it? By ripping off Sega, to a degree – the button configuration (punch, kick, block) is straight out of the *Virtua Fighter* series, while some of the backdrops – such as a seaside scene and the top of a building – seem to have been snatched straight out of the third installment of Sega's seminal *Virtua* beat-'em-ups.

In terms of actual gameplay, things are rather different, though. To jump combatants must perform a quick up-down motion on the joystick, the unfortunate downside being that if not performed correctly it has the consequence of moving around the scenery. Such a factor is plain clumsy – why not just have a dedicated 'escape' button? The JAMMA version wasn't quite complete, however, so it's possible that Konami may tweak gameplay foibles such as this before release.

Many show attendees weren't especially interested in how *Fighting Wushu* played, though



– they simply wanted to see the Cobra board in action. The results were... interesting. Certainly falling short of Model 3 standards, *Wushu*'s characters have less detail than those of, say, *VF3*, while their motion-captured animation also falls some way short of the current zenith. It must be stressed, though, that one stage in particular – based in Hong Kong – is head-spinningly splendid, with a breathtaking sense of depth and exceptional detail.

One Konami that didn't rely on graphics to provide punters with entertainment was *Beatmania*, where you take control of a two-turntable mixing desk and endeavour to know out some, er, banging choons (or whatever the



young folk say nowadays). Inspired.

JAMMA was a bit of a mixed bag for Konami, then. Perhaps they should be getting back to their roots and concentrating on gameplay...

Many thanks to Ocean Software, who are offering games for the best high scores you send in. So, what are you waiting for?

Star Challenge

It's not that we don't trust you or anything but could you now include a photo of your high score onscreen along with your coupon? Thanks.

Athlete Kings

100m Dash	7.41secs. – Jason Draper
Long Jump	11m – Joules Williams-Johnson
Shot Put	28.88m – Anthony Weir
High Jump	2.60m – Paul Tuson
400m Race	40.07s – Steve Tully
110m Hurdles	10.87s – Jason Draper
Discus Throw	82.87m – Matthew Drawmer
Pole Vault	6.54m – Joules Williams-Johnson
Javelin Throw	98.86m – Jason Draper
1500m Race	3.17.64s – Jason Draper
Jennifer McCann	11,982 in Arcade Mode

Alien Trilogy

1st level (hard) in 34.53secs – Thomas Henderson

Baku Baku Animal

69 blocks in 1 min 15 secs – Ben Angel
191391 – Stephen Heaps
All clear – 13mins30 secs – Stephen Heaps

Bomberman SS (Mastergame)

401,130 – photographic evidence – Andrew Roach
1,380,000 – Tom Jennings

Command And Conquer

Everything to 100%, level 24 in 34 minutes – James Smale

Dark Savior

Parallel 1 - 1hour 4 mins
Parallel 2 - 3hours 25 mins
Parallel 3 - 4hours
Parallel 4 - 4hours 38mins
Parallel 5 - 4hours 58mins

Daytona USA: CCE (Time Attack)

Three Seven Speedway	0'12"46 – Matthew James
	2'02"34 (eight lap total) – Matthew James
TSS Endurance	24'58"00 – David Cutler
National Park Speedway	0'30"20 – Frank Parry
NPS Endurance	30'88"00 – Ricky Wood
Dinosaur Canyon	0'40"87 – Frank Parry
Sea-Side Street Galaxy	1'29"60 – Frank Parry
SSG Grandprix	9'13"48 – David Cutler
	17'92 fastest lap – Rasheed Begri
Desert City	0'38"60 – Frank Parry
DC Grandprix	9'04"36 – David Culter



Destruction Derby

Total Destruction – 2:06.36 – Neal Womack

Die Hard Trilogy

81,187,600 on the first game – Joe Young
65,387,750 on the second game – John Ogilvie

72,296,012 on the third game – John Ogilvie
All hostages saved in Die Hard – Keith Owen

Diehard Arcade

Completed in 14mins 55secs. – Tim Ward

Euro '96

England v Holland 19-0 – Chris Bidadon

Fighters MegaMix

Survival Mode – 3mins.22 wins – John Freeman
7mins. 49 wins – Derek Triplett
15mins. 110 wins with Renta-hero – Steven Icke.

Play Time – 98 hours – Steven Icke
Mafia Kingpin – Steven Icke with 4190 games
King Of The Castle – Ron Staples with 2557 games.
Fresh Prince Of Bel Air – Richard Caughey with 1257 games played.

One Player Course

A – 2'08"87 – Jason Knowles
B – 1'32"61 – Derek Triplett
C – 1'47"30 – Jason Knowles
D – 2'34"83 – Christian Hill
E – 2'14"25 – Neil Thomson
F – 2'56"45 – Owen Dale
G – 3'04"68 – Neil Thomson
H – 2'12"16 – Neil Thomson
I – 2'59"36 – D Riley, Salford

Hardcore 4X4

Best laps

All by Thomas Docherty except:
Sun Baked Gulch – 1.15.38 mins : Joe Young
High Camber Pass – 1.22.14 mins
War Zone – 1.27.90 mins
Dunne Forest – 1.34.58 mins
Devil's Kitchen – 1.31.80 mins
Pack Ice Scramble – 1.33.18 mins

Manx TT (Time Trial)

Laxey Course	2'43"84 (overall) Russell Carr 0'51"84 (best lap) Joe Young
TT Course	3'21"92 (overall) Matthew Fischer 1'05"28 (best lap) Jason Fulcher
Laxey Coast (rm)	2'44"20 (overall) Russell Carr 0'51"81 (best lap) Joe Young
TT Course (rm)	3'26"40 (overall) Ricky Wood 1'06"76u (best lap) Sami Somero

Mass Destruction

298420 – Michael Noto

Need For Speed

City – 6:53.1, Coastal – 7:56.0 Vertigo Ridge – 1:35.6
Rusted Spring – 0:35.7 Alpine – 9:42.0
All by Gerrit Jan Kuipers

Reckon you're tasty?

Search through the depths of your memory cartridge and, if you think there's anything worth showing to the general public, pop it down here, get verification from a mature citizen and send it to us. There's a game on offer from those kind people at Ocean for the best ones.

Game	Score/time
Game	Score/time
Game	Score/time
Game	Score/time
Game	Score/time

Name

Address

I can honestly say, cross my heart hope to die if I should ever tell a lie, that I have verified the scores shown above. And I am sane. Thank you.

Signature

Send to: Star Challenge, Saturn Power, 30 Monmouth Street, Bath BA1 2BW.

Sonic Jam — Sonic World

20 Rings: 0min 20 secs 35
 3 Red Points: 0min 57secs 75
 50 Rings: 0min 40 secs 88
 Touch Miles: 0min 04secs 61
 5 Blue Points: 0min 57secs 75
 7 Secret Cards: 1min 23secs 75
 3 Balloons: 1min 22secs 95

100 Rings: 2min 14secs 43
 All by James Gilby, Scarborough



NIGHTS

Spring Valley: 666,960 – Nathan White
 Mystic Forest: 565,420 – Nathan White
 Soft Museum: 967,295 – Philip Range
 Twin Seeds: 157,040 – Nathan White
 Stick Canyon: 423,540 – Nathan White
 Frozen Bell: 826,100 – Nathan White
 Splash Garden: 563,340 – Nathan White
 Links – 1:403 (Splash Garden) 1:379 (Frozen Bell)
 1:370 (Soft Museum) – Nathan White
 Bosses – Reala (107 secs left) Jackle (104 secs left)
 Wizeman (78 secs left) Claws (100 secs left) – Nathan White
 Puffy (102 secs left) – John Freeman

Pandemonium

Completed with 6 hearts and 9 lives – Joe Young

Panzer Dragon Zwei

Hi-score – 794380
 Best Shoot Down Ratio – 94.9%
 EP2: 100% EP3: 98.5% EP4: 94.1% EP5: 98.3%
 EP6: 92.4%
 Best Dragoon Rank: Sniper.
 All by Dean Abbotts

Pro Pinball – The Web

1,572,557,070 – Jason and Robert Pierrepont

Sega Rally

Time Attack. (Specify your car)

Best laps. Photographic evidence required
 Desert Track in Celica GT4 – 49"65. Nathan White
 Forest Track in Celica GT4 – 1'09"78. Nathan White
 Mountain Track in Celica GT4 – 1'06"23 – Dean Abbotts
 Lakeside Track in Celica GT4 – 1'07"49 – Nathan White
 One lap in Arcade mode with Celica GT4 MT
 3'16"62. Dean Abbotts
 This month's tricky bend award goes to Teresa Barlow, High Wicombe
 Hello to David Black in Australia.

Sonic 3D

431,281 – Karl James Ullger
 First stage in 30 seconds with gem – Gary Pickup
 All emeralds: 742,893 – Tom Jennings

Sonic Jam — Sonic The Hedgehog

Act 1: 0'25"73 – Sean Smith
 Act 2: 0'17"71 – Carlos Scattini
 Time Attack: 3"14 – Richard Langworthy

Sonic World

Collect 20 rings: 0'36"84
 Hit 3 restart points: 0'47"86
 Collect 50 rings: 0'50"70

Christmas NIGHTS

9,999+ in the Link option – Nathan White
 486 links – Steven Tebbutt
 Time Attack – 0'08"743 – Reuben Holmes
 Link Attack – 1472 – John Freeman
 Time Attack – 0'08"935 – John Freeman



Touch Miles: 0'08"34
 Hit 5 restart points: 1'17"88
 Find seven secret cards: 1'22"40
 Burst three balloons: 1'04"28
 Collect 100 rings: 2'03"98
 All by Sharan Der Jain

Tilt

Star Quest table: 16,458,989,030
 Monster table: 1,509,459,670
 Funfair: 1,543,987,550

Tomb Raider

Times to complete each level.	16.32
All by A Baird except	Sanctuary Of Scion: 25.39
Qualopec: 7.05 – James Connolly	Natla's Mines: 25.05
Caves: 3.35 – Eoin Vaughan	Atlantis: 31.07
City Of Vilcabama: 9.05	Great Pyramid: 18.04
Lost Valley: 13.53	
St Francis Folly: 22.54	
Colosseum: 20.51	
Palace Midas: 29.10	
Cistern: 20.40	
Tihocan: 16.40	
Obelisk Of Khamdon:	



Myst and Magic: 2,223,620,350
 Roadking: 1,013,034,213
 Gangster: 1,772,962,422
 All by Neil Cook, Merseyside.

Tomb Raider

Total time: 4hrs 43 mins 7 secs
 Can complete all levels except 10 and 14 without using a medikit.
 James Connolly of Peabody Hill can get to the end of the Great Pyramid (at save point before boss) with 2200 magnum bullets, 4713 uzi bullets, 78 shotgun shells, 20 small medipaks, 37 large medipaks. So there.

True Pinball

Viking Table – 969,887,500

Ultimate Mortal Kombat 3

13 minutes 10 secs – Graham Alexander

Victory Boxing

50 fights, 50 wins, 49 TKO, 1 KO, rank first – Neville Millin

Virtual On

Ranking one attack – Captain 234118
 Ranking all attack – Master Sergeant 3864730
 Paul Chettle

Virtua Cop 1

12,054,700 on beginner – Joe Young
 736,600 on rank mode – Stuart Rose
 All 3 stages – 12,002,800 – Matthew Fisher

Virtua Cop 2

41,400,800 in Virtua Cop 1 mode – Matthew Drawmer
 706,104 in Virtua Cop 2 mode (boy) – Andy Taylor
 610,468 in Virtua Cop 2 mode (girl) – Fleur Taylor
 778,697 in default mode – Gerrit Jan Kuipers
 Champion of Virtua City (1st) – Gerrit Jan Kuipers

Virtua Fighter Remix

Completed in 42 minutes – Christopher Wharmby

Virtua Fighter 2

Completed on expert mode in 1'32" – Keith Owen

World Series Baseball

Homerun Derby
 best 3 – 506, 498, 496
 Home runs – 20/20
 Stuart Rose

Worldwide Soccer '97

128 goals – Jason Draper

Wipeout

Best laps – Rapier Class

Altima VII – 01:01.3 – Alexander Graham
 Karbonis V – 0:36.6 – Alexander Graham
 Terramax – 0:38.2 – Alexander Graham
 Korodera – 1:01.8 – Alexander Graham
 Arridos – 0:57.1 – Alexander Graham
 Silverstream – 0:47.3 – Alexander Graham
 Firestar – 00:44.8 – Adrian O'Toole

Best laps – Venom Class

Altima VII – 1:07.1 – Clint Wilmott
 Karbonis V – 0:42.0 – Adrian O'Toole
 Terramax – 0:43.1 – Neil Pugh
 Arridos – 1:04.0 – Adrian O'Toole
 Silverstream – 0:54.2 – Clint Wilmott
 Firestar – 0:52.3 – Neil Pugh

Wipeout 2097

1:51.3 Vector Course – Ben Luke
 Demo: 2 laps 1"12'07 – Joe Young

X Men: Children Of The Atom

2569800 – Wayne Poppleton

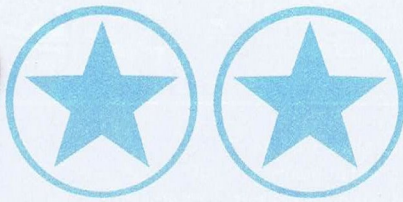
Worldwide Soccer

94-0 (England vs Brazil) – Neil Pugh
 29-0 (Italy vs. Portugal) – Stuart Rose
 37-0 (England vs. Brazil) – Mark Garner
 Won all matches on Hardest playing every team against England – Stuart Chapman
 World Cup on Hardest – Karl Skott
 15-0 Scotland against Denmark on Hardest and a 3 min game.



Mail Bonding

Dear Saturn Power



'Dean to gibber... ahem, introduce the article eloquently, here.' Now this is the statement I was greeted with when I came to write this introduction. It was put in by James to let everyone know that I have to fill this box before the Mail Bonding section gets sent and gibbering seems to be a correct word to sum up what I do around here. Help me out. Write to me - and make it soon, eh?
Mail Bonding, Saturn Power, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

Ever so humble

I would like to share my humble opinion with you. It is this: why oh why do people write in and ask questions like 'When is blah blah coming out?' or 'Is such and such coming to the Saturn?' I have been buying this magazine (and its predecessor) for seven months now and you have always given us ALL the current news/rumours of interest that you know about. Why don't they just read the news section of **Saturn Power** and save themselves the effort of thinking up such completely unoriginal and, frankly, boring questions. Of course

this is just my opinion but hopefully someone will take it on board.

Richard Hough, Canterbury

We see your point, we really do. It actually amazes us that people seem to be as stupid as they are. I mean, we print every month our 'Heard it all before' section and one of the questions in that is 'What's best: PlayStation or Saturn' and, despite the answer being satisfactorily answered there, you'd be amazed at the amount of letters we still get asking that very same question. I don't know, I really don't. Anyway, this leads me nicely onto...

Wailing Wales



Do you know what I find a complete and utter bastard? Living on the very tip of North Wales as I do, it's unbelievably difficult to get the latest Saturn releases in the North Walian (Is that right? - Dean) branches of Dixons and what have you. I have learnt from experience that when any magazine gives a

release date I can expect it here, in the untamed wilderness of the Welsh mountains at least **FOUR BLOODY MONTHS LATER.**

To my knowledge there has been a copy of **Loaded** gathering dust on the shelves in Dixons for over six months now. In the 'new release!' section, games like **Robotica** are still sitting there. I mean, it's not as if there is any choice either. There are (and I lie not) in my north Wales branch of Dixons...

- Three copies of **Sega Rally**
- One copy of **Tomb Raider**
- One copy of **Thunderhawk 2**
- Three copies of **Loaded**
- One copy of **Fighting Vipers**

How bloody pathetic is that? I have not even seen games like **Swagman, Dark Savior, Street Racer, Virtual On, Virtua Fighter 2, Pandemonium, Space Hulk, Mass Destruction, etc.**

So think on all of you with your Virgin Megastores, massive branches of Dixons, Currys, Comet and all the other software shops. Spare a thought for poor old me as I play **Need for Speed** AGAIN and desperately hope that on release, I will actually see **Quake** and **Duke Nukem** in my area.

Alan Down, North Wales

PS Manx TT isn't much cop. How did it get a rating of 92%?

Well Alan (if I may call you Alan), there are always mail order companies. Without saying too much, we've always used the Video Games Centre in Bournemouth - (01202) 527314. They stock most stuff and they're pretty quick in getting games out. I suppose your position is just one of the few disadvantages of living in the country. Ah, the rolling hills and tree-lined valleys. Anyway, I made you star letter simply because you raised a point I'd never seen before - which, on these pages, is a feat in itself.

Answer Me...

Red, worms and death

- 1) Why is **Red Alert** not coming out on the Saturn?
 - 2) Will they bring any more **Worms** games out for the Saturn?
 - 3) When will **House of the Dead** be out?
- George Dwarmer, High Wycombe**

- 1) Because Virgin don't think there's an audience for it.
- 2) No. Thankfully.
- 3) Sometime around Spring of next year.

Roast beef and parsnips



- 1) Is **Christmas NIGHTS** a one-level game?
 - 2) Is the memory cartridge a good buy?
 - 3) I love racing games and own **Sega Rally, Daytona CCE** and **Manx TT**. What should I get next?
- Unknown, Isle of Skye**

- 1) Yes, plus a boss.
- 2) Definitely.
- 3) Wait for **Touring Car** in a couple of months.

Violent intentions

Please print this letter or I will rip out my windpipe and post it through your door.

- 1) Will there be any **Command & Conquer**-style games like **Z** coming out for the Saturn?
 - 2) Why isn't the Top 100 arranged in order of percentage score? For example, why is **VF2** behind **NIGHTS** when **VF2** scored 96% and **NIGHTS** scored 92%?
 - 3) Will **Resident Evil** be too big to complete in one go without saving the game at various points?
 - 4) I own a Japanese Saturn with an adaptor. Is there anyway I could save English games with either a Japanese or an English memory cart?
 - 5) Will there be any more cheat books free with your magazine?
 - 6) Why are you so much better than the Official Saturn Magazine?
- Jimmy Green, West Yorkshire**

- 1) No. **Command & Conquer** will probably be it.
- 2) Because new games come out that take preference. **Fighters MegaMix** is a far better game than **VF2** but it still only scored 95%. That's because you review each game on its own merits and take into consideration the titles around at the time. We leave the percentages in simply to give you a guide of what the game originally got.
- 3) Yes. Far too big.
- 4) The best way is to buy a **Datel Action Replay** (about £45). Not only do you get all the cheat codes but you can also use it as a universal adaptor and it's also got

Wordsworth's poetry corner *A sad lament*



Saturn Power, I know you probably don't want poetry but I felt the need. I call it 'Some thoughts on finding out *Tomb Raider 2*'s canned on the Saturn. A nippy title it ain't, but if the shoe fits...

So, we'll go no more *Tomb Raiding* so late into the night, though our light-sourcings are amazing, and our graphics just as tight.

For Core deem us unsuitable and this seems hardly fair, their excuse, at best, debatable none can say demand's not there.

We mourn the lovely Lara

we mourn that shapely rear, no more to grace our flick'ring screens as it has this past half year.

Not for us the thrills of sequel new weapons, outfits, curves, you suggest such challenges the Saturn's not equal to Core, them's fighting words.

Fighting Force? No release in Europe Eidos and Sony in bed? Tell me this is just a wind-up, I'm starting to see red.

No, we'll go no more *Tomb Raiding* and certain corners will jeer, saying that the Saturn's fading still, we'll show no fear.

For what they'll never understand for what they can't conceive, we're close, a real maniacal band

Try to crush us – you'll never succeed.

We're a die-hard bunch of Saturn-packin' muthas witness our perversity, Irreversible. Sega. Lovers we thrive under adversity.

So we'll be watching what you do and listening to what's being said, and Core can stick *Tomb Raider 2* We've *Quake* and *Duke* instead.

Now I've made my feelings felt a word of warning – don't get my goat, soon I'll get a big black belt and Karate chop you in the blinkin' throat!

Anon

Enough poetry, already. From now on, it burns. Dig?

Spaz

Just a letter to all you hardworking people at the *Saturn Power* mag. I just want to say that I don't agree with you that the Saturn and the PlayStation are as good as each other. I believe the Sega is far better than the Sony crap. The Saturn has far better games and better accessories. Although all my mates have PlayStations and think I'm a 'spaz' for owning a Saturn, I know that I have the better machine and PlayStation owners don't know what they are missing, do they?

Mike Pomone, Hull

PS When are you going to do a review on *UEFA Soccer*?

Okay, once and for all... the final time. Sigh, both machines have fine software and accessories. No,

you're not a 'spaz'. No, your PlayStation-owning friends don't know what they're missing.

PS When the game's finished, I suppose. After many irritating delays, it should finally make it out sometime in the Spring of next year.

One without the other

I am writing to ask if I could buy the tips book or any of the demo CDs without the magazine.

Ben Burgess, Manchester

Sadly not, but there's still a few back issues left and they're a bloody bargain when you realise the fantastic magazine that comes with the objects you so passionately desire.

Why not get a subscription? You won't miss any special offers then, and you'll get a free game to boot.

a huge built-in save game memory facility – it's what I use at home as I've got one of the original Saturns brought into this country.

5) I certainly hope so. Maybe even something slightly different. Hmm...

6) Because we go to bed early and dream of computer games all night.

What SHOULD I get next?

1) I've got these games: *VF1*, *Sega Rally*, *Virtua Cop 2*, *Die Hard Trilogy*. What should I get next?

2) Can I have a tip for *Virtua Fighter 1*?

3) Which one is better, *Independence Day* or *Panzer Dragoon*?

4) Is *Duke Nukem 3D* made by Sega?

5) How much does *Sonic Jam* cost?

Danny Johnson, London

1) Take a look in our Top 100 and anything in the first fifteen is a good bet.

2) Yeah, get rid of it and get *Fighters MegaMix*.

3) Hmm... about the same really and neither is outstanding. At a push, though, probably *Panzer Dragoon*.

4) No. It's originally designed by 3D Realms (the PC version), then it's been converted by Lobotomy (the *Exhumed* people) and it will now be released in Europe by Sega (Europe). Simple, eh?

5) A very reasonable 35 quid.

Consistent and top quality

Congratulations are in order for your consistently top quality magazine. Please could you answer a few questions to put an end to my sleepless nights.

1) How does *Warcraft 2* fare against the mighty *Command & Conquer*?

2) Is there any chance of a pre-Christmas release of *C&C: Red Alert*?

3) If *Worldwide Soccer '98* will have club teams, can I expect to control my local third division heroes or will it just be the big guns of the Premiership?

4) When will *Mortal Kombat 4* hit the UK arcades?

5) Will *Mortal Kombat Trilogy* be worth getting if I already have *Ultimate MK3*?

6) In *Duke Nukem 3D* will there be an option to switch off the comments the Duke makes after being hit – particularly those words beginning with 'F'. Just in case an unsuspecting member of my family walks into the room...?

Duncan Giffins, Shrewsbury

1) Fairly well. It's basically the same sort of game but in a medieval environment.

2) Not much chance of any release whatsoever, I'm afraid.

3) It'll be just the Premier teams.

4) Sometime around Christmas, we think.

5) Probably not... unless you're a hardcore fan.

6) 'Fraid not but if you're worried about what your parents think of the violence in the game then surely you're too young to buy it... it has got a rating, y'know.

Unpopular? Never

Please answer my questions because I have never written to a magazine before, EVER.

1) Why was there no 'Speak your Brains' section in issue five?

2) Why isn't *Command & Conquer: Red Alert* being released for the Saturn?

PLEASE EXPLAIN!

I have recently been purchasing your magazine on a monthly basis and it hasn't escaped my notice that the almighty Sega have scrapped the *Tomb Raider 2* project! This came as a surprise to be because the original *Tomb Raider* was such a success, so Sega must be losing a lot of money on this. Sony, however, are bringing back the almighty query: is the PlayStation better than the Saturn? I know, however, you are a Saturn-promoting magazine so you're not about to sit back and slag off the thing that puts your dinner on the table each month but I would like an honest opinion of what you think on the subject.

Also, you featured the new release *Sega Touring Car*, which you praised and said was going to be a *Sega Rally* beater. This I thought was an impossible prediction as the game isn't even finished yet. I went out last week and purchased a copy of *Computer and Video Games* who have actually played a version of the game and said it was definitely not a 'Sega Rally beater' and, at the very best, it was complete and utter tripe. PLEASE EXPLAIN!

I am seriously considering getting rid of my Saturn and buying a PlayStation because they're bringing out all of the best titles and judging by how Sega are doing, any self-respecting computer owner would do the same.

David Grocott, Staffordshire

Point one: I agree and so do thousands of other Saturn-owning, potential Tomb Raider 2-buying people. It would seem that many dark forces were at work when it came to the canning of TR2 on the Saturn. We all know it would have been tricky on the

3) Will there be an *Exhumed 2*?

4) On page nine of issue five you said it is unlikely that Sega will make a sequel to *NIGHTS* due to it being unpopular, but if *NIGHTS* is ranked at number six in your readers charts, how is it unpopular?

Alan Devon, Liverpool

1) Because we were all on holiday and there was nobody here, except the cleaners.

2) Oh, because it isn't. So there.

3) Now that would be a nice idea but I think Lobotomy are working on a completely new game, though.

4) No, what we actually said was 'It's possible that they could be working on a sequel to *NIGHTS*, but judging from the overall popularity of the game, it's unlikely'. *NIGHTS* was popular but it wasn't in the same league as the likes of *Sonic*.

The Sonic project

1) I already own *Tomb Raider*, *Worldwide Soccer '97*, *Sega Rally*, *Daytona USA* and *Virtua Fighter*. What should I get next?

2) Which is the best team on *Worldwide Soccer '97*?

3) Do you have any idea when Sega will be releasing a new machine?

4) Is it true or just a rumour that the phase two of *Project Sonic* is on the same lines as *Mario Kart*? Please say yes!

James Mumby, North Yorkshire

1) Read the first answer in the 'What should I get next?' letter in this very issue.

2) I like Germany (sorry) but James is a bit partial to Holland.

3) Haven't we answered this many times before?



Saturn but certainly not impossible. You'll have to draw your own conclusions from that, I'm afraid.

Point two: No, C&VG didn't say it was tripe. It just said it needed a lot of work – the version they saw was the same as the one we did and both were far from complete (about 40% done, actually). Aannndd we didn't say it would be a Sega Rally beater, we just said it had the potential to be one and it has. At the moment it's far too soon to pass any judgement either way on the game... but you should have seen Sega Rally when it was 40% complete. Pah!

Point three: No one would deny that the PlayStation's the most popular machine on the market but the Saturn has an incredible library of titles planned for the next six months and beyond that easily rivals that of the Sony machine.

A couple of complaints

I'd just like to say congratulations on the new mag but I do have one or two complaints. Number one. In the first issue you said that *Actua Golf* would be on the second disc – it wasn't. Number two. In the first issue you said you had the first pictures of *Wipeout 2097*, you didn't. I know you had the apology but why didn't you just take it off the front cover?

Michael, South Wirral

Easily answered. We (as we were told by Gremlin) believed that we'd have a playable version of *Actua Golf* on the CD. When it came to the bug-testing stage, a huge one was found in *Golf by Sega* and it was decided that it should be removed

Snippets

What shops would you say had the most games in?
Carl Griffett, Wiltshire

I must start off by saying " ", I'm speechless.
Paul Williams, Cambs.

– as it would take weeks to recode the CD... apparently. It was a regrettable situation, but unavoidable I'm afraid.

Ah yes well... again, we were promised them but Perfect Entertainment didn't have a version done in time for our deadline. At the time of the cover going to print we were led to believe that they were on their way.

I think your mag's the biggest, bestest, brillest bundle of fun in the games magazine market.
Adam Spurr, East Yorkshire

My mate Ryan thinks Saturns are crap. Dean, tell him to bugger off. He'll listen to you 'cause you're well 'ard.
Sai-on Chan, Derbyshire

An IMPORTANT issue

While I was flicking through your August issue three I came across an advert for the Video Game Centre who are selling RAM cartridges for the Saturn and I was wondering if I bought a CDX converter could I plug the ROM cartridge in and play great games such as *Metal Slug* and the latest *King of Fighters*?

One more thing, I heard Sega Saturn Magazine were slagging you off, well I'd just like to say that at least **Saturn Power** doesn't review a game and then put another pointless showcase about the same game because they can't think of anything better to do with their pages.

Steve, Lothian

PS More Rally for me please, too.

Unfortunately not. As the Saturn only has one cartridge slot and neither peripheral has a 'through' adaptor, it's impossible I'm afraid. It's not a bad idea, though – perhaps those nice chaps at Datal might want to think about developing one...

A violent challenge

Hello, it's me again. I have a few complaints. Matthew Drawmer said in issue five that a game is

4) Phase two of *Project Sonic* is *Sonic R* (*Sonic Jam* being the first part) and you must have surely heard all about that by now. It's a racing game so I suppose there's minor similarities between that and *Mario Kart*.

Simply the best

Please answer my questions... I know you will because only the best people do!

- 1) Is it worth me getting *Sonic Jam* if I have all the games on Mega Drive?
 - 2) Is *Cyber Speedway* worth £14.99 and *International Victory Goal* for £12.99?
 - 3) Will you be doing any more audio CDs like on issue three?
 - 4) Any more news about *Sonic Fighters*?
 - 5) Have you got any big competitions lined up?
- Chris Jaggs, London

- 1) Probably not. The *Sonic World* section's good but it's not worth 35 quid.
- 2) Neither of them are terrible and probably worth that amount.
- 3) Stranger things have happened – that horse becoming Pope, for one.
- 4) No, why do you know anything?
- 5) Funny you should say that, we've got an enormous one lined up for next month.

Cheers

I would be very grateful if you could answer my questions. Cheers.

1) I read in a *GamesMaster* magazine that *Virtua Cop 3* is definitely coming out on the Saturn, is this true?

2) Is *Command & Conquer* purely shove your soldiers here and there and then blast the heck out of the oppo-



sition or is it more strategic than that?
3) Are there any more athlete-type games coming out on the Saturn as I own *Athlete Kings* and really enjoy playing it?
4) Do you think it's worth getting an Arcade Steering Wheel for *Daytona USA CCE*

because I think games handling with a joystick are a bit naff.
Adam Spurr, East Yorkshire

- 1) Um, I don't think so.
- 2) There's a lot more strategy than that.
- 3) You can expect *Winter Heat* (the sequel to *Athlete*

Kings) sometime around February.
4) I don't know, they're very expensive.

Lisa, well done girl!

I would like to congratulate you (especially Lisa) on how superb your new look magazine is. Anyway, on with the questions...

- 1) Will *Scud Race*, *Virtua Fighter 3*, *House of the Dead* or *Virtua Striker 2* be released on the Saturn or use the 'booster' cartridge?
 - 2) What computer program do you use to design your magazine?
 - 3) How much does it cost 'cos I'm very jealous?
 - 4) Will it work on a PC because I believe you use a Mac?
 - 5) From what you've seen of *X-Men vs Street Fighter* and *Marvel Super Heroes*, which do you think is the best?
 - 6) How about some demo CDs from Sega?
- Jonathan Dunn and Dean Russell, London

- 1) *House of the Dead* has finally been confirmed but I wouldn't bet on the rest. *VF3* still hasn't been officially canned for the Saturn but I'd be very surprised to see it now.
- 2) We use two... Quark XPress and Adobe Photoshop.
- 3) They're surprisingly expensive.
- 4) Both programs are available for the PC.
- 5) Just because of the sheer range of characters available, I'd plump for *X-Men vs Street Fighter*.
- 6) God, we wish.

More mags, please

- 1) Is there going to be a *Virtua Cop 3*?
- 2) Could you give me some tips on *Wipeout*?
- 3) Why isn't *Tomb Raider 2* coming out on Sega Saturn?

Dear SEGA

Once again we probe the fleshy and youthful brain of one of Sega Europe's finest brains to get the answers direct from the horse's mouth... if you will. Remember, anything you'd rather have answered by Sega can be by sending in your queries to: *Dear Sega, Saturn Power, 30 Monmouth St, Bath, BA1 2BW*. Oh, and it's best to keep the questions as short as possible – just for space purposes more than anything else.

How can I get my hands on a joystick for my Saturn? No shop where I live has one and no mail order company I have rung has them in stock (ever). Please help me kind Sega people. Try the Sega mail order department on (0181) 996 4509, they should be able to help you out.

Exhumed: How do I get *Death Tank* (I have *Loboflight*)?

It wasn't in the European version of *Exhumed*. The plan is to put it inside *Duke Nukem* but only to allow you to access it if you have a save game position from either *Exhumed* or *Quake* in your Saturn. Consider it as their present to their European fans.

Why aren't you releasing *Sonic the Fighters* when I lot of the code has already been done and a lot of people want it?

The game is too simplistic for a console game. We released *VF Kids* and included a couple of characters from *Sonic the Fighters* in *Fighters MegaMix*.

Why didn't you include the Platinum pack and the extra levels on the Saturn version of *Duke Nukem 3D*. They're on the PlayStation version, so why not the Saturn release?

There will be some bonus features in the Saturn version but, to be honest, what does it matter what's in the PlayStation version when the conversion is so poor?

Will Sega's next system be backwardly compatible? Please say yes.

Although nothing has been officially been announced yet, you can indeed expect to see more Sega arcade titles coming to Saturn.

Why don't you make a Sonic game with the freedom of *Sonic World* and the playability of *Mario 64*? *Sonic Team* have been busy with *Burning Rangers*. However, *Sonic R* uses a very advanced 3D engine and is more than just a racing game. Graphically it's probably the best thing on the Saturn to date.

Heard it all Before

This is the part of the magazine where we arm you, the reader, with the ability to put your mind into a favourable gear before writing to us or wasting our, oh so valuable, time on the phone. Scanning quickly through this list of the most common questions we get asked constantly should eliminate a lot of the duplication we unfortunately receive... okay?

Can I have a cheat for...

No. Bit of a phone one, this. Writing in will obviously help you loads as we promise to answer as many questions in the magazine as space and our brains will allow, but we refuse to answer any questions over the phone that start with 'I need some help with *Tomb Raider*'. Ever.

What's best: PlayStation or Saturn?

Neither. Both have an excellent range of software available for them and both are owned by hundreds of thousands of people. Now we'll have no more said about it, eh?

I tried to get your cheat for *Mutant Headrush/Pantflip* and the *Dishwasher Trilogy/Whatever* to work and it doesn't.

It does. All our cheats are checked to make sure they work before we'd even dream of printing them. If you can't get one to work it's because you have sausages for fingers and creamy old mashed potatoes for brains.

When's Saturn 2 coming out?

You mean Sega's next machine? We've heard mutterings that people have already started development for it and it'll hit the Japanese shops around Christmas '98 at the earliest.

Will they release *Virtua Fighter* on the Mega Drive like they did *Virtua Racing*?

No. You've got *VF2*, what more do you want? And we've stopped taking letters and phone calls about Mega Drive stuff because there isn't any.

Can you tell me why there aren't any more Mega Drive games coming out?

Because evil Sega and the rest of the money-grabbing corporate slime won't spend any time developing new products. Which leads us nicely onto...

Is my Mega Drive really dead?

Yes, and we finished all that guff off in the last issue of *Sega Power*. Sorry, and all that.

My friend says I'm a spaz because I own a Saturn...

No, your friend is a spaz and probably a jealous one too. He was probably picked on four years ago when he had a Spectrum and his trendier friends had Mega Drives. He tried to convince them that it had a pulse. Now he's decided to take it out on you. Ignore him.



still good without violence, well I think a game isn't a game without violence (ie, *Fighters MegaMix*, *Duke Nukem 3D*). And, to the person in issue five who made a complaint about *Star Challenge*, the page is actually excellent. It gives you the chance to get rid of those crap gamers (ie, Reuben Holmes). **Saturn Power** is the best magazine in the universe. Bye! *Shaun Vos, Canvey Island*

We think here that violent games are one thing but it's a bit of a shame when people start up obviously average games with huge dollops of violence and gore to make them sell (Loaded is one good example that springs to mind). Yes, we like Star Challenge too. It (after the competitions) is now the most popular part of the magazine – judging by the amount of post we get for it.

4) Why can't Sega make any more mags?

Ashley Peters

- 1) It would be nice, wouldn't it? Especially with the Model 3 board.
- 2) Yes, stay away from the walls and drive very very fast indeed.
- 3) Zzzzzz.



4) Sega don't make any magazine publishers do and anyway, we're enough for you, aren't we?

Whatever happened to...

1) Whatever happened to *Mystaria 2*? It was supposed to have been released in April.

2) When will *Worldwide Soccer '98* and *Premier Manager* be released?

3) Is there any chance that *Warhammer: Shadow of the Horned Rat*, *Warhammer: Dark Omens* or *Epic 40000* will be released on the Saturn?

4) Why can't someone tell Sega that the link-up cable and Netlink DO have a demand in the UK?

5) Will *Cannon Fodder* ever be released on the Saturn?

6) How about *Streets of Rage*?
Wayne T. Poppleton, Caithness

1) Your guess is as good as mine.

2) *Worldwide Soccer* will be out at the end of October and *Premier Manager* should be early next year – although we still haven't seen anything on it so further delays are probable.

3) Not much, I'm afraid.

4) We've tried, believe us.

5) Unfortunately not. An updated version of that game would be well appreciated.

6) Well, you've got *Die Hard Arcade*. Another great game along those lines is Core's *Fighting Force*. Sega allegedly pestered Core for the rights to publish *Fighting Force*... ooh, years ago, but the Eidos-owned codeshop were having none of it. Sega wanted to make it a *Streets of Rage* title.

When *Fighting Force* was reported to be canned a few months back, we were disappointed... but news has just come in that Sega are publishing it themselves. And it retains the *Fighting Force* name. It used to be called *Judgement Force*. Which is nice. Amen.

cult • tv

episode 3:

Avenging Angels

Bowlers, brollies and bondage belles - why The Avengers are still hitting the target after more than three decades

Spaced-out mice and saggy old cats

The creative team behind The Clangers and Bagpuss reveal the origins of their bizarre creatures

PLUS!

David Duchovny on life after sex

Creating legends with Hercules and Xena

Tinky Winky on the sacking of a 'Tubby

A-Z of Trumpton, Chigley and Camberwick Green

An exclusive cut-out-and-dress-up Emma Peel doll

And a giant double poster of Xena and Buck Rogers



ON SALE NOW!

Don't miss our special 16-page pullout of **cult tv's** most phwoooooesome pin-ups. With glossy photos of everyone from Wonder Woman and Superman to Mulder and Scully, this is a staple-bound aphrodisiac that's guaranteed to succeed

Phwoooooo!!!

CHANNEL 4



POWER TIPS

It's a fine line, isn't it? I mean, how much information do you give away? You can ruin someone's entire personal development by giving away too much of a game and not allowing them the creative freedom that a challenging game will allow. It is with that though in mind (dearest of reader) that we carefully allow you to glide your youthful eyes over two of the finest guides you'll see this month.

Index

Power Tips	02	Discworld 2 ..	12
Marvel SH.....	05		

More intellectually stimulating than the Telly Tubbies. More horny than your granny's hat stand. More packed than Linford's shorts. Oh yes it's another sensational selection of Power Tips. We pick only the tastiest, tenderest tips for these pages, infused with considerable goodness. Watch the flavour flood out!

Cheats and Hints



SKY TARGET

Flying Dinosaur

In Mission two, look for the plane going towards you while you destroy the cream-coloured Stealth Bomber jet. It's a flying dinosaur. Of course, you can even shoot it and watch it explode into many pieces. Lovely.

Bonus 5% Life

Shoot the flying dinosaur and you will receive a 5% bonus in your ship's life. The two locations of these flying dinosaurs are mission two (after the cream coloured stealth bomber) and mission six (after the ship that looks like the ship of Clint Eastwood in *Firefox*).

Use the XF/A-49

You can use the proto-type XF/A-49 ship by completing the ranking mode. The new ship becomes

selectable in both the ranking and arcade modes.

CONTRA – LEGACY OF WAR

(USA Import)

Bonus Game

In stage two, go to a little house at the end of the stage and enter it. Stand in front of the game machines



to play an older version of *Contra*.

Hidden Game

At the Title screen press: Y, Down, Up, Left shift button, Right shift button and Left.

Hidden Game 2

At the Title screen press: Y, Down, U, Left shift button, Right shift button



Can you help?

BLACKFIRE

Please, please, perleeease help me out with some cheats for Blackfire as I am completely stuck at the moment. A level select or infinite lives cheat would be great. Many thanks. Mark Poole Shropshire



SWAGMAN

I have recently purchased of the brilliant *Swagman* on US import but I am finding it very tough. Do you Power Tip types have any help or cheats you could give me? Best regards Malcolm Drummer Brentwood



and Right to get the hidden game.

screen press: Y, Down, Up, Left shift button, Right shift button and Down.

Level Select

At the Title screen press: Y, Down, Up, Right shift button, Left shift button, Left shift button and Right shift button.

Unlimited Continues

At the Title screen press: Y, Down, Up, Left shift button, Right shift button, Right shift button and Left shift button. Now it's just *too easy*...



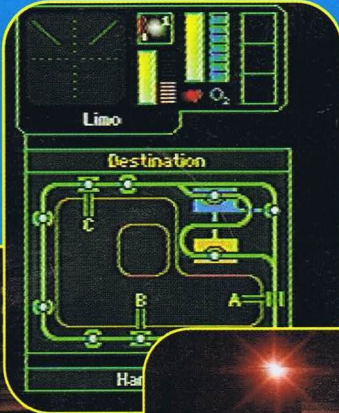
Movie Test

At the Title

Cheat of the month

Oh you lucky people, Stewart Edwards of Sandringham has sent us the following cheats and strategy hints for the frankly baffling *Defcom 5*, and duly wins a shiny new Sega Saturn game for his troubles.

To escape MRP-6F and win (you can escape and get a losing ending – actually there are a few losing endings) you need to



collect the following.

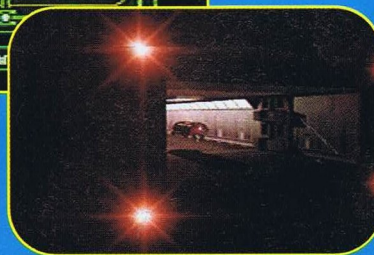
Robot PAD (personal access device) – can be found when you're in the Control Room. Enter the area in the upper right

hand corner of the Control Room and you'll find the PAD at 12 o'clock. You'll have to go a step to the right first to get around the wall.

Self Destruct PAD – You can find one of these on Level 7 Administration. It's needed to set the self destruct timer before escaping the complex.

Fighter Escort PADS – found at crash sites of ships you shoot down. Some of the 'green dot' crash sites will yield these (after the third attack wave). Fighter Escorts protect your unarmed shuttle when you escape.

Security Upgrade – found at a 'Yellow dot' crash site, upgrades your security clearance and is the



COMMAND & CONQUER

Master Code F6000914 C305
B6002800 0000

GDI missions

Infinite money 160E6562 06A4
Full power(Note 1) 160E6582 05FA
No. of barracks (Note 2) 160E6572 00XX
NOD missions
Infinite money 160E6C4A 06A4
Full power(Note) 160E6C6A 05FA
No. of hand of NODs (Note 2)
160E6C5A 00XX

Note 1 – Build one power station, no need to build any more.

Note 2 – The more barracks/hand of NOD you have the quicker your men build. Building just one barracks(or Hand of NOD) is not a good idea as, although building is quick, it is too quick for just one. Try building 3 for the best result.

SATURN BOMBERMAN

Master Code F6000914 C305
B6002800 0000

Unlimited lives (Note 1) 360C019E 0900
Unlimited time 160C0B62 5500

Player 1

Unlimited bombs 360D5ACF 0900
Large explosions 360D5AC5 0009
Equipment (Note 2) 360D5AD0 00FF
360D5AE0 00FF

Bomb type

Rock cutting (Note 3) 360D5AD1 0006

Defonator (Note 3) 360D5AD1 0007
Power bomb (Note 3) 360D5AD1 0008

Bomberman

Big (Note 4) 360D5AD7 00FF
Small (Note 4) 360D5AD7 00FF

Player 2

Unlimited bombs 360D5B4A 000F
Large explosions 360D5B41 000F
Equipment (Note 2) 360D5B4C 00FF

Bomb type

Rock cutting (Note 3) 360D5B4D 0006
Defonator (Note 3) 360D5B4D 0007
Power bomb (Note 3) 360D5B4D 0008
Bomberman
Big (Note 4) 360D5B53 00FF
Small (Note 4) 360D5B53 00FF

Note – Please note that these codes may freeze your animation sequences, so please skip the sequences as soon as possible. Also note that these trainer options applies to player 1 only, though player 2 is affected by the unlimited lives/time as well.

Note 1 – It gives unlimited lives for player 1, makes him/her always win a match and you won't loose your bombs when dying inside the game.

Note 2 – Equipment is link bombs and possibility to kick bombs.

Note 3 – Only one of these options can be set at once. If none is set, player has plain normal bombs.

Note 4 – Only one of these options can be set at once. No action use in the game, just for fun.

on its side (read your users manual to see if this is safe), but the size

tons and power up the system. Change the system date to March 13, 1998 (03/13/98). Booting up the game will put *Darklight Conflict* into wireframe mode.



DIE HARD ARCADE

Make the Game Tougher

Die Hard Arcade: great game but far too easy. To make the game harder to crack try the following: Move the cursor to

of the playfield is worth it. NOTE: Neither **Saturn Power** or Future Publishing take responsibility for any damage that occurs as a result of using the above cheat. Be careful!

DARKLIGHT CONFLICT

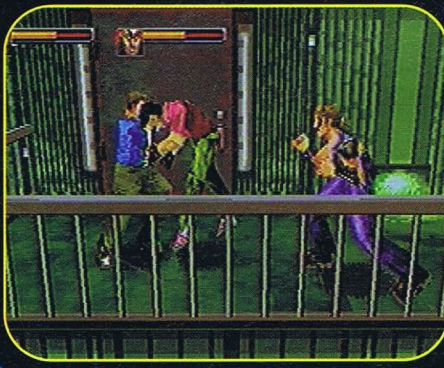
Cheat Menu

Go into the Options menu and press Down, Down, Up, X, Left, Left, Right shift button, Left

shift button and Start. This will now add a new option to the Main menu entitled 'Extra'.

Wireframe Mode

Hold the Left and Right shift but-



getting off the defence station! Once you've collected everything you need, you need to go into the VOS in the Control Room and set Self Destruct. Tyron Corporation protocol insists that if a defence station is overrun by intruders, Self Destruct must be set before leaving (so Tyron secrets don't fall into enemy hands). You will not be allowed to leave if Self Destruct hasn't been activated.

IMPACT RACING

Various Codes

Enter the following codes on the password screen in attempt to make this sub standard racer a bit more interesting:
RABBITBADGER – Level select
ENDGAMESLEVEL – Go straight to the final track
ALLTOOLEDUP – Start with all the weapons
JOURNEYS.END – Sound test
BONUS.LEVELS – Play all six bonus levels

WORLD SERIES BASEBALL '98

(US Import)

Barry Bond's Home Run Tip

Play a game with the San Francisco Giants. When it's Barry Bond's turn up to bat, select him to swing in any of the lower areas of the strike zone (A or B). Wait until you get a nice pitch down there and hold Up while you swing to hit a homer about 75% of the time.



proof you need that this attack on MRP-6F was engineered by the Tyron Corporation's Defence Department.

Shuttle PAD – found at the very first crash site (white dot. It's the shuttle that's shot down at the beginning of the game.

The **Software Control PAD** – found on level 6 Administration, the area to the immediate right of the Control Room access door -allows you to fine tune the defence software so it actually works properly (and defends the space station).

Every Berserker or Combat Droid that is destroyed in the complex pollutes the area on the immediate level. Keep a close eye on the oxygen meter for each one you explore – unbreathable air causes damage and eventually, death! You can make

unbreathable air in an area more breathable by opening doors to other areas (such as elevators) and letting the cleaner air mix with the contaminated air. Or you can send out your combat droids to do this for you.

You can lock doors in the complex – a great trick for trapping Berserkers so they can't chase you. Go into any VOS terminal, go to the Map Icon and by moving the cursor over any door and pressing the A button, you can lock the door. Wait patiently for a Berserker or two to wander into a room on your level, then lock the door behind them, trapping them.

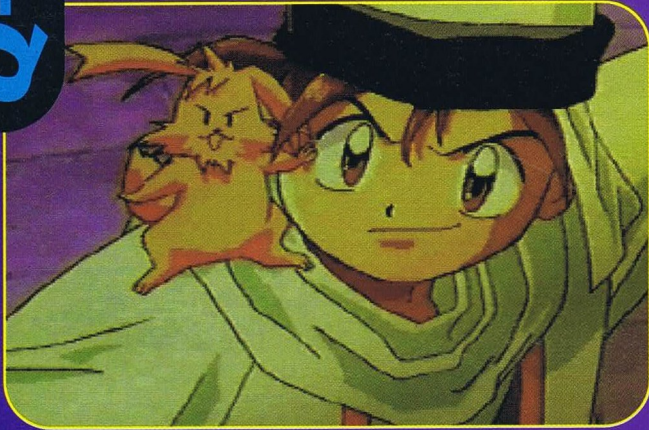
Know where there's an accessible LIMO station. The LIMO is what takes you around the complex and most importantly, to Hangar A when you're ready to escape. Sometimes LIMO stations get shut down due to damage to the complex.

Make sure you have a path for

Q+A

"I have just spent £40 on a brand new game. Could you completely spoil it for me by giving me a cheat so that I can finish it in five minutes flat please?" Course we can.

last option at the end of the levels to get to stage 8, and beat the warrior to turn into Super Han. He looks the same as before, only he gets lots of extra experience points, making him faster and more powerful.



GUARDIAN HEROES

"Please tell me how to transform Hans into Super Hans in *Guardian Heroes*. I've found nearly all of the secret characters, enabling me to use them in the beat 'em up section, but Super Hans has eluded me. I'll even send my sister round to your office to give you a big wet snog if you help me out!"

Nathan Johnson
Dunfermline

Better get your sister to change into something slinky and put her in a taxi Nathan, because here is how to transform Hans into Super Hans! You'll need to collect the second magical sword from the one-armed Undead Warrior on level 8. From the start of the game, always choose the

D-XHIRD

"I've recently purchased an import copy of *D-Xhird* and would like to know if there is any hidden characters in the game. I haven't completed the game yet, but I hope to shortly".

Stephen Grey
Welling

There are hidden characters for this game, but these are only selectable after completing the game. To use Venus and Isanagi, finish the game normally. At the end, you will fight both of them and after you defeated them, they will be selectable. To use Shadow Boy, beat everyone (including the bosses) without continuing. You will fight Shadow Boy after you beat Isanagi. Shadow Boy is Boy's alternate personality. To use Eiji, get

to Shadow Boy and beat him without continuing. You will fight Eiji after that. Eiji even has a new costume!

ATHLETE KINGS

"I've just bought *Athlete Kings* for my Saturn and I absolutely love it. I'm a great fan of this type of multi-event game and *Athlete Kings* is one of the best that I've ever played. It even beats the classics, *Track & Field* and *Hyper Sports*. I've been beating my mates every night for the last week now and I've become pretty adept at all of the events so I was wondering if you new of any cheats that might add a little more to the game".

Alex Knight

Athlete Kings has been responsible for many a lost afternoon here in the *Power Tips Cathedral of Wisdom* and as it happens we have got some great cheats for this game.

Control the Blimp

In the events where you can see the blimp in the sky you can actually control it by using the Left and Right shift buttons.

Extra Shot Put Power

When your players power reaches the far left instead of hitting the action button spin the D-pad in a clockwise, circular motion. Your player will now spin in a circular motion as in the discuss event and you'll be able to throw the shot much further.

Different High Jump Angles

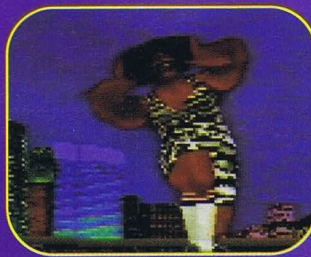
After you have selected your jump height press the Left or Right shift buttons before you start running and you'll be given a different angle to view the jump.

Shift Camera in Shot Put

After throwing the shot put, use the Right or Left shift buttons to change the camera angle.

100 Meter Hopscotch

In the 100m dash event, wait until the announcer says "Course..." then press Up, Left, Down, Right and X. If you are successful you will hop scotch the race.



100 Meter Roll

Use the following code when the announcer says "Course..." to make the runners roll instead of run: Up, Left, Down, Right, Y, Up, Left, Down, Right and X.

Extra Player

After getting a score of over 8000 in the arcade mode, go to the Main Menu screen. Press and hold X on your desired mode of play and you'll be given an extra character to play with. However, this has only been checked on the import version.

SONIC 3D BLAST

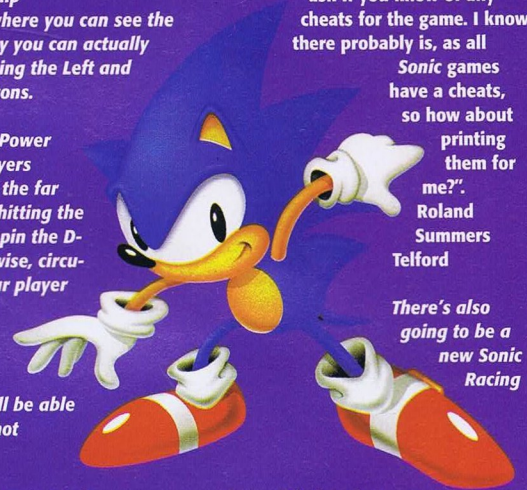
"I can't wait for the new Sonic compilation to be released but I'm still playing the excellent *Sonic 3D Blast*. I know it's almost a direct port from the Mega Drive version but I still think the game play is excellent. Anyway the reason I'm writing is to

ask if you know of any cheats for the game. I know there probably is, as all

Sonic games have a cheats, so how about printing them for me?"

Roland Summers
Telford

There's also going to be a new *Sonic Racing*



game called *Sonic R*, but when are we going to get a real *3D Sonic* game? Anyway, of course we've got some cheats for *Sonic 3D Blast* and we'd be happy to divulge them.

Master Code

On the Title screen, hold Up + Left and A + C. Now press Start whilst holding this combination. Now whilst playing pause the game and press the following buttons for the desired effect:

- A. Skips one act
- B. Skips a whole stage
- C. Skips to the last boss
- X. Gives you one life
- Y. Gives you a medal
- Z. Gives you a Chaos Emerald

Tomb Raider

Got any cheats for UK *Tomb Raider*?
Scott Miles
Surrey

Unfortunately, not for the UK release. If anyone knows of one that works, send it in - we'll award a prize to the first to do so.



Marvel Super Heroes

We've pulled *Marvel Super Heroes* to pieces and found more than a few surprises for you. Many many thanks to John 'CUL' Culbert for helping us with the compilation of this fantastic guide, we really couldn't have done it without him.

Key How it all works

You must surely all know by now how these fighting game guides work but there's bound to be a couple of you that need it all explaining to you again. Here it bloody well is, then.

U	-	Up
U/F	-	Up/Forward diagonal
F	-	Forward
D/F	-	Down/Forward diagonal
D	-	Down
D/B	-	Down/Back diagonal
B	-	Back
U/B	-	Up/Back diagonal
Short	-	Button A
Forward	-	Button B
Roundhouse	-	Button C
Jab	-	Button X
Strong	-	Button Y
Fierce	-	Button Z

Character dimensions

In *X-Men: COTA*, there were three character sizes, with Sentinel, Colossus and Juggernaut being large, Silver Samurai and Omega Red being mid, and everyone else light. In *MSH*, it is even more detailed, going by height, width and weight. Height will determine how many hits you can get on a jump-in combo (eg you can easily get all three hits of Psylocke's Jumping Magic Series on Blackheart, but you can only get one or two on a little guy like Wolverine). Width determines how many hits are possible in a dashing combo (eg on Juggernaut, Wolverine can get five hits in a dashing combo, finishing with either Roundhouse or Fierce, but on a scrawny guy like Spider-Man you would not get as much, maybe three hits). Weight determines whether or not a few combos will work, usually because you cannot launch a fat bloke like Juggernaut as high as you can launch, say, Psylocke. Here is the basic list of dimensions. Learn them and you should then know how many hits to do in a combo.

Height (tallest to shortest)

Blackheart
Juggernaut
Hulk
Shuma Gorath
Magneto
Ironman
Captain America
Psylocke
Spiderman
Wolverine

Width (widest to thinnest)

Juggernaut
Hulk
Blackheart
Shuma Gorath
Magneto
Captain America
Ironman
Wolverine
Psylocke
Spiderman

Weight (heaviest to lightest)

Juggernaut
Hulk
Blackheart
Ironman
Magneto
Captain America
Shuma Gorath
Wolverine
Psylocke
Spiderman



Infinity bar

This is a bar located directly under your fighter's life meter, and as you perform moves, hit opponents, or get hit (performing Special Moves fills it the fastest), it will fill up. Once it is full, a one will appear beside it. This means you have one Infinity Level, allowing you to perform Infinity Combos and Infinity Counters. It can continue to be filled to level 2 – your maximum level depends on the character (i.e. Shuma Gorath can only use 1, but Iron Man can charge up to 3).

Infinity combo

This is a devastating move that can only be performed when at least one meter of the Infinity Bar is full. Once activated, the screen will grow dark for a moment as the fighter gathers his/her energy; the announcer will then exclaim "Infinity!", or an "X" will appear for the X-Men characters, and they will perform the move. Note that all animation, except the character's 'gathering' of energy, is halted during the dark screen, so your opponent cannot move, i.e. if the enemy is standing right in front of you and you pull off the infinity combo, they cannot avoid it.

Infinity counters

Similar to Alpha Counters from Capcom's *SFA*, these are performed during a period known as a 'block stun' (this means after blocking an attack). You must pull off this move before your fighter's blocking animation is done (before they bring their hands down), and it will interrupt your opponent's recovery animation from their attack. Technically this could be known as cancelling your block. Anyway, an ICO can only be done with one level of the Infinity Bar full. To do everyone's ICO, roll from B to D in one motion and hit a punch immediately after blocking an attack.

Infinity gems

These are special items that give you temporary special powers. You collect Gems from your fallen opponents, and start every match with some. Press the top shoulder buttons to cycle through them at the bottom of the screen. Perform a QCB (quarter-turn-back) and hit all three punches to activate your cho-

sen Gem.
Here's what they do for every character:

Power (red)

This will increase your fighter's offensive power, allowing all of their attacks to do more damage.

Mind (blue)

This will cause your Infinity Bar to refill itself rapidly for a period of time.

Soul (green)

This will cause your fighter's health to gradually refill for a period of time. If you're hit while regenerating, the meter will still go down, but will then continue to rise. Try and save this for when you really need it.

Time (pink)

This will speed you up considerably for a period of time.

Space (purple)

This will give you 'Super Armour' that will raise your character's defence considerably and make them nearly impossible to knock down, except with throws. When this is activated, try and go offensive for the time. Note that as far as I

know, you also take NO block damage from Special Moves when this is activated, so if you're fighting guys like Iron Man who are trying to cheese you in the corner, blocking is no problem.

Reality (orange)

This will allow you to throw projectiles by tapping a single button. The following is from Richard Cheung's *MSH* FAQ:



Strong: fireballs travelling straight

Forward: six 'icicles' which drop either up or down, depending on where the opponent is.

Fierce or Roundhouse: three electrical spheres in direction of joystick.

Note: In addition to these special powers, each character also gains an additional special power from one of the Gems. For example, if Blackheart activates the Reality Gem, he not only has the ability to throw the various projectiles, but he will also be completely invisible for the duration. Here's a list of which Gems work best with which character.

- Spider-Man:** Power
- Iron Man:** Soul
- Shuma-Gorath:** Soul
- Psylocke:** Power
- Captain America:** Power
- Wolverine:** Power
- Juggernaut:** Space
- Magneto:** Space
- Hulk:** Time
- Blackheart:** Reality

Defensive Gem tactics

Try and reserve your gems for times of need (eg use the life recovery when you have little life left). Note: activating a Gem can be used as a defensive technique as well. When activated, the Gem produces a distortion around the fighter that WILL hit the enemy if they are extremely close. The damage is minimal, but it will knock them away and let you catch your breath.

Gem knocking

Fighters have the ability to knock the enemy's Gem out of them, where it will bounce on the ground and lie there until someone walks over it and it becomes theirs. You must hit the enemy considerably hard to knock it out. Therefore only Special Moves will work.



Hulk

Beginning Pose: Hulk clenches his fist and exclaims "Let's Rock!"

Winning Pose 1: Hulk clenches his fist and exclaims "Let's Rock!"

Winning Pose 2: Hulk clenches his fist and exclaims "Who's Next?"

Ratings (out of 10)

Power: 9
Speed: 5
Combos: 7
Projectiles: 3
Throws: 7
Infinity Combo Effectiveness: 6

Overview

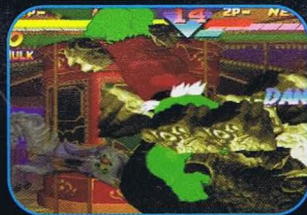
Although slow, Hulk makes up for it with great damage potential and his lightning fast Gamma Charge. His game is generally a defensive one, because all of his moves have huge recovery time. When the opponent makes a mistake, counter with a Gamma Charge followed by another directed Charge, or the humiliating and powerful Gamma Tornado. It's difficult (at first) to get

used to his speed, but if you're careful he's quite good. And besides, Hulk picks his opponent BY THE HEAD, with ONE HAND and spins them around. Average difficulty of use.

Moves list

Gamma Tornado: HCB+any punch
Gamma Charge: charge B, F+any kick
Vertical Gamma Charge: charge D, U+any kick
Quick Ground Chuck: HCT+any punch
Ground Chuck: D, D+all three punches (then any punch to throw)
One-Hand Drop: F or B+Fierce or Strong (close)
Drop Slam: F or B+Fierce or Strong (close in mid-air)

Infinity Counter – Gamma Charge: B, D/B, D+any punch
Infinity Combo – Gamma Crush: QCT+all three punches



Wolverine

Beginning Pose: Logan rears back, unsheathes his claws and exclaims "Let's go, bub!"

Winning Pose 1: Logan pulls off his mask and remarks "Rookie".

Winning Pose 2: As with his taunt, Logan scrapes his claws together.

Ratings (out of 10)

Power: 6
Speed: 9
Combos: 8
Projectiles: 1
Throws: 5
Infinity Combo Effectiveness: 7

Overview

In my humble opinion, Wolverine is not the deadly, cheesy character he was in *X-Men: CoTA*. His Magic Series has changed to Zig-Zag, nullifying my favourite combo from the previous game. He now gains the ability to do the Berserker Barrage without draining the Infinity Bar – however, this BB is nearly impossible to connect with except in a good solid combo, because its speed is quite slow.

His Tornado Claw appears to have lost some range, but still seems better in combos than the BB (except in the corner). The Drill Claw is still an awesome defensive move, and does great damage (you can no longer Drill Claw directly backward from the ground, however). He has a Berserker Barrage infinity combo for more damage and hits, but you can no longer put in a Special Move after it in the corner, because of the Flying Screen rules. He gains an incredible new infinity combo, the Weapon X, but it is difficult to connect with, cannot be put in combos, and does less damage than the Berserker Barrage one.

Moves list

Berserker Barrage: QCT+any punch (tap punch repeatedly for more hits)
Tornado Claw: F, D, D/F+any punch (tap punch repeatedly for more hits)
Drill Claw: any direction+any punch+any kick (same strength – can be done in mid-air)
Claw Slide: hold D/F+Fierce
Dive Kick: D+Forward (in mid-air)
Shoulder Mount Adm. Hell: F or B+Strong (close)



Ground Mount Adamantium Hell: F or B+Fierce (close)
Airborne Adamantium Hell: F or B+Fierce or Strong (close in mid-air)
Triangle Jump: tap opposite direction when meeting wall or screen side in mid-air

Infinity Counter – Drill Claw: B, D/B, D+any punch
Infinity Combo 1 – Super Berserker Barrage: QCT+all three punches (tap punch repeatedly for more hits)
Infinity Combo 2 – Weapon X: F, D, D/F+all three punches



Spiderman

Beginning Pose: Spider-Man drops down on a thread of webbing from the top of the screen and exclaims "Showtime!"

Winning Pose 1: Spider-Man goes into a ready stance and exclaims "Spider Sense tingling!"

Winning Pose 2: Spider-Man nods and exclaims "One for JJJ!"

Ratings (out of 10)

Power: 6

Speed: 10

Combos: 9.5

Projectiles: 7

Throws: 3

Infinity Combo Effectiveness: 7

Overview

Another fun character to use and he has some mean combos. His single hits don't do a large amount of damage, but the combos compensate for that (just watch the demo Mode of *MSH* for a superb combo). He also has a devious infinity combo. Great for beginners, and deadly in the hands of an expert.

Move list

Web Ball: QCT+any punch

Air Web Ball: QCT+any punch in mid-air

Spider Sting: F, D, D/F+any punch (punch again for downward slash)

Web Swing: HCB+any kick (can be done in mid-air)

Straight Web Throw: HCB+Jab

Diagonally U/F Web Throw: HCB+Strong

Straight Up Web Throw: HCB+Fierce

Triangle Jump: Jump up into corner wall, tap in opposite direction

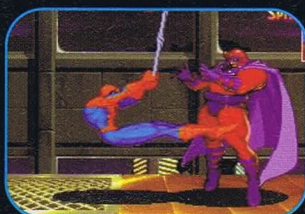
Double Rolling Slam: F or B+Fierce (close)

Shoulder Toss: F or B+Strong (close)

Air Double Rolling Slam: F or B+Strong or Fierce (close in mid-air)

Infinity Counter – Spider Sting: B, D/B, D+any punch

Infinity Combo – Maximum Spider: QCT+all three punches



Captain America

Beginning Pose: Cap slides in off of a rope across the screen.

Winning Pose 1: Cap holds his shield high and exclaims "Victory!"

Winning Pose 2: Cap exclaims "Freedom Prevails!"

Winning Pose 3: Cap raises his thumb to the opponent and exclaims "Thumbs up, soldier!"

Ratings (out of 10)

Power: 7.5

Speed: 7

Combos: 9

Projectiles: 8

Throws: 8

Infinity Combo Effectiveness: 7

Overview

I like good ol' Winghead. He's the supposed Ryu clone of the game, although I think he's more of a Ken-like fighter. He has superb combos and can do good damage, as well as good speed and an effective Infinity Combo to boot.



One of the problems I find with him is that you have to make sure you connect with his attacks, because most of them have bad recovery and the Captain'll eat a counterattack. But, once mastered, you really have to just make sure to wait for the right point to attack, and then you can do some real damage. Mind you, he is kind of a goody-goody...

Moves list

Shield Slash (Low): QCT+Jab

Shield Slash (High): QCT+Strong

Shield Slash (Diagonal U/F): QCT+Fierce

Air Shield Slash (Diagonal D/F): QCT+Jab

Air Shield Slash (Across): QCT+Strong

Air Shield Slash (U/F): QCT+Fierce

Stars 'n' Stripes: F, D, D/F+any punch

Cartwheel: HCB+any punch

Charging Stars: HCT+any kick

Double Jump: U during any jump



One-hand Slam: F or B+Strong or Fierce (close)

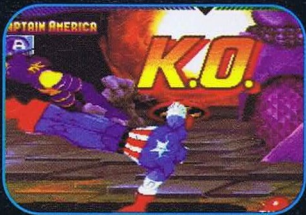
Ground Launch: F or B+Forward or Roundhouse (close)

One-hand Drop: F or B+Strong or Fierce (close in mid-air)

Infinity Combo – Final Justice: QCT+all three punches

Infinity Counter – Jab Stars 'n' Stripes: B, D/B, D+any punch

Infinity Combo – Final Justice: QCT+all three punches



Magneto

Beginning Pose: Magneto retracts his forcefield and exclaims "Playtime has ended!"

Winning Pose 1: Magneto crosses his arms and sniggers.

Winning Pose 2: Magneto "wills" his helmet to disappear, and holds his hand up, flowing with energy and exclaims "I reign supreme!"

Ratings

Power: 6
Speed: 7
Combos: 9
Projectiles: 7.5
Throws: 9
Infinity Combo
Effectiveness: 9



right time, and **KNOW YOUR COMBOS**. If used properly Magneto can be devastating.

Although significantly weakened since he was the big boss of *X-MEN: COTA*, Magneto is still extremely effective and can be quite cheesy with his various combo setups. He has two effective infinity combos and the Shockwave is, in my opinion, the coolest looking infinity combo in the game. As well, it is definite that Magneto's Super Jumping Air Combos are **THE EASIEST** to perform in the game, and also (I think) the most rewarding. If played right, I believe Magneto can still be as devastating as he used to be.

Overview

By far my favourite character. I like Magneto because he oozes class. If you're one of those Wolverine freaks, then I really don't think the mastery of Magnetism is for you. You cannot simply go crazy on the controls and get something - instead you have to use the right moves at the

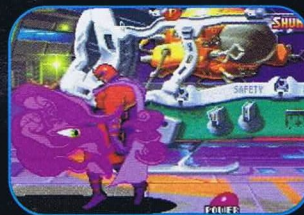
Moves list

EM Disruptor: HCT+any punch
Air EM Disruptor: HCT+any punch in mid-air
Magnetic Wave: U, U/F, F+any punch in mid-air
Hyper Grav: HCB+any kick (can be done in mid-air)



Gravitation: QCB+all three kicks
Scrap Hold: F or B+Fierce (close)
EM Repulse: F or B+Strong (close)
Air Scrap Hold: F or B+Strong or Fierce (close in mid-air)

Infinity Counter - Shockwave Surge: B, D/B, D+any punch
Infinity Combo - Magnetic Shockwave: QCT+all three punches
Infinity Combo - Magnetic Tempest: QCT+all three kicks (can be done in mid-air)



Psylocke

Starting Pose: Psylocke floats in dressed as a ninja, sheds the clothes and goes into her fighting stance.

Winning Pose 1: she plays with her bangs and exclaims "No Sweat!"

Winning Pose 2: goes into a martial arts ready stance.

Ratings (out of 10)

Power: 7
Speed: 10
Combos: 10
Projectiles: 6.5
Throws: 7
Infinity Combo Effectiveness: 8

Overview

Although she can be a little difficult to get used to, Psylocke is a combo machine, has great damage potential, moves lightning fast, and is nearly untouchable if played right. She also has some of the coolest Infinity Combos in the game. All in all an **AWESOME** fighter if played right.

Moves list

PsiFlash (Downward): QCT+Jab (can be done in mid-air)
PsiFlash (Forward): QCT+Strong (can be done in mid-air)
PsiFlash (U/F): QCT+Fierce (can be done in mid-air)
PsiBlade: QCT+any kick (can be done in mid-air)
Ninjitsu Teleport: HCB+any button (can be done in mid-air)
PsiDrill: any direction+punch after Ninjitsu Teleport (can be done in mid-air)
Forward Flip Kick: F+Forward
Forward Slide Kick: F+Roundhouse
Back Roll Kick: B+Roundhouse
Double Jump: U during any jump



Vertical Launch: F or B+Strong (close)
Rolling Slam: F or B+Fierce (close)
Roll Drop: F or B+Fierce or Strong (close in mid-air)

Infinity Counter - Short PsiBlade: B, D/B, D+any punch
Infinity Combo 1 - PsiThrust: QCT+all three punches (can be done in mid-air)
Infinity Combo 2 - Psi-Maelstrom: QCT+all three kicks
Infinity Combo 3 - Kochou Gakure: QCB+all three kicks (can be done in mid-air)

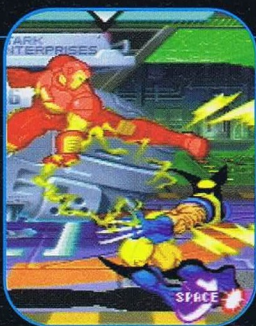


Iron Man

Beginning Pose: Iron Man clenches his gauntlet, which lights up with energy

Winning Pose 1: Iron Man holds up his fist, which lights up with energy as he exclaims "Superior Attack!"

Winning Pose 2: Iron Man clenches his gauntlet, which lights up with energy as he exclaims "Superior Attack!"

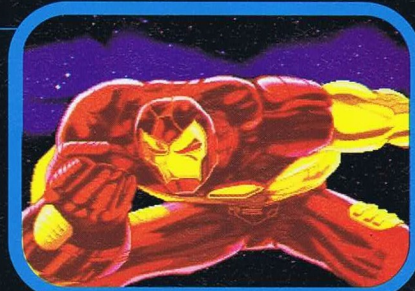


offense, allowing me to use all of his awesome defences, but also allow me to get in a good combo now and then. Playing Iron Man is playing to win, as he is a VERY good keep away fighter, almost as much as Blackheart. The difference between him and Blackheart is that Iron Man can go offensive quite effectively as well, with some really cool combos. He also has one of

the most powerful infinity combos in the game (may be tied with Juggernaut's actually), next to Dr. Doom's Photon Array. Can be fun or boring, depending on your opponent and he's certainly fairly easy character to use.

Moves list

- UniBeam: HCT+any punch
- Air UniBeam: HCT+any punch in mid-air
- Repulsor Blast: HCB+any punch
- Smart Bomb: any punch+any kick (same strength)
- Smart Bomb Drop: any punch+any kick in mid-air (same strength)



- Flight: QCB+all three kicks (can also be initiated in mid-air)
- Knee Dive: D+Forward in mid-air
- Air Palm Beam: F, U, or D+Fierce in mid-air
- Rocket Corner Slam: F or B+Fierce (close)
- Repulsor Slam: F or B+Strong (close)
- Air Repulsor Slam: F or B+Strong or Fierce (close)

- Infinity Counter - Repulsor Blast: B, D/B, D+any punch
- Infinity Combo - Proton Cannon: QCT+all three punches

Ratings (out of 10)

- Power: 7
- Speed: 7
- Combos: 7
- Projectiles: 10
- Throws: 6
- Infinity Combo Effectiveness: 8

Overview

Iron Man is THE keep away fighter of MSH. Thankfully, with a little bit of practice, I have developed a style balanced between defence AND



Shuma Gorath



- Combos: 6.5
- Projectiles: 6
- Throws: 8
- Infinity Combo Effectiveness: 9

Overview

A VERY difficult fighter to get used to, Shuma Gorath's moves are devastating but you have to be very careful how to use them. He also has some really cheesy setups and an extremely effective infinity combo. If you've already mastered a fighter like Spider-Man, move on to the more challenging alien to really learn some interesting stuff. Magneto users may take a liking to his advanced and wacky style of play.

Moves list

- Mystic Stare: charge B, F+any punch
- Mystic Smash: charge B, F+any kick (can be done in mid-air)
- Blob Slam: QCB+any kick



- Bite 'n' Throw: F or B+Strong or Fierce (close)
- Energy Drain: F or B+Forward or Roundhouse (close; can be done in mid-air)
- Blob Drop: F or B+Strong or Fierce (in mid-air; close)
- Stone Drop: D+Forward in mid-air

- Infinity Counter - Short Mystic Smash: B, D/B, D+any punch after blocking an attack
- Infinity Combo - Chaos Dimension: QCT+all three punches, then Strong, Forward, Fierce or Roundhouse to grab (can be done in mid-air)

Beginning Pose: Shuma Gorath drops out of a portal.

Winning Pose 1: Shuma crosses two tentacles and peeks out his eye.

Winning Pose 2: Shuma goes into a weird pose, kinda like he's modelling

Ratings (out of 10)

- Power: 8
- Speed: 5



Big Bosses *Marvel Super Heroes* doesn't have just the one boss. Oh no, there are two of the blighters, and here are they. Both very nasty pieces of work indeed.

Juggernaut

Beginning Pose: Juggernaut bends a steel girder and exclaims "I'm Unstoppable!"

Winning Pose 1: Juggernaut calmly walks over to the opponent and stomps on their fallen body

Winning Pose 2: Juggernaut calmly walks over to the fallen opponent, picks them up and cackles in their face.

Ratings (out of 10)

Power: 10
Speed: 4
Combos: 5
Projectiles: 1
Throws: 6
Infinity Combo Effectiveness: 6.5

Overview

Why use him? Because he's hilarious. With a LOT of practice and careful play, Juggernaut is possibly the most fun character to play as, because all of his moves either humiliate or flatten his opponents. Because of his lag time problem he can be in deep trouble unless you know where to hit, but his massive damage and priority more than make up for it.



Note: Setting Juggernaut apart from the other characters is the ability to absorb and trade hits - whenever an opponent hits him with any attack while he is in the middle of most of his moves, he will absorb the blow and barrel on through to hit the opponent. For example, if you do a Fierce Juggernaut Punch from across the screen to Magneto as he is performing his EM Disruptor, you will get hit with the beam and take the damage, but Juggernaut will continue to dash through and plow the opponent over.

continue to dash through and plow the opponent over.

Moves list

Juggernaut Punch: HCT+any punch
Earthquake: F, D/F, D+any punch (can be done in mid-air)
Juggernaut Splash: HCT+any kick
Cytorrak Power-up: F, D, D/F+all three punches
Double Fist Thrust: F+Fierce
Headbutts 'n' Uppercut: F or B+Fierce (close)
Cackling Slam: F or B+Strong (close)
Air Drop: F or B+Strong or Fierce (close in mid-air)

Infinity Counter - Juggernaut Punch: B, D/B, D+any punch
Infinity Combo - Juggernaut Headcrush: QCT+all



Thanos likes the finer things in life - filter coffee, dairy ice-cream and world domination. He has an infinity gauntlet. And no colour sense *at all*.



Dr Doom started off his days the handsome son of a Gypsy witch. Once a brilliant inventor, Doom went mad and wandered the world before settling in Tibet.



Blackheart

Beginning Pose: Blackheart rises up from a portal in the ground and laughs menacingly

Winning Pose 1: Blackheart clenches his fist full of energy and laughs menacingly

Winning Pose 2: Blackheart raises his hands to the sky and laughs menacingly

Ratings (out of 10)

Power: 6
Speed: 2
Combos: 2
Projectiles: 7
Throws: 4
Infinity Combo Effectiveness: 4

Overview

I'm personally at a loss with this character. He's probably the only character in *Marvel Super Heroes* that we couldn't get to grips with, and don't really enjoy using either. He doesn't do a lot of damage as a whole, and he's pitifully slow - even slower than Juggernaut. His combos are boring and limited, so probably his only asset is range and the ability to play keep away even better than Iron Man.

All of his good moves are either projectiles or long ranged, but I find opponents can get around his traps pretty darn easy. All in all, if you like boring characters with no variety or fun, this one's for you.

Moves list

Downward Dark Thunder: HCT+Jab
Forward Dark Thunder: HCT+Strong
Upward Dark Thunder: HCT+Fierce
Close Lightning Inferno: HCB+Jab
Mid-Screen Lightning Inferno: HCB+Strong
Far Lightning Inferno: HCB+Fierce
Ice Inferno: HCB+Strong -> Strong



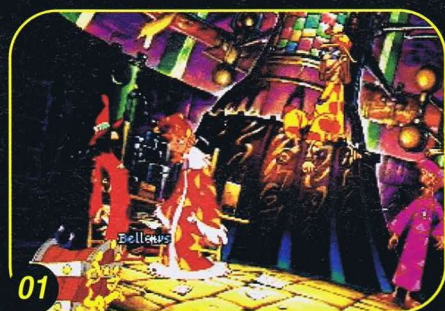
Fire
Inferno: HCB+Fierce -> Fierce
Soul Absorb: F or B+Fierce (close)
Energy Surge: F or B+Strong (close)
Air Energy Surge: F or B+Strong or Fierce in mid-air (close)
Air Float: F, F in mid-air

Infinity Counter: B, D/B, D+any punch
Infinity Combo - Armageddon: QCT+all three punches
Infinity Combo - Heart of Darkness: QCT+all three kicks



Discworld 2 is a lot more straightforward in the puzzle department than its older brain-bursting brother. There's still plenty to do though, and here, our complete guide and walkthrough shows you exactly how.

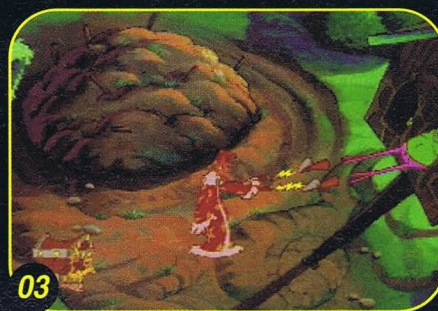
Discworld



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11



ACT 1: The Rite Stuff

You start off in the Unseen University. Go to the High Energy Facility.

Get the magnet, (1,2) testube, and the bellows. Go to the university garden and use the magnet on the imp (3). Leave the university. Go to the small travelling shop (4). Get the flamingo, incense, and the fish, and try to get the candles (5). Ask the old woman about the candles. Go

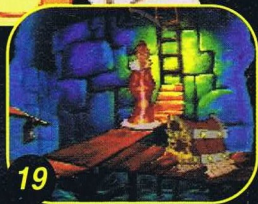
the plaza (6). Talk to Dibbler, using the 'sarcastic' icon, and the corn icon (7). Go to the shades. Take the saw and the clay pot from near the (8) beggars. Go into the mortuary (9) and look at Granny Weatherwax (the witch) on the slab (10). Get the knife. Go to Mrs Cake's (11). Get the scissors. Get the dummy's petticoat (12). Open the closet, and get the ironing board. Use the saw on the dummy (13). Look at the Genie Bottle. Talk to Mrs Cake. Use the sarcastic icon. Use the sarcastic icon, then the question mark icon (14), then the thought icon (15), then the smile icon. Ask her about the genie bottle, and ectoplasm. Go to the Fools Guild (16). Get the hooter. Talk to the fool, using the question mark icon (17). Get the brick at



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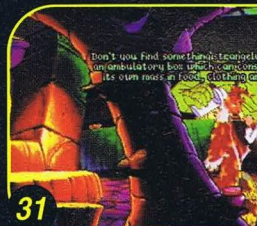
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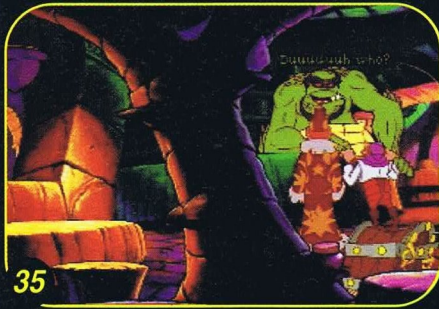


the bottom left of the screen. Use it on the fool (18). Go down the (19) hole, go left to the grate. Use the bellows on the grate (20). Go right, and leave the sewers. Go to the High Energy Facility at the University. Use the brick on the accelerator (21). Go back to Mrs Cakes'. Give her the ectoplasm (22).

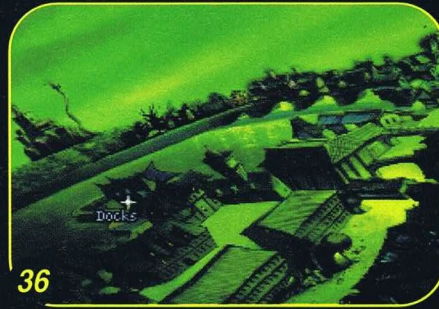
Go to the beggars, and use the imp boots on the bottle. Use the bottle (23) on Foul Ole Ron's smell (24, 25). Go to Gimlets. Get the chili powder. Use the menu (26). Talk to Gimlet, using the smile icon (27), then the mouseburger icon (28). Go to the Trolls Head pub in the Shades (29, 30). Talk to Casanunda (31), using the question icon (32), then the ladder icon (33), then the witch icon. Get

the matches (34). Talk to the troll (35). Go to the docks (36, 37). Use the knife (38) on the net. Get the hammerhead shark (39). Use the stuffed fish on the bird (40). Get the bird (41). Go to the University gardens (42). Use the beer on the corn (43). Use the drugged corn (44) on the rooster. Use the flamingo on the Dean (45), the shark on the Bursar (46), and the wading bird on the Librarian. Go over to the beehives (47). Use the clickies booklet on the beekeeper. Use the chili powder on the flowers. Use the petticoat on Rincewind. Use the matches on the incense. Use the lit incense on the bees. Use the clay pot on the beehive, and also double click on





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the hive to get some wax. Go to the travelling shop, and give the wax to the old woman (48). Go to the beggars, and use the rooster on the coffee can (49). Go to the troll pub, and use the rooster on the vampire (50). Go to the cemetery, pick up the pick. Go into the crypt, use the ladder on the coffin, climb the ladder (51), and get the false teeth. Use the false teeth on the mouse. Use the test tube on the fangs. Go to the Dining Hall. Give the mouse blood, mallets, smell, glitter, and candles to the Arch Chancellor. End of Act I. (52)

ACT II: Come Die With Me

Go to the Fools Guild.
Go down the hole.
Go right. Go up to the-

warehouse. Use the pick on the ice. Go to the shades, and speak to the dead collector (53), using the question mark icon. Go to the mortuary, and ask the mortician about getting a death certificate. Get the mirror, use it on the bunsen burner, then put it back on the bench. Use the slab. Use the dummy's hand on Rincewind. Use the ice on Rincewind. Go to the dead collector, and use the certificate on him. Go to Djelibeybi (54). Go to the camel park. Talk to the salesman (55), using the smile, and then the camel icon. Leave, and go to the hill. Talk to Bone Idle using the musical icon, then use the knife on him. Go to the pyramid. Get the glue, and use the scissors on the bandage. Use the bandage on the wooden arm. Go to the oasis, and use the bandaged wooden arm on the rotten arm (56). Go to Holy Wood. Go to the costume room. Look at the horse outfit. Talk to the dwarf about the horse outfit. Double click on the rotten arm. Give the ring to the dwarf. Get the weight.

Get the '10' off the mail box. Use the 10 on the weight.

Go to the make up room, just next to the piano. Go to the imp trainer, get the

camera. Ask him about getting an imp. Go to XXXX land (off the map). Look at the sticks. Talk to Point-Me-Own-Bone. Look at the baskets. Talk to Point, using the basket icon. Go to Ankh-Morpork. Go to the University gardens. Get the hoops. Go to the dining room. Talk to the Librarian (57), using the horse icon. Use the picnic basket on the food. Go to Djelibeybi, and enter the shop. Take the poster. Go to Uri Djeller.

Talk to him and use the music icon. Give him the hoops. Look at the Candy Rock. Talk to the rock seller. Go up the street, to the stoning area. Take the stake. Go to the cartwheel in the desert. Ask him about the music (58). Go to the Unseen University Garden, in Ankh-Morpork. Use the stake on the compost heap. Go to the Shades, and enter the mortuary. Talk to Casanunda. Talk to Granny Weatherwax. Ask her about elves. Leave, and go to the docks. Use the weight on the hook. Get the snow storm novelty (59). Go to Djelibeybi, and use the Suffrajester on the hole in the stoning area (60). Get the rope. Go to Holy Wood. Go to the imp area, use the boomerang on the paint, then use the boomerang on the imp in the set. Go right, to where the troll is. Give him the candy rock. Try to open the trailer door. Speak to the troll, and ask him for the key. Open the trailer door. Use the



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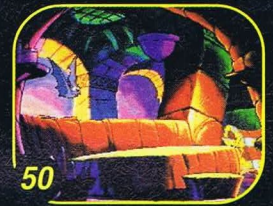
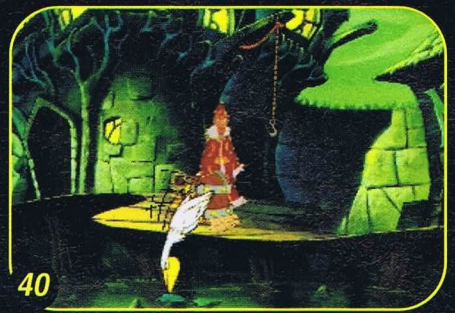
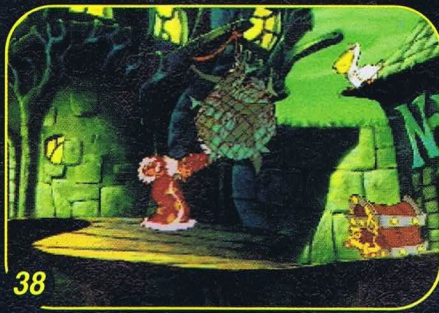
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64



rope on the troll.

Enter the trailer (61). Talk to the girl. Give her the troll's tooth. Go to XXXX land. Go to the right, and use the picnic basket on the anthill. Go back to the beach. Use the saw on the ironing board. Use the ironing board on the surf. Use the camera on the cave paintings. Go to the elven circle. Put the camera in *your* inventory, not the Luggage's. Use the glue on the hooter. Use the hooter on the horse costume. Use the Librarian on the costume. Put the costume in Rincewind's inventory. Enter the circle.

Use the costume on Rincewind. Use the camera on the Elven Queen (62). Go to Unseen University, and enter the High Energy Facility. Use the ant filled basket on Hex. Use the wire bits on the pyramid plan. Use the honey on Hex (63). Use the Pyramid on Hex. Talk to Skagg, and pick the universe icon. Go to the hermit, and give him the answer (64). Go to Dibbler, at Hollywood, and give him the band, jingle, snow-storm novelty, and babe (65). Go the make up room, and give the elven queen pictures to the make up girl. Talk to Dibbler again. Go to the shades, and use the dead certificate on the door at the far left of the shades, up the steps (66). Talk to the sheep, using the stunt icon. Give the sheep the cave painting photos. Get the reel, use it on the device. Use the elven queen film on the device (67).

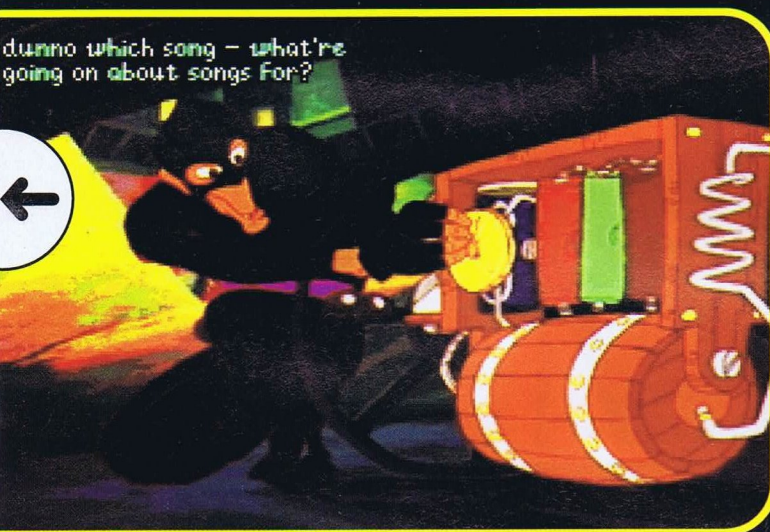
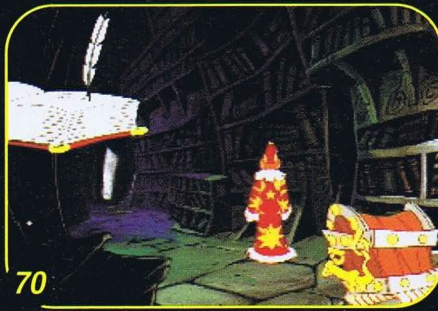
ACT III: The Grim Rincewind

Go to the house, and get the key from under the mat. Enter the house. Go upstairs, into the hour-glass room. Get the ink, and ring the bell. Go downstairs, and go left into the kitchen. Get the sugar cubes, the oily rag, and then open the stove door. Go back into the hall, and get the curtains. Get the scythe from the umbrella stand (68). Go upstairs, and into Susan's room. Get the rabbit from the bed. Double click on it, to get the pyjamas. Get the string (69). Go downstairs, and go right into the book room. Get Rincewind's book; there are three being written, Rincewind's is the middle one (70). Go to the kitchen, and talk to Albert. Go to the stables (71). Get the rope. Give the sugar cubes to Binky (72). Use the glue on the saddle. Use the saddle. Use Binky. Go to the back garden. Use the matches on



the oily rag. Stand near the hives, and use the pyjamas on Rincewind. Use the oily rag on the hive. Get the wax from the hive. Use the pot to get some honey from the hive. Use the string on the wax. Go right to pond. Get the fishing rod from the gnome. Use the rod on the honey. Use the rod and honey on the dots in the soul pool. Look at the cart. Talk to the little girl and ask her about the cart





the candle on Rincewind (74). Get the tablet. Go to the garden and give the tablet to Susan. Use the boomerang on the rope. Go to the front of the house, and use the chimney (75). Go inside, and show the robe and scythe to Albert. Use the cart on the scythe. Use the scythe/cart contraption on the corn (76, 77). Go and see Albert (78). Give him the ant souls. (79)



bag (80). Go to the fountain of youth (81). Use the cork on the fountain (82). Use Death's hourglass on the sand (83).

EPILOGUE: Queen Kong

Look at the raven. Ask Granny Weatherwax about the raven. Get her broomstick (84). Talk to Dibbler, using the smile icon. Ask him about bladders. Use the canteen on the bladders. Put the bladders in Rincewind's pocket. Use the broomstick on the tower (85). And that, dear reader is that. Shall I spoil things and miss telling you all about the hilarious King Kong homage at the end. Shall I? Or the little known fact that everyone's favourite Monty Python stoning scene gets a reprise in the dying seconds?

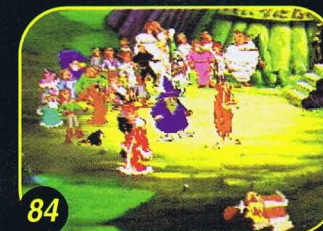
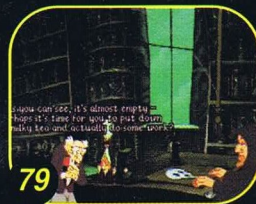
I presume not.
The end.



(73). Give her your book. Use the ink on the pond. Use the curtains on the pond. Go to the book room. Use the matches on the candle. Put the candle in Rincewind's inventory. Use the key on the alcove. Enter the alcove. Use

ACT IV: Till Death Us Do Part

Go to Bonestock. Get the cork. Go to Djelibeybe. Wait 'till the prospector arrives. Get the canteen from his saddle bag. Use the arm on his saddle



Reviews

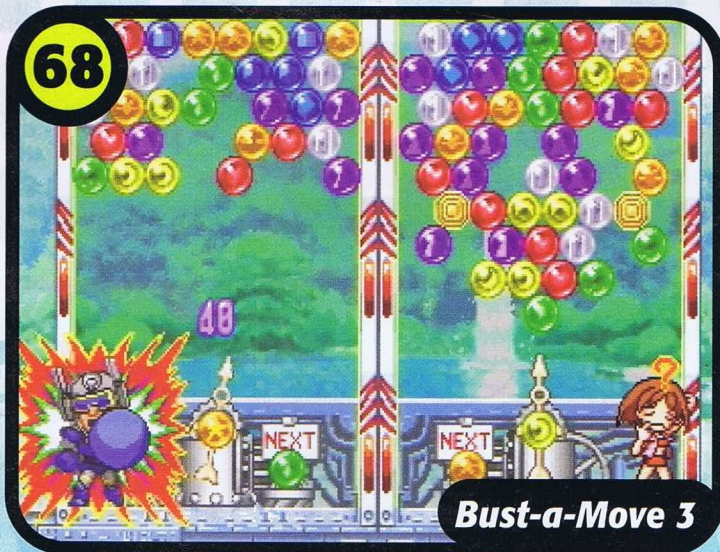


Worldwide Soccer '98

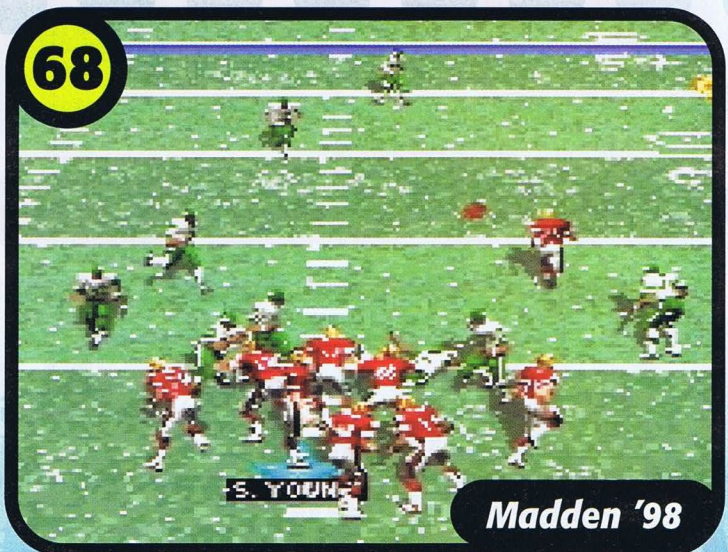


TOP GAME

Football, eh? Its origins are curious: the game as we know it used to be a headlong rush through towns with some kind of pig's bladder. Huge crowds would chase through the streets, the ball concealed by a violent huddle. If you need a reference to help you visualise it, cast your mind back to school football – twenty boys crowded around a ball while a PE teacher screams for them to 'spread out!' *WWS '98*, by contrast, is the 'beautiful game' we know and love.



Madden '98



Bust-a-Move 3

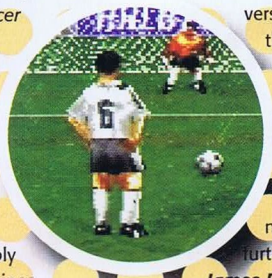
Reviewed 68 *Worldwide Soccer '98*
72 *Bust-a-Move 3*
74 *Madden '98*

Import 82 *The Game Paradise*
78 *Parodius – FWM*

Football! Joy! After a year of waiting, Sega finally release another footy game. Hooray!

World Wide Soccer

First, the bad news: *Worldwide Soccer '98* is not a sequel. It's an update. There's a big difference. Those hoping for a whole new ball game should leave that hope on the subs bench. But is that necessarily a problem? *Worldwide Soccer '97* was voted by SP readers as the third greatest Saturn game ever released, with significantly more votes than number four, *Fighters MegaMix*. But, in my humble opinion *WWS '97* is terribly flawed and, on PAL machines,



decidedly slow. But, in a Saturn squad full of journeyman football games, its role as playmaker was assured.

And now, the good news: *WWS '98* is a huge improvement. But significantly different from last year's version? Hell, no. So, rather than re-iterate what you all undoubtedly already know, we thought it'd be a good idea to go over the new additions in a series of box-outs, like. And hell, it makes a nice change. So, without further ado...

James Price



"A good team effort"

The biggest difference between *Worldwide's '97* and *'98* editions is the inclusion of club teams in this latest update. So yes, you can play as Man Utd, should you so desire. The twenty-team Premier League – called a 'Club League', naturally – allows players to plough their way through a season. Thirty-eight games of *WWS '98* in a row would be disappointing were the teams to differ in name alone, but each player – named and given certain characteristics of their real-life counterparts – has an individual skill rating.

Giggs can be found pacing along the wing for Man Utd, Southgate marshals the Villa defence and Shearer, miraculously recovered, terrorises the opposing team's penalty area as a Gillespie cross floats in. So, with the skills of individual players forming a team as a whole, Barnsley are unlikely to trouble championship contenders. Similarly, Newcastle, Arsenal and Liverpool can be found challenging Man Utd for the Championship. And failing, Arse.

Like its predecessor, *WWS '98* offers a group of substitutes. These can be used to replace players with poor form, indicated by an arrow beside their names

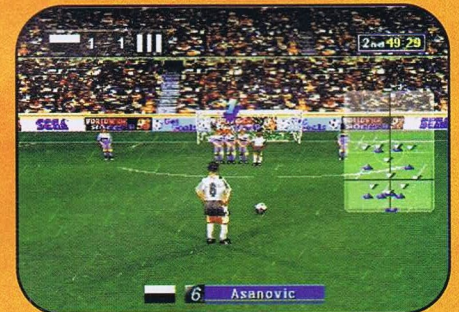
"He's going to chip it! HE'S GOING TO CHIP IT!"

WWS '98 boasts increased Saturn AI. This, in real terms, means that they on occasions actually play something resembling football, rather than hoofing the ball down the field at every available opportunity. A noticeable manifestation of this extra virtual grey matter can be seen during a free kick conceded outside your area. Their specified dead ball expert – see the box-out on strategy – steps up and... scores. Damn. And it's a beauty: curled over the wall into the top corner with the 'keeper stranded.

It's not just opposing Saturn-controlled teams that have new tricks. Players can now make players in their defensive walls jump as the kick is taken. This increases the likelihood of the ball being deflected away but, sadly, there's still no option to position or expand your wall. Finally, fans of the original *WWS* will know all about the ridiculous amount of aftertouch you can add during free kicks. In *WWS '98*, though, this appears to have been reduced to a realistic level.



You can now specify your dead ball specialists at any point from the strategy menu. Above: Stuart Pearce takes the free kicks for Newcastle.



It's a way out, but the shot Asanovic actually made after this grab was taken wasn't far off the mark, curling 'round the wall and over.

Opinions & Comments



Name: Dean Mortlock
Role: Star striker & captain. Product of club's sterling youth policy.
"At the end of the day..."
 My initial feeling on first playing *WWS '98* was one of minor disappointment – the 'keepers still had the same 'soft spots' and, overall, the game seemed very similar to the original one. It was when I actually started playing the game, though, that the subtle changes to the way the players react with each other and the improved AI shines through.



Name: Iain White
Role: Defender – the rock on which the team is based. Signed from large Glasgow club.
"At the end of the day..."
 Approaching this as a bit of a *Worldwide Soccer* virgin, I can honestly say that what we have here is a truly excellent game. The sprites leap, twist and swivel on their ankles with life-like skill, speed and dexterity and the sheer pace of the action together with a whole host of tactical options make *WWS '98* a real winner. Great in one-player mode, too.



PlayersOne or two Club teamsHooray!
 DifficultySkill levels Release Date ..End of October
 Top 100 Position8 Sega (0181) 995 3399

98

on the team selection screen. The in-game significance of such changes? Minimal. But that's where having 'real' players makes a difference for the enthusiast. With twenty minutes to go and one goal to the good against Liverpool, Dalglish would probably consider bringing on Steve Howey to replace Tino Asprillia, reverting to a five-man defence. And so, likewise, do people playing *Worldwide Soccer '98*. Because they can.



The team selection screen. Player skills are represented by that green diagram, with five categories to observe.



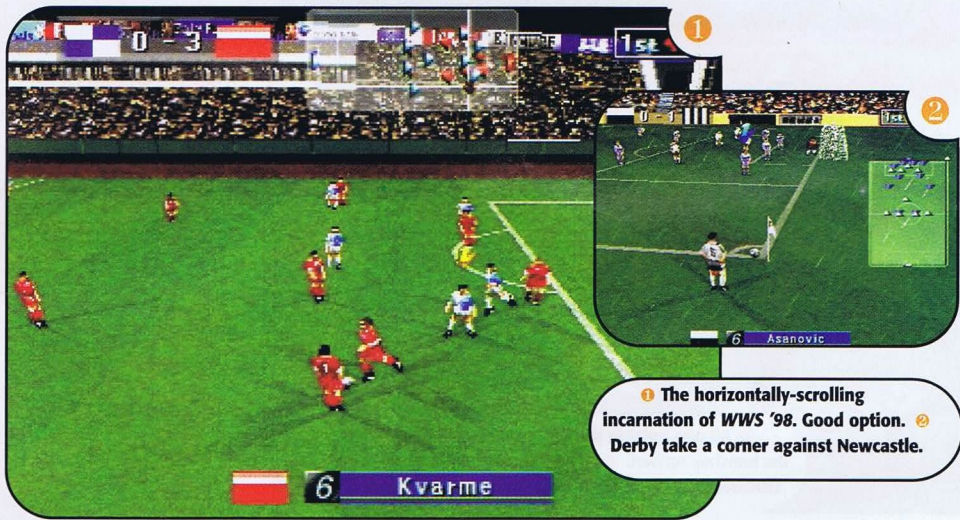
Another nice touch is the introduction of players with shaved bonces. Like Chelsea's Vialli. Oi! Slaphead!



Naturally, the team kits are authentic. So Newcastle have stripes on their kits. And Leeds do not. Clever, that.



The defensive wall now jumps when the shot is played towards them in an attempt to knock it over. Dicks' shot hit the post, by the way...



1 The horizontally-scrolling incarnation of *WWS '98*. Good option. 2 Derby take a corner against Newcastle.



Name: James Price
Role: Creative midfielder. Signed from lower divisions earlier in the season. "At the end of the day..." This new version has rekindled my interest. Gameplay changes are largely minimal but, somehow, significant, while the club teams add a great deal. But it's still not the perfect football game. The passing mechanics are pretty basic, and it's still too easy for players to hoof the ball down the field rather than play properly. A conversion of the 'Beautiful Game' should be just that. But *WWS '98* is better. Which is nice.



Name: Dave Perrett
Role: Midfield anchorman. A snip at £15,000. "At the end of the day..." With *WWS '97* I was bored of playing against the crap keepers and made-up players in a national side. So, of course, once I had beaten James at this year's incarnation, I was over the moon. I could play as Alan Shearer and there was a greater sense of competition. It's now a case of goals you score, rather than how many their keeper will let in.



"Oooh, I say! Stats!"

WWS '98 offers players the opportunity to wade through a number of statistics. The *après* match reports are retained from last year's version, but new additions can be found in the Club Tournament mode. Here, one can peruse top scorer charts, take a gander at the league table and even examine rival squads. It's a light nod in the direction of football management games that might frighten some arcade Saturn owners, but don't be shy. Look. See? It's only a few little lists. And you don't have to use 'em if you don't want to.



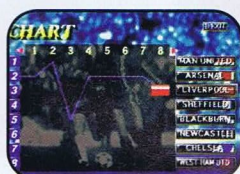
I won because, at the end of the day, I scored more goals than the other team.



Who's doin' that tricky scoring business? Find out on this very page.



You can peruse the fixtures and performances of every league team.

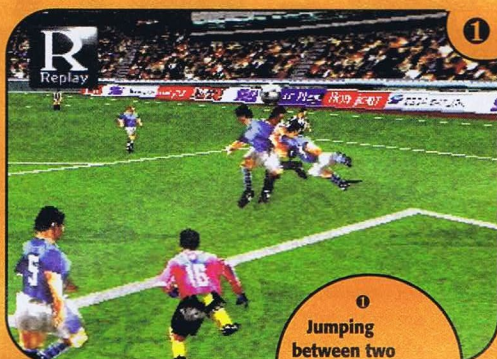


Finally, a chart, illustrating your progress in the league. And that of other teams, too.

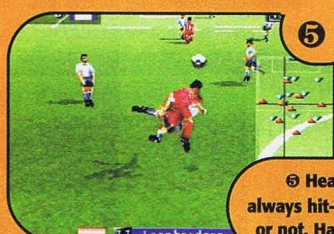
The game mechanics

WWS '98 is strengthened considerably by the tweaks and additions. The most significant of these is the improved AI of the console-controlled opposition. In **WWS '97** their play was banal and workmanlike; ridiculously successful in tackles, routinely efficient in midfield and mechanical in front of goal. But no more. When attacking their moves on occasion actually resemble real-life football; breaking your offside trap with a well-timed through-ball, putting in a cross for their big centre forward... the lot. On 'Hard' level the challenge is admirable.

Sega have also cut a few player animation frames and upped **WWS '98's** overall speed. This makes it a fast, more skillful game than its Old, Unimproved predecessor. Players are less inclined to wind their legs back to a 90 degree angle to make a simple pass, and tackle recovery is faster and less frustrating. Unfortunately, Sega have failed to improve the rather lacklustre passing system. It's adequate, but uninspired when compared to that of Konami's *ISS* games. It also lacks an easily accessible through ball function and the player AI to support it.



1 Jumping between two defenders as a 'keeper stands poised to save. @ The amazing midget goalkeeper. @ Headers, overhead kicks and volleys are now far easier to perform. @ And here's another shot to prove that fact. Marvellous, hey?



@ Headers in **WWS '97** were awful; it was always hit-and-miss whether your players would jump or not. Hardly the case with '98... @ Have some, sir.



COMPARISON



FIFA '97

▲ Football. With real players and everything.
▼ But it's rough 'round the edges in terms of both gameplay and looks.

FIFA '97 was a long time coming on the Saturn – it was released over four months after the PSX version hit the shelves – and, while not terrible, it wasn't as good as we'd hoped. Hopefully, the '98 release (with its World Cup licence) will be a better game.

SECOND OPINION

It didn't, I tell you. And I should know. I am that goal-line.
The line that the ball didn't cross in the 1966 World Cup

Ooohhhhhh, yes it did!
The English Nation Speaks

Ooohhhhhh, no it didn't!
The German Nation Speaks

That's enough pantomime crowd interaction-style drivel in the second opinion box, already.
The Saturn Power Team Speaks.

VERDICT

Graphics

8 It's a pretty-looking footy game, and no mistake. Makes FIFA look very rough indeed.

Sound

6 Its crowd noises are still unimaginative: room for much improvement.

Group play

9 Still one of the greatest two-player games one can buy for the Saturn.

Lifespan

8 Well, it's a must buy until... ooh, around this time next year when Sega launch a sequel...

The best soccer game on the Saturn and one of the finest on any format. It's still flawed, but new improvements make it more playable. Buy it.

90



1 That rather sexy purple haired weird woman on the right has just dished out a good stern whipping. At *Bust-A-Move 3*. 2 He's blue and he wears metal. He also flashes when he busts a lot of bubbles. 3 The character selection screen. Below the character is a picture of what bubbles will fall onto the opposition's side. 4 A tarot reading. Hmm. 5 A dancing girl. Weird. 6 The one player mode. Great. 7 That metal bloke again.

Bust-A-Move 3

Hooray! More Japanese shouting and addictive gameplay with *Bust-A-Move 3*. But how different is it to *Bust-A-Move 2*?



Most games that are born into the Saturn's world these days are well built up. They will often have been written about in magazines and talked about at bus stops whether they turn out to be good games or not because, as there are few Saturn releases, most people are familiar with them all. However, every now and then, a little known game will sneak its way into the offices of magazines up and down the country, and it takes everyone by

"Allow me to explain the game. It's really simple (as all the best ones are - remember Tetris?) You see, all you have to do is burst the bubbles."

surprise because it's actually quite good. This was the case when the now classic puzzler, *Bust-a-Move 2* was released. Everyone was taken aback by its mix of strange Japanese culture and addictive gameplay, and it's since become the most popular puzzler since *Columns* hit the Mega Drive at the start of the decade. Now though, *Bust-A-Move 2* is old hat. It's been equalled on the gameplay front, and surpassed in the madness depart-

ment by *Super Puzzle Fighter*. So that obviously calls for a new *Bust-A-Move* game, with even more features, more madness, and damn it, more fun. Cue *Bust-A-Move 3*. For those of you who have been doing your hermit impressions for the last year or so, allow me to explain the object of the game. It's really simple (as the best ones always are - remember *Tetris*?) You see, all you have to do is burst the bubbles. When you connect three or more bubbles of the same colour together, they burst. Simple eh? Well, it does get a bit more complicated than that, because the more bubbles you burst in one go, or the more that you make fall off the screen, the more are added to your opponents side, and that's what makes the game really good fun. That part can however lead to abusive language, or even physical violence when you pass loads of bubbles to your opponent. Add to that simple gameplay 'special' bubbles that can cause all kinds of weird and wacky happenings, and you've got a really addictive and fun puzzler. "But that's all the same as it's predecessor!" I can hear you shout. Well yes and no, because they couldn't really get away with a straight copy of number two, could they now? Believe me, there are differences, and I shall tell you what they are... The main difference is the fact

We can work it out

What? You've never played *Bust-A-Move*? And you think you like Saturn games? Oh well, allow us to show you...



Right, it's really easy. Fire the bubbles at the bubbles that are already there. If you group three or more bubbles of the same colour...



...they pop. The more you pop, or the more that you make fall off the screen at one time...



the more go to your opponent's side. This often makes them cry for mercy. Hooray! But be careful...



If the bubbles reach the bottom of the screen, you lose. So don't let it happen OK?



PlayersOne or two Chicken noisesYep
 DifficultySkill levels Release DateOut now
 Top 100 Position23 Acclaim .π (0171) 334 5000

COMPARISON



Bust-A-Move 2

▲ The original, and £19.99
 ▼ Not as many options as *BAM 3* OK, so this is an obvious comparison, but let's, face it *BAM3* is, gameplay-wise, almost identical to older brother. In fact, they could be twins, although if they were, *BAM3* would be the more intelligent and the better looking of the two, and *BAM2* would be quite good looking, although it would look more run down and a bit cheap.

SECOND OPINION

While I've got the opportunity, I'd like to clear up the old 'is it worth buying this if I own last year's version?' argument once and for all. You see, if they're good, independent software stores offer a curious service known as the 'trade in', whereby customers can exchange an old title for credit against a new one, or get slightly less for cash. So is it inconceivable that one might, just might, hit upon the idea of trading in *BAM2* while buying *BAM3*, thus receiving the latter for less than twenty quid? Dig?
 James Price

VERDICT

Graphics

7

About as good as they can be for this kind of game. The backgrounds are excellent, though.

Sound

8

Catchy music, weird voices and Japanese screaming. We love it.

Group play

8

You can only play with one other mate, but hey! It's still one of the best two-player games.

Lifespan

7

As with *BAM2*, if you've got no mates, and you're good, you'll get fed up after a while.

A definite improvement on an already brilliant game and one of the best puzzlers around, but if you own *BAM2*, you may not need this one too.

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Turning Japanese

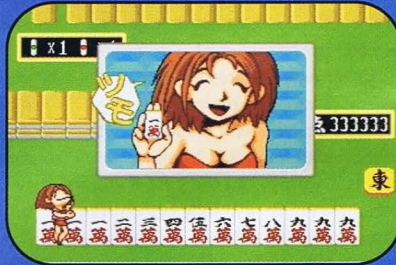
You will be once you've played this game for a while. It truly is mad. In arcade mode, while each level is loading, there's a different mini presentation. And they range from being slightly weird to the almost clinically insane. Here are some of them.



It's Bubble Bobble! This is the intermission you get when you play against Bub or Bob. You can't play it though. Doh!



It's a quiz. But alas again, you can't answer the questions. Boo.



It strange! Nobody outside of Japan knows the rules! It's Mahjong. Oh, and it's crap.



Believe us, it can get more mental than this. Soon they'll have semi clothed Japanese schoolgirls. Probably.



1 ST	2 ^R		142440 PTS
2 ND	5 ^R		10000 PTS
3 RD	4 ^R		5000 PTS
4 TH	6 ^R		2710 PTS
5 TH	3 ^R		1000 PTS

that you can now play as any one of eight different beautifully drawn characters, instead of the original two Bub and Bob (who seem to make an appear-

ance in every game that Tatio have ever made). The game has also taken ideas from *Puzzle Fighter* in the fact that each different character now has a set pattern of bubbles that are added to your opponent's side. There's also some new special bubbles that have been added to this version, and a new challenge mode where you battle through 25 levels, and grades are given depending on how well you do.

Bust-A-Move 3 is a tremen-

dous puzzler that manages to capture all of the addictiveness of *Bust-A-Move 2* and all of the fun and madness of *Puzzle Fighter*. It is the best puzzler that you can buy, but it doesn't really offer enough new features or diversity in gameplay to warrant its purchase if you own *Bust-A-Move 2*. Shame.

Dave Perrett

① See how that man's head can expand? It's amazing what they can do these days.
 ② A jester verses a dragon thing. It could only be Japan. ③ Hurrah! The high score table.



Players Six Teams Oooh, millions
 Difficulty Skill levels Release Date November
 Top 100 Position 66 EA (0171) 258 3791

COMPARISON



M. BATES RUNS FOR NO GAIN.

Madden '97

▲ All the bells and whistles
 ▼ Last years model, alas.
 Madden '97 didn't revolutionise the American footie sim — despite being, with ease, the best of its kind on the UK market — but it didn't need to. No mind-blowing quantum leaps from its predecessor either, just another sparkling performance from Electronic Arts. The differences between '97 and '98? Largely aesthetic, if the truth be known.

SECOND OPINION

American football... well, it's never been my bag. The stop-start play, the Dynasty-style shoulder pads, the ridiculous nicknames. But, perhaps, I'm being overly picky. A'ahm a footy man me'self. I know what I like, and I like what I see... when I'm on the terraces. No pomp, cheerleaders and all that pap, just the brutal hacking down of a talented young forward by my team's big centre half. This Madden lark... well, it means well, but it's a wee bit beyond me. What are those bloody strategy things?
 James Price

VERDICT

Graphics

9 Clear and easy to understand with Madden himself like a familiar uncle.

Sound

8 The crowd effects produce plenty of atmosphere as does the running commentary.

Group play

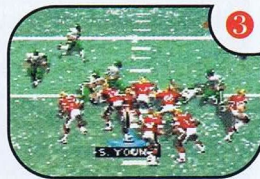
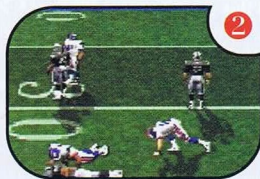
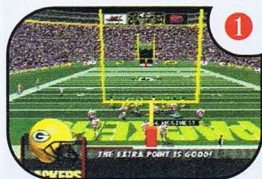
8 Really brilliant in the head to head mode. This is where strategy meets brute force.

Lifespan

9 If American football's your bag, then you'll get tons of use out of this.

JM'98 is packed with hours of challenging play for both the enthusiast and the armchair fan. The gameplay is as addictive as ever. Really excellent.

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1 You grab the ball, right... 2 ...and run up the field, before blokes with names like The Fridge burst your rib-cage. 3 You get four goes, hence the expression 'forth and down.' Simple really. 4 Repeat after us, Madden means gameplay. 5 Nice seat buddy.

Madden '98

It's ten minutes to go in the fourth quarter. Heeeeere's Johnny!

American Football. It's a funny one. Like the NBA series for basketball, a small and dedicated market is catered for by an ever increasing wealth of yearly updated titles. November sees Madden '98 bolting from the hallowed gates of the EA stable for a ten yard touchdown.

Ah yes, the cliches. The smell of the grid-iron and the roar of the crowd. Good old portly John's still in there, and

there's even a Madden camera angle for the truly dedicated. It's not a million miles away from Madden '97 either — number four in our 'best other sports game' category.

Madden '98 doesn't make any huge leaps and bounds over its predecessor, none of the others did. If you've

got last year's one, then you won't need to buy this. If you haven't though, then the '98 incarnation sports over 150 new Madden-scripted plays based on real NFL defensive playbooks and polygon enhanced sprites with over 150 motion captured animations.

Other new features include touch passing (a variation on icon passing), half-time analysis with Madden's tips together with an option to play with great NFL teams from the past, if you so desire. There are also fully customised teams, providing virtually infinite variations and makes for a far deeper gaming experience.

Madden '98 does take a little getting in to — the sheer wealth of offensive and defensive strategies at your disposal can be a tad overwhelming to the uninitiated, but once you made a successful ten yard dash, the famous EA game-play kicks in and you can almost see the tinsel of the cheerleaders and hear the sizzle of the hamburg-

ers. John rears up like some ghostly talk show host from time to time and the commentary runs like you'd expect it to too, ranging from the sublime to the ridiculous. "That's either poor defence or great offense," he spouts at one point. And the almost surreal nature of "Where was that shot going to? The FANS?" is almost too much to bear.

Minor carping aside, Madden '98 looks fantastic, with 30 authentic 3D rendered NFL stadiums and an iso-cam, which allows you to control any player at any time.

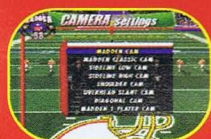
Madden '98 is packed with statistics, flowing with motion capture and bristling with polygon enhanced players, if you've been waiting to invest in an American Football simulation, then now's the time. It's perfect for first timers, but if you've got its predecessor then think long and hard about splashing your cash this time.

Iain White

"Madden '98 isn't a million miles away from Madden '97 — number four in our Best 'Other' Sport Game category."

Get An Angle on things

A whole host of camera angles exist from which to view the match.



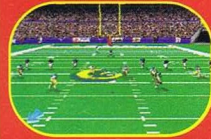
Madden cam
The most popular view.



Sideline low
View the action from the sidelines.



Sideline high
Watch from a passing pigeon.



Shoulder cam
Further out, but still involving.



Overhead slant cam
The commentator's favourite.



Diagonal cam
Only one for diehard slant fiends.



One player cam
Get in the thick of the action.

A High Stat Count

EA have really pushed the boat out with the sheer wealth of statistics available. Check out these tables for a quick gander.

KEYS to victory 49ERS

TEAM 1	POSITION	TOP 100	TOP 100	TOP 100	TOP 100
QB	RB	WR	TE	OL	DL
1. F. FRANK	2. J. JONES	3. K. KANE	4. L. LEE	5. M. MORGAN	6. N. NORTON

SAINTS

TEAM 1	POSITION	TOP 100	TOP 100	TOP 100	TOP 100
QB	RB	WR	TE	OL	DL
1. F. FRANK	2. J. JONES	3. K. KANE	4. L. LEE	5. M. MORGAN	6. N. NORTON

GAME stars

TEAM 1	POSITION	TOP 100	TOP 100	TOP 100	TOP 100
QB	RB	WR	TE	OL	DL
1. F. FRANK	2. J. JONES	3. K. KANE	4. L. LEE	5. M. MORGAN	6. N. NORTON

HALL of Fame

TEAM 1	POSITION	TOP 100	TOP 100	TOP 100	TOP 100
QB	RB	WR	TE	OL	DL
1. F. FRANK	2. J. JONES	3. K. KANE	4. L. LEE	5. M. MORGAN	6. N. NORTON

HALL of Fame

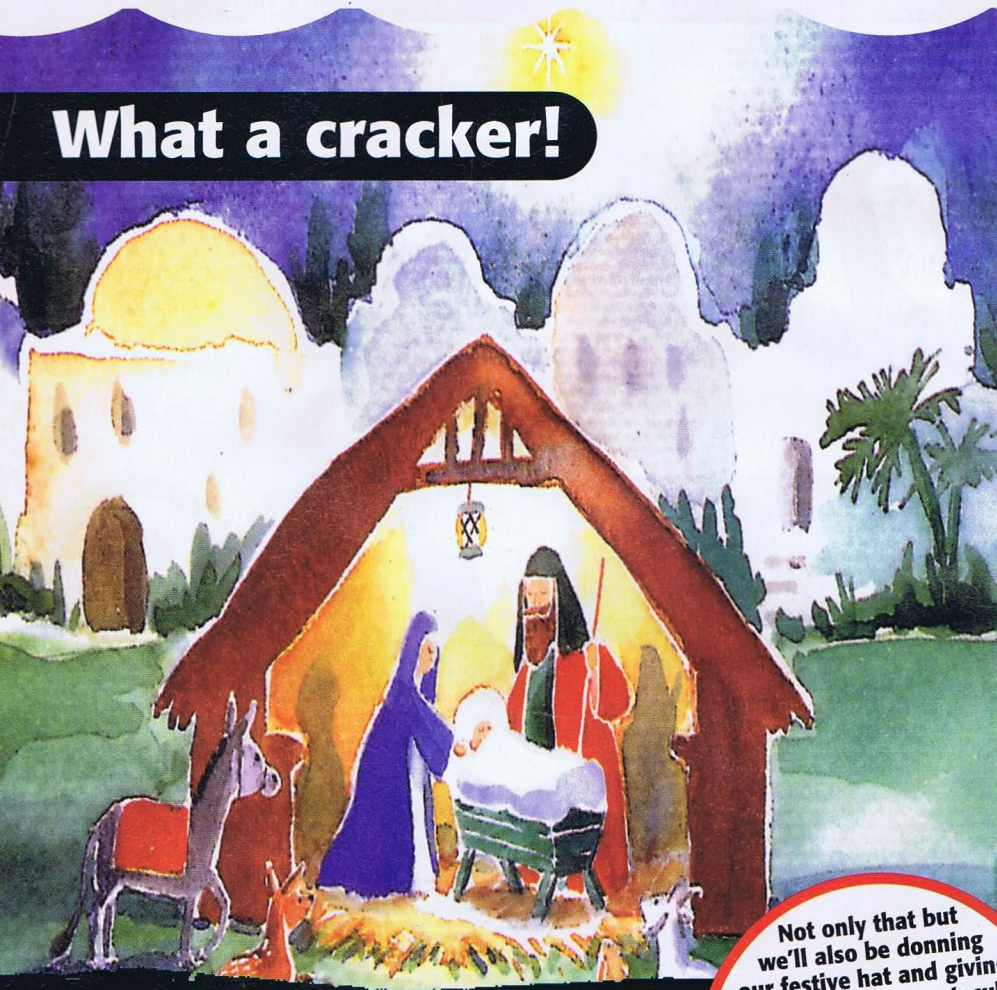
TEAM 1	POSITION	TOP 100	TOP 100	TOP 100	TOP 100
QB	RB	WR	TE	OL	DL
1. F. FRANK	2. J. JONES	3. K. KANE	4. L. LEE	5. M. MORGAN	6. N. NORTON

HALL of Fame

TEAM 1	POSITION	TOP 100	TOP 100	TOP 100	TOP 100
QB	RB	WR	TE	OL	DL
1. F. FRANK	2. J. JONES	3. K. KANE	4. L. LEE	5. M. MORGAN	6. N. NORTON

Next Month

What a cracker!



In the Christmas issue of Saturn Power, we solemnly promise...

The best review line-up ever, including:

Quake
Sonic R
Sega Touring Car Championship
Croc
Fighting Force
Enemy Zero
Formula Karts
Reloaded
Atlantis
Lost World

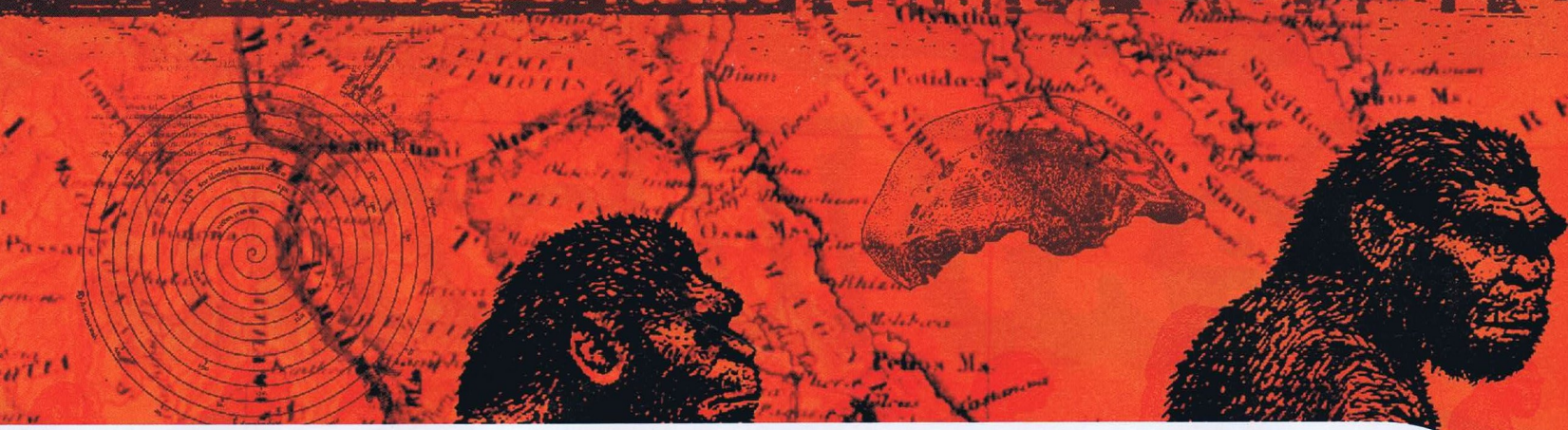


Not only that but we'll also be donning our festive hat and giving you a Christmas spectacular the likes of which you'll never have seen before... including possibly the best competition you'll ever see in a magazine as meek and humble as this one. Fancy pulling a cracker?



**SATURN
POWER**

ON SALE NOV 10!



Origin of the

the

See that Saturn game you're playing? It probably started life well over a decade ago. *Saturn Power* explains how today's state-of-the-art has its roots in the video game past. *By Mark Ramshaw.*

Origin of the Species



Species

They say there's no such thing as an original idea, and while the depth, breadth, and wealth of new ideas apparent in the Saturn's software collection might suggest otherwise, pretty much every new game represents an evolution rather than a revolution. Indeed, since the dawn of videogames with the very first *Pong* machine, new software has always mirrored aspects of its predecessors, grabbing the best from what's gone before to take an idea to another level.

So, the coin-op *Galaxians* with those swooping alien space ships was a step up from those ever shuffling *Space Invaders*, *Command &*

Conquer is based on ideas first explored in the ancient Mega Drive title *Herzog Zwei*, and even dear old Sega classic *Ecco The Dolphin* bears an uncanny resemblance to an ancient computer game called *Scuba Dive*. Games may look and play better with each new generation, but chances are the graphic style, format, control system, or ultimate objective have already been tried out in some earlier bit of computer code.

To prove the point, we've selected four of the best from the current Saturn line-up, donned Indiana Jones khaki trousers, and dug up the fossils of videogames long extinct in search of the origins of the species.

Words: Mark Ramshaw

Platform et platform jumpum magnum (the platform game)



1

First sighting...
Manic Miner (1983)

Distinguishing characteristics: Side-on view of a world constructed from platforms, a walking jumping hero, disintegrating platforms.

Actually one of two great platform game ancestors (the other being *Miner 2049er*), this European relic contains many ideas and themes that have surfaced in subsequent generations. Made up of 20 individual one screen levels, it features Miner Willy, a character able only to walk left, right and jump, as players guide him to open up the exit and reach it alive. Standing in his way are numerous enemies walking preset paths, as well as lethal obstacles, and complications like conveyer belts and crumbling platforms. A beautifully simple example of the platformer, *Manic Miner* has taught so much to so many.

Which mutated into...
Sonic The Hedgehog (1991)

Distinguishing characteristics: Fast-scrolling landscapes, jumping as a form of attack.

The next step on from that first primitive platforming generation, *Sonic The Hedgehog's* levels are many times the size of the screen, and the hero's movement through the world takes place at ridiculously fast speeds – this is a smaller brained, but far more agile beast. Consequently this is less a game of jumping accuracy than high-speed spring-loaded trek through a dayglow cartoon world. The ability to defeat enemies while in spinning jump mode further heightens the action feel, while countless traps, passageways and set-pieces make up for the less structured platform layouts. Probably the most famous incarnation in this lineage, Sonic has yet to give up the ghost.

And...
Flashback (1992)

Distinguishing characteristics: Puzzle-based elements, larger range of character moves.



3

Not so much a progression from *Sonic The Hedgehog* as another, competing type of *Manic Miner* offspring, *Flashback* retains its parent's love of platforms, requiring ever-so-accurate jumping, and emphasising the object collecting side of things. Even the single screen at a time viewpoint is retained, giving the game a traditional look that's offset by a central hero capable of some wonderfully athletic moves. Far milder in pace than its sibling *Sonic The Hedgehog*, the focus on the platform-to-platform leaping arguably makes it a more direct ancestor of more recent platform games.

And now...
Tomb Raider (1996)

Distinguishing characteristics: Third person 3D viewpoint, ability to shoot at enemies, athletic platform jumping heroine.



4

The platform game has been utterly transformed by *Tomb Raider*, to the point that those who fail to look beyond the new plumage could actually believe that its a descendent of *3D Monster Maze* rather than *Manic Miner*. The bias toward platform-based exploration is unmistakable, however, as is the viewpoint which lets gamers see the action remotely. It's this that makes the leaping and climbing a matter of accuracy rather than guesswork, as the Lara Croft character clings to walls, performs somersaults, and even handstands on cliff-edges. Only the larger-than-life creatures and ability to fight take it away from those platforming roots.

What next?

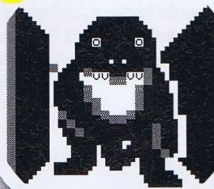
A whole plethora of third-person platform variants will soon arrive, some mirroring the slapstick action of *Sonic*, others taking a more leisurely approach. Its even likely that this particularly breed will mate with the beat-'em-up, creating hybrid action/platform/adventure species.

① *Manic Miner* – proof of an early platform-based civilisation. Note the crude constructions and strange landscapes. ② A faster, more enduring, yet strangely less intelligent breed. *Sonic The Hedgehog* shows how the platformer adapted to include scrolling and even a form of fighting. ③ More low key than its relative, *Flashback* uses its environment more carefully and intelligently to push the platform species further up the evolutionary ladder. ④ The platformer transformed in *Tomb Raider*, with a whole new exterior housing those traditional jumping and battling ideas.

Origin of the Species

Threedee mazus ad shootumscarum (the 3D maze game)

1



First sighting...
3D Monster Maze (1982)

Distinguishing characteristics: First person viewpoint, chunky black and white corridors, a whopping great dinosaur, a sense of real 3D geography.

Indigenous to the ZX81, a habitat now long vanished from the face of the Earth, this early maze experience certainly has a prehistoric appearance, but don't be fooled by those chunky old black-and-white markings. Back in 1982 New Generation Software's *3D Monster Maze* wowed one and all with its depiction of corridors receding into the distance, with a giant Tyrannosaurus as the ultimate adversary. When confronted with a creature capable of filling the entire screen, many gamers experienced genuine shock – a credit both to the sense of suspense generated by the maze format and the convincing (for the time) nature of the 3D.

Evolved into...
Gyron (1984)

Distinguishing characteristics: Complex maze design, smooth movement through the passages.

Less well remembered than its ancestor, *Gyron* was actually one of several examples of this breed to emerge in the early to mid-80s, alongside Apple II native *Wayout* and *I Of The Mask*, like *Gyron* a native of the ZX Spectrum. The mechanics of travelling through a maze-like environment can be seen as a direct relation of the gameplay mechanics used in *3D Monster Maze*. In place of the dinosaur, giant spheres are the obstacles here. Not the scariest of opponents, it must be said.

Which led to...
Wolfenstein 3D (1992)

Distinguishing characteristics: Texture detail on walls, plenty of enemies to shoot, fast action gameplay, doors, keys and hidden areas.

3



The next real step in the evolution of the 3D maze species occurred as late as half a decade ago, with the emergence of a new super-breed hailing from ID, dominating first on PC and more recently on SNES. By this point we can see many of the themes to dominate later mutations, including a proliferation of enemies just as likely to shoot as be shot, environments filled with incidental detail, and a predilection for blood, and stylised violence. The introduction of shooting elements makes the ability to visualise the game world as a real 3D place a must.

The next generation...

Doom (1993)

Distinguishing characteristics: Dark tone, frightening monsters, believable locations, a vast range of weaponry.

Sprouting once again from the digital loins of ID the internal design is all new, but the genetic make-up remains very similar, with the same style of corridors, and that emphasis on blasting at enemies. Its the superior visuals which really make the difference, noticeable in the weapons, with explosive guns and chainsaws, as well as the creatures – this time a collection of hellish demons rather than WWII stormtroopers. The result is far more wilder and fearless creation, and consequently remains the most widely known of this particular breed.



4

And now...
Quake (1996)

Distinguishing characteristics: 3D monsters, more complex mazes, futuristic/medieval theme.

The latest evolution of this particular gaming strand is easily the most fearsome, challenging variation yet. Derided by a few for offering too few improvements on the game style, but again a completely new way of depicting similarly styled action makes all the difference. The tone is even darker, and the monsters far scarier – no doubt because they actually look like big, solid creatures roaming through this 3D world. *Quake* also streamlines a number of *Doom*'s characteristics, simplifying the use of doors (using buttons rather than keys).

Where next?

Future evolutions are likely to spawn even more detailed creatures, and better lighting techniques, as well as a move further away from the very roots of the genre – the maze. Instead expect this breed to take to the wide open spaces, a move which may transform it beyond all recognition, or prove its undoing.

5



1 Prehistoric maze exploration, in the aptly named *3D Monster Maze*. 2 Bigger balls than most, but the opponents in *Gyron*'s mazes aren't as formidable as those of its descendants. 3 A new super-breed of maze game emerged in the form of the more volatile *Wolfenstein 3D*. 4 *Wolfenstein*'s markings are replaced by more spectacular art in *Doom*, reflecting the continuing fascination with the breed's violent tendencies. 5 *Quake* is the latest of the breed, once again harnessing the twin themes of exploration, disorientation and stalking.



Punch et kick ad crapoutofem (The beat-'em-up)



1

First Sighting...
Karate Champ (1984)

Distinguishing characteristics: Side-on view of two fighters, a variety of backdrops, punching and kicking moves. Few would have guessed that a style that first gained recognition with *Karate Champ* would not only have survived, but flourished so well. The simplistic-looking fighters and relatively few fighting moves were considered primitive even in the early 80s, yet the gamer's thirst for violence

turned this coin-op into a sensation. Psychologists can no doubt find much to say about the way humans identify with their on-screen personae. We, however, will merely note that there's something very satisfying about knocking the stuff out of a digital opponent, particular when it's controlled by a friend.

Second sighting...
Way of the Exploding Fist (1985)

Distinguishing characteristics: Use of the side-on view again, a greater range of moves, home-based habitat.

An Antipodean descendent of *Karate Champ*, *Way Of The Exploding Fist* transferred the format from arcade to home, surviving on Spectrum, Amstrad and Commodore 64 computers. Traditionally this more humble environment signals a weaker breed, but here the opposite is true, with more fighting moves such as roundhouse kicks, as well as faster, more satisfying gameplay. The appearance remains crude by today's standards, however.

Third Incarnation...
Street Fighter 2 (1991)

Distinguishing characteristics: Distinct personalities for each fighter, a huge range of moves, special combo moves.



3

Street Fighter 2 marked a new beginning for the beat-em-up, revitalising it with some wonderfully subtle design and a range of fighters each not only looking very different but also boasting individual moves. Dedicated gamers can also attempt to master a whole range of combo moves, where combining a sequence of moves could invoke invisibility, launch of a fireball or something similarly outlandish. Giving each character such a strong identity also makes it possible for gamers to have their own favourites, learning the strengths and weaknesses of their chosen fighter.

The next generation...
Virtua Fighter (1993)

Distinguishing characteristics: Solid 3D.

While the *Street Fighter 2* incarnation continues to thrive in some areas, *Virtua Fighter* has completely revolutionised the beat-em-up, taking it away from the flat, cartoon plains, and making the action as kinetic and solid-looking as the real thing. Much of the actual gameplay remains similar to *SF2*, and indeed the earlier beat-em-ups, but the use of true 3D visuals makes it a very different experience, where fighters really do appear to grapple with each other, and where the facial expressions and voices of each character reflect the on-screen action. A winner in both coin-op and Saturn incarnations.



4

Now emerging...
Virtua Fighter 3 (1997)

Distinguishing characteristics: Even more detailed fighters, interactive backgrounds.

The first offspring of *Virtua Fighter* followed the expected pattern of introducing a couple of new combatants and upping the level of graphical detail, and its one which has been followed again for the third in the series, currently ruling the roost in the arcades and soon to hit the Saturn. Its hard not to notice how much more attractive *Virtua Fighter 3* is, with characters that feature a stunning level of detail, but its the inclusion of two new fighters, more fighting moves and the ability to interact with walls, steps and other bits of background detail that will impress those who study this breed of game closely. This Japanese variety of beat-em-up looks set to dominate for some time to come.

Where next?

The gaming menagerie's equivalent of the reptile, the beat-em-up has actually changed little over the years, and it will likely survive without having too adapt too much in the future, visual improvements excepted.



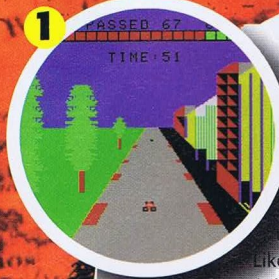
5

1 This shot of the cabinet is virtually the only evidence of *Karate Champ's* prehistoric existence. 2 A close relative of *Street Fighter*, *Way Of The Exploding Fist's* origins can be traced back to Australia. 3 By the time *Street Fighter 2* arrived on the scene, few other game species could stand in the beat-'em-up's way. 4 The beat-'em-up adapted to new gaming trends with *Virtua Fighter*, using 3D polygonal visuals to mask its incredibly violent nature. 5 Further refinements to the exterior and one or two internal tweaks have led to *Virtua Fighter 3*, which should soon adapt itself for life on the Saturn.



Origin of the Species

Maximar skidmark revum upus (The 3D car racing game)



First sighting...
Turbo (1991)

Distinguishing characteristics: Pseudo-3D landscapes, simple steering wheel control, a road stretching toward the horizon.

Like the beat-em-up, the car racing game is a breed that often hails from Japan, with the great granddaddy Turbo belonging to the venerable Sega family. The familiar early signs of life are there, from the rudimentary buildings to the similarly simple-looking vehicles and roadway. But for a while, the almost-but-not-quite 3D nature of *Turbo* made it a real draw in the arcades. A couple of home versions for the consoles of the day then further extended its lifespan for a year or so, until a far more exciting and robust descendant stole the limelight.

Followed by...
Pole Position (1982)

Distinguishing characteristics: A real racetrack, semi-intelligent competitors, more complex steering.

Notable for its origins at Namco rather than Sega, *Pole Position* immediately set itself apart from the crowd with a meaner edge, and 3D tracks that actually twisted and turned like the real thing. Roadside detail was limited to a few signposts, and the *Formula One* vehicles themselves were laughably chunky looking, but at the time it seemed as though the first real driving simulation had arrived. Even the steering feels just about right, helped along by an impressively chunky steering wheel. It proved an enduring design, surviving for several years, and even lingering on in lesser visited arcades today.



Which begat...
Outrun (1995)

Distinguishing characteristics: More cartoon action, diverging roads, responsive steering wheel.

With *Outrun* the driving game returned to less serious climbs, featuring a roll-happy Ferrari as the main car, and roadways which took the driver through wildly varying countryside as well as towns. Arranged in stages, the various stretches of road even branch off, making it possible to pick a whole series of different routes through the game. The visuals are less primitive, with convincing attempts to depict windmills, cornfields and the like, and the steering wheel boasts a kind of mechanical resistance, simulating the steering system of a real drivers wheel. Slightly simplified variations have since surfaced on both Mega Drive and Saturn.

More recent sightings...
Virtua Racing (1991)

Distinguishing characteristics: Angular 3D look, choice of circuits, simulation-like driving model.

While several new variations on the theme



And now...
Sega Rally (1994)

Distinguishing characteristics: More interactive environments, big vehicles, in-your-face 3D

The ubiquitous Sega sub-breed once again proved the driving evolutionary force, taking steps forward with *Daytona*, then fully realising the potential of the genre with *Sega Rally*. Retaining the feel for fast, knife-edge action, the entire visual side marks a complete change, with thoroughly modern texturing and spot FX bringing the antics of rally driving to life with aplomb. In *Sega Rally* the cars are huge and detailed, kicking up mud on dirt-tracks, flying through the air on bumpy ground, and handling with a real sense of weight. Its possible to see both *Outrun* and *Virtua Racing* in here, albeit with a look that is all its own.

What next?

Yet more believable environments will be twinned with ever more outlandish locations, as the racing game attempts to recreate then go beyond the sights and sounds of the movie car chase sequence. Future breeds are also as likely to feature fluffy creatures, jet-skis or tanks as Fiats and Williams racing machines.



1 *Turbo*, an ancient example of the 3D racing game really didn't show much promise. 2 But then the species evolved sufficiently to give way to *Pole Position*, a far more promising proposition. 3 Leaving the obsession with the racetrack behind, *Outrun* revelled in its ability to portray diverse landscapes and cartoon fun. 4 Surprisingly the species returned to its old stomping ground, for the *Formula One*-powered *Virtua Racing*. 5 Behind the contemporary facade, *Sega Rally* has much in common with its *Virtua Racing* grandparent.



This month, Pete Coulson turns his beady eyes in the direction of Japanese shoot-'em-ups currently available on import. If you think their RPGs are rather confusing, you wait until you play *Parodius – Forever With Me* or *The Game Paradise*. Now they ARE bizarre...

Sega

The Game Paradise

Released in: Japan • Developed by: Jaleco • Published by: Jaleco

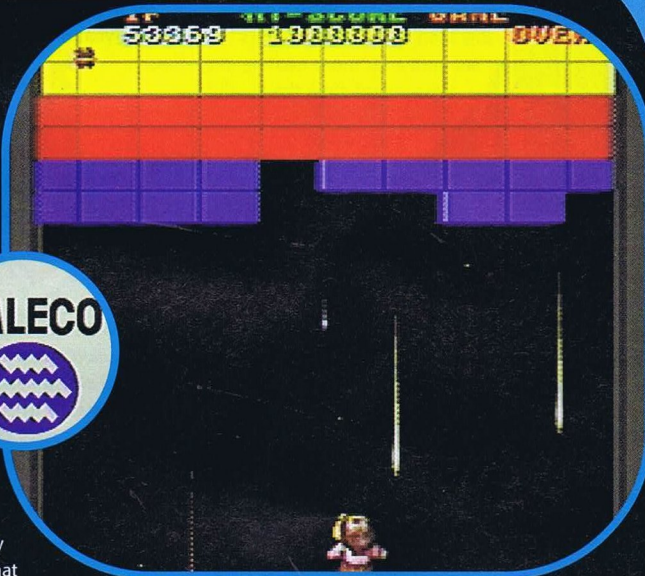
The bad news is that this game does not live up to its rather pretentious title unless you're idea of paradise is a shooter filled with cute characters and graphics to a ridiculous degree. This game is like *Parodius* and *Twinbee* to the 'nth' power. Actually, I find myself strangely drawn to this game for some reason; perhaps it's because despite the cuteness, the graphics do actually look pretty good. This was originally an arcade coin-op produced by Jaleco. For this Saturn version they have added two bonus levels, boosting it to eight levels in total. To promote this game, Jaleco even produced a 60 minute full-length original anime video! If you buy the bonus pack version of this game, you will also get the video.

The Game Paradise is a 'so traditional it hurts' scrolling shoot 'em-up. An option at the beginning of the game gives you the choice to either play it is a horizontal or vertical scrolling game, so you may adjust it according to your own personal taste. The 'plot' involves the player somehow or other being pulled into a series of different crane game machines. The player has to shoot their way through the eight different game scenarios and then defeat a boss at the end. These different scenarios take on the form of a historical journey through classic arcade games. The different genres include: *Space Invaders*, *Break Out*, the traditional crane game, *Virtua Racing* and a few that even I'm not old enough to remember! All of this does add to the fun of the game and will especially appeal to players who have been around games as long as I have, just for the nostalgia factor if

nothing else. You have the usual choice of characters, some cutesy pigs or teddy bears some wacky planes or alien crafts and the inevitable sexy Japanese schoolgirl types that the Japanese find so appealing. The gameplay is sadly far from innovative. The usual formula of shooting the crap out of everything, powering your character up to the max and saving your smart bombs for the bosses is the order of the day here.

Graphically the whole game does look very nice. Some of the smart bomb effects are particularly good in a cute kind of way. And that sums up *The Game Paradise* really, if you can stomach the incessant cuteness of the whole thing, there is a really good game here hiding under the crusty surface.

One of the major downers for me, was the annoyance of having to listen to a constant stream of high pitched girlie Jap speech that seems to run through the whole game. It may well be amusing or even significant to what is happening on screen, if you knew what is being



VERDICT

70% – All in all *The Game Paradise* will amuse most gamers for an evening at best, unless they happen to fall into the small band of people who really love their scrolling shoot 'em-ups.

STATUS

Jaleco are currently considering a UK release.

said, but I doubt it. Probably the one thing that lets the game down more than anything else is the fact that there seems to be an unlimited amount of continues that you have at your disposal. This means that every player will be able to finish the game on their first attempt. Each time you choose to continue, you carry on from the exact place that you had previously died, but now with three lives and three smart bombs to use per life. The only way you can fail is if you get bored and quit. Oh sure you could show a bit of control and only use a few continues, but who ever does that? Shame, it really would have been a much more enjoyable game if it made you work harder to get through.



World

Many, many thanks to the wonderful Martin at Video Games Centre in Bournemouth for the loan of the games. They can be contacted on (01202) 527314 for copies of the games mentioned here and all your other import needs.

Parodius-Forever With Me

Published in: Japan ● Developer Konami ● Publisher Konami



Japan and leave it at that.

I'm not a huge shooter fan, but I'm fan enough to try as many as I happen to run across. After what has to be one of the most

laughably poor intro sequences that I can

remember, you are confronted by the standard selection of option screens for characters and modes of play that you would expect from a vertically scrolling shoot 'em-up. You know the kind of stuff; school girls, cute cats, cartoony space ships to select from and ranking, time trial and a simultaneous two player modes of play.

As a game, *Parodius - Forever With Me* is a lot like *Gradius* in that you pilot your ship through a variety of two dimensional levels avoiding obstructions.

Your ship powers up via little orbs that keep moving your power options up a notch until you decide to use them. Some power-ups can be activated multiple times, usually resulting in multiple options (circa

Gradius) surrounding your ship and adding to its firepower. Unique to *Parodius* however is something called a 'bell power,' which is activated when you

VERDICT

60% - One *Parodius* to many for this reviewer I'm afraid. If you simply must buy an imported 'cute' shooter then I would have to say that *The Game Paradise* is your better bet.

STATUS

This game is going to stay in Japan, which to be fair is just the way Konami had intended.

obtain a coloured bell from an enemy. You shoot these little buggers and depending on their colour you get a nifty power-up, anything from a money bonus to a much needed shield.

Weapon wise, *Parodius FWM* is great, as long as you don't get killed often. Which sadly I do and nothing is more irritating than to max out your crafts fire power and then die. You have unlimited continues, but some levels will eat you alive if you lack necessary power-ups. Obtaining green bell power-ups is also a good idea, as they give you a good five seconds of invincibility and resting time. It takes skill and a fast eye to survive the hordes of enemies this game will throw at you, and patience is a requirement if you're to survive.

There is nothing basically wrong with *Parodius FWM*, apart from the fact it has a stupid name and is rather lacking graphically due to its 2Dness. It's just that a change of pace now and then would be nice. Perhaps a bit of cat and mouse with the enemies or some kind of chase section or anything to break the tedium of the non-stop unrelenting shoot-everything action. I guess fans would say that it then wouldn't be *Parodius*, which is a far point and leads me to the only conclusion that I can really draw about *Parodius FWM*. As they say in cliché land, this game is one for fans of the genre only and hardly anybody else.

Reviews by: Pete Coulson

Those that are new to console gaming would be perfectly entitled to wonder just what the hell the *Parodius* games are all about. The older gamers amongst us will remember the series as quirky, fun and endearing scrolling shooters that belong in a past generation of games. Unless you're Konami, that is. They insist on still releasing further versions of *Parodius* on Saturn and PlayStation at regular intervals. Now maybe these games sell really well in Japan, I really don't know but it is their resistance to actually add anything significantly new to each version that really bugs me about them. The whole *Parodius* series has always been squarely aimed at a Japanese market and to be fair Konami have no plans to release this outside of that sector. Apparently this latest installment of *Parodius* is a tokimeki memorial dating game version, for which will mean nothing to anybody in the UK but would take up the best part of this review to explain. Let's just say that tokimeki memorial dating games are the latest unfathomable TV craze in



In our newest section in the mag, here we take you, dear reader, through a complete level of an as yet-to-be-released game. This month, it's the turn of the *Lost World* to be put under our magnifying glasses. The game features many playable characters including Sarah Harding and a Dinosaur Hunter as well as the many dinos themselves. Take your pick from either a Raptor, a Compy or a T-Rex. In this section, we take a closer look at a couple of the Compy sections. Mind your backs.



Here we are in Compsognathus Creek Bed, and you're plopped in the middle of the empty river bed with only your pea sized brain and razor sharp teeth for defence. Life ain't so bad for a Compy, they blend in easily to the background foliage, hunt on their own and make a rather cute squeaking noise. A bit like Lisa does on occasion.

Still at the start then. There's a really pleasing shimmer effect on the pool at your feet here, and by pressing down and A you can have a sip of the water, which, unlike many of the plants on this level isn't poisonous. If you decide to leave your Compy alone, he'll actually go to sleep. Which looks rather cute.



It might look like a sleeping dinosaur. It might even look rather cute. But if you unfortunately wake this beast up, it'll have your head ripped off before you can say Laura Dern. A real vicious sod of a dinosaur, which hates nothing more than having its afternoon nap disturbed.



Safely through the Giants section, you may pause for a rest in this nice leafy glade. Again, the backgrounds are lush and you can wander in and out of the screen here without much danger. "But what lies to the right?" you may well ask. Walk this way for the true prehistoric horror of events to unfold...



...and here it is! You know the drill by now. Run, cower, hide. Run, cower, hide. The large spooky looking conical shaft to the right is the tail of a passing massive dinosaur, or something. It doesn't get any easier, and once you think it's safe to pop your head out, along comes another foot. Bigger!

Attract Mode



The safe option. Let the rampaging hordes pass and then make a run for it. Once you've mastered the optimum moment to make your dash the motion capture of the trampling hooves is really breathtaking. So once you're up and running, there's another depression further up...



Alternatively, and this is loads more fun, you can just make a run for it. As you can see from this shot though, there's not a lot of room to manoeuvre and, more often than not, death rather soon ensues. The charging masses kick up loads of boulders which further hinder your passage, as it were.



A stampede of massive feet and necks begins. As your character is about the size of a big-toe in comparison, squashage and sudden death soon ensue. Or do they? Just to the right, there's a large depression in the earth. The tactic, we believe, is to crawl into this until the stampede passes.



This is the start of the Valley Of the Giants level. Valley Of The Giants is packed with poisonous plants and massive boulders which seem to dwarf the diminutive Compy. Progress should begin to the right-hand side after which the action hots up again and the meaning of level title soon becomes obvious.



It's best to move as quickly as possible to the right, but you'll come across these two Raptors. Just like in the film they hunt in packs and both will attack you simultaneously if you're not careful. The best thing to do is let one chase you, run away, then turn on him with your jaws. In other words, kill the Raptors one by one.



The scenery and sheer level of graphic excellence in *Lost World* is really quite amazing. As the levels boot up, there's a series of screens from the Control Room detailing the mainframe computer's radar and sonar information together with some high speed text and graphic dissolves. Very filmic. Very atmospheric.



Two Raptors down and about twenty to go. Here the level takes a deviation from the more usual left to right, as you discover a hidden tunnel section which moves into the screen. It's located below the hanging vines pictured above and to enter you must rotate the Compy 'round and press left and forwards.



More impressive texture mapping lines the walls of this intermediate cavern, which appears at the end of the short tunnel section. It's another quick dash to the right, but watch out for the poisonous plant which can sap your health bar.

Raptor Hedge



Of course, that's without mentioning the obligatory two Raptors, who'll chase you around the cavern and inflict damage if you allow them to. As before, the best tactic is to lure the closest Raptor momentarily away from its hunting partner and sink your teeth in.



The way out is located to the far right-hand side. Another short tunnel section awaits. It's a really good idea to have these non-linear elements in the game, they add colour and atmosphere to the experience as well as a good deal of suspense.



A slippery, slider rock-face is the next intermediate stage. You can injure yourself by falling to the bottom of the screen here - which'll sap your precious energy. Much better is to descend gradually by taking advantage of the ledges provided. Hey, *Lost World* in platform elements' shocker!!



At the far end of the tunnel you'll find the entrance to this secret garden, dripping with foliage, greenery and poisonous flowers. There's the opportunity to wander around here and enjoy the scenery, but it's best to keep on moving to the right-hand side toward the end of the level.



On the far right-hand side, another tunnel is buried in the background. As before, rotate the Compy around and press the right-hand button on the joystick. The texture effects on the rock are really quite stunning and you'd have to see them close-up for the full effect. The entrance is, initially, quite difficult to find.



But, another ferocious Raptor is waiting in the wings to sink its willing nashers into your jugular. The Raptors tend to lung and slash. So it's an idea to run backwards and forwards a little disrupting the attack pattern. Much blood will be spilled in the process, unfortunately.



Balance your Compy on the far right-hand side of this ledge, take a quick run up and...jump Manic Miner style to the adjacent ledge on the right. Watch it though, your lifebar's looking a little low.

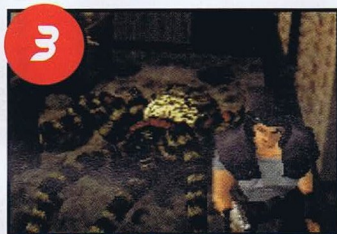
TOP 100

An unusually static Top 100 this month, with only *Bust A Move 3* altering last month's order. With only three releases – each of them an update of an existing

Top 100 game – this is, perhaps, somewhat inevitable. Next month, however, promises to offer significant changes, with the lion's share of Sega's Xmas releases due in for review. Could *Sonic R*, *Touring Car*, *Enemy Zero* and *Quake* enter the top ten? Find out next month.



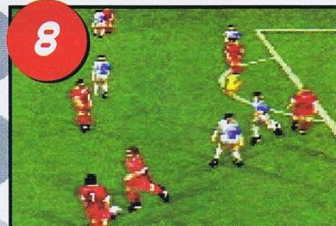
1
Sega Rally
Sega • 97%
Sega Rally is, after a year of its release, still the best moment of Saturn gaming possible. After nearly one hundred reviews since that glorious moment, Sega Rally hasn't been beaten by any of them. The arcade original was stunning enough. PlayStation-owning chumps may have scoffed when Sega mentioned their conversion plans, but how hastily they had to eat their rashly-spoken words when the finished version appeared to us. Like a vision it is. The way it moves, the smoothness and the indescribable 'feel' of the cars is superb.
Best points: Shaving half a second off your best time in ghost mode and coming first on the Lakeside track for the first time. Getting to grips with the handling of the Lancia Stratos.



3
Resident Evil
Sega/Capcom • 95%
"One of the best console games I've ever played" comments Dean in his review this month and, by golly, he's not kidding when he says Resident Evil is good. With an atmosphere unrivalled by any other Saturn adventure, its sheer size and scope is far beyond what you'd expect. By a frighteningly close poll in the Saturn Power offices, Evil steals Tomb Raider's number three spot...
Best points: The fact that it's genuinely frightening at times; if you can play Resident Evil without jumping at least once or twice, you're made of strong stuff indeed. The graphics: beautifully rendered, shaded to perfection. Also, let's not forget how truly massive RE is – completing it will take time...



5
Duke Nukem 3D
Sega • 94%
With Duke being the first UK Saturn game with an adult rating, we have bad news for the under-18s – it's excellent, truly excellent. Duke Nukem 3D, one of the best PC games available for the past year or so, is just as impressive on Sega's black lunchbox. Almost everything that made the original so fine has survived the conversion process – the secrets, the puerile sense of humour, the detail... and more besides. Will Quake make as much of an impression on the Saturn Power team? We do wonder...
Best points: It looks good, plays better – the speedy Exhumed engine once again performs wonders on the Saturn. The three cut-scenes between sections are worth a few sniggers, too...



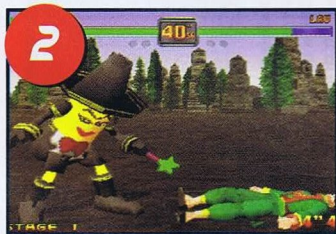
8
Sega Worldwide Soccer '98
Sega • 90%
Remarkable – an update of a soccer game that can be said to be an improvement over its predecessor. *SWWS '98* uses the same engine as the '97 version, but tweaks to the console AI and goalkeeper skills make it a much better one-player game. With two, it's still one of the best Saturn games money can buy.
Other key changes include slightly faster action, club teams – with real names and characteristics – and a new front end, replete with the odd new option.
Best points: The club teams add authenticity; strange as it may seem, scoring with Shearer is much more satisfying than with a player named after a Sega employee *a la WWS '97*. And it's a much better one-player game. Recommended.



6
NIGHTS
Sega • 92%
It still has its critics, but there's nothing (on any format) to rival the original and delightful experience you get from playing NIGHTS. Less of a computer game, but more of a bizarre encounter. Many made the mistake of putting NIGHTS and Mario 64 head-to-head for comparison, which isn't really fair or right. NIGHTS was never intended to be like Nintendo's creation; it's an altogether different experience. To enjoy it as it was intended, though, you need Sega's analogue pad. With it, NIGHTS' many moves, tricks and stunts are a joy to perform.
Best points: Pulling off a really large link or putting together an impressive series of twists and turns for extra points is very satisfying.



9
Wipeout 2097
Psygnosis/Sega • 92%
The second best racer for the Saturn. For months we coveted a Saturn conversion of Wipeout 2097 and, when it first arrived in the Saturn Power office, we were quite frankly stunned. We'd spent so much time speculating how good it could be that, when it turned out to be bloody excellent (and it undoubtedly is) we were somewhat at a loss. Well, you know what we mean.
Best points: Eight tracks, each with their own array of hazards, weapons and power-ups that actually have a bearing on the racing and, unusually, improve it... we could enthuse all day and still not scratch Wipeout 2097's considerable (and, metaphorically speaking, gold-plated) surface. Brilliant.



2
Fighters MegaMix
Sega • 95%
The ingenious idea of mixing two of their best fighting games together and including a whole bunch of new characters has paid off dividends for AM2 with this. *Megamix's* are slightly lower in resolution to, say, *Tekken 2*, but the depth of gameplay and amount of characters, moves and options easily outweigh this non-problem. Arguably the finest beat-'em-up on ANY console... but, with *VF3's* release looming ever closer, its crown could be pinched come the Yule period...
Best points: The choice of characters, hidden extras and options are ideal for both one and two players. Getting *VF2* and *Fighting Vipers* in one package, essentially.
And, of course, getting to kick people.



4
Tomb Raider Core
Sega • 95%
It may have dropped down a position, but that's no black mark against this true next-generation platformer. The graphics, depth and freedom to the gameplay in *Tomb Raider* are like no other. If you don't yet own a copy, go get one now.
As platform adventures go, *Tomb Raider* is the best on the Saturn. By far. Nothing comes close to its scope, vision or variety of experiences offered. Core's classic had more in the way of originality than almost every other release of 1996. An essential purchase.
Best points: Getting eaten by a dinosaur, impaled on spikes or falling ten platforms down and, despite being aware that it's only a game, winning. Shooting a wolf with a shotgun. We could go on...



7
Virtua Fighter 2
Sega • 96%
What can we say? We could argue about the merits of *Virtua Fighter* versus *UMK3* or *Tekken 2* for days, but the game is still a remarkable achievement in console development. A very accurate conversion and all the moves, too. Disregarding its brilliant visuals – everyone must be aware of how good they are by now – *VF2* is an advance over its predecessor in that it embraces 3D a little more firmly. It's still not a true 3D fighting game (at the time of writing, there's no such thing on any format) but some of its characters do perform moves that your average 2D fighter couldn't even imagine...
Best points: Hi-res mode is used to full effect to produce some stunning graphics and the animation and response time is excellent.



10
Ultimate Mortal Kombat 3
GT Interactive • 94%
Old as the proverbials *Mortal Kombat* may well be, but this is still the ultimate 2D fighting game, and this is (by far) the best version of it. Of course, not everyone agrees that the *Kombat* series is a pinnacle of beat-'em-up perfection. Indeed, *Street Fighter Alpha 2* is technically superior in almost every respect. However, casting votes in the Saturn Power office put *Ultimate* above *Alpha 2*.
Best points: The atmosphere is darker than ever and the amount of finishing moves and fatalities are unrivalled by any other. Of course, there's the small matter of gore. Although surpassed by other titles in terms of sheer 'ugh!' value, *Ultimate Mortal Kombat 3* still makes players wince as their character meets a grizzly end.



11

Exhumed
Sega • 91%
 Still, despite *Duke Nukem's* arrival, an essential Saturn purchase. *Exhumed* is more an adventure than a standard *Doom*-style blaster. It's highly recommended. Buy it.



16

Street Fighter Alpha 2
Virgin • 88%
 Good enough and playable as *Street Fighter* ever was. Is *Ultimate Mortal Kombat* significantly better, if at all? Opinion in the SP office is split, but *SFA2* is undoubtedly the looker of the two.



21

Night Warriors
Virgin • 91%
 If it wasn't for the technical advancement of *Street Fighter Alpha 2*, we'd have to plump for this. The characters and special moves are in a world of their own.



26

Dark Savior
Sega • 91%
 Programmed by the *Landstalker* team and a appealing action RPG. There's certainly enough gameplay to appeal to all types, but enough puzzles to keep the thinkers among us happy.



12

Virtua Cop 2
Sega • 92%
 The cream of the light gun game milk – outside the arcades, at least. Average with pad alone, it's with the requisite peripheral that *Virtua Cop 2* is the sharp-shooting king of its genre.



17

Marvel Super Heroes
Virgin/Capcom • 94%
 One of the most visually-impressive 2D games ever created, *Marvel Super Heroes* is a mad explosion of pyrotechnics and 30-hit combos. We like. You'll like, too. We promise.



22

Bomberman
Sega • 91%
 The *Bomberman* games are possibly the best two-player blasts money can buy. Saturn *Bomberman* offers ten-joypp action and a wealth of one-player options. Superb stuff.



27

Thunderhawk 2
Core • 91%
 Released well over a year ago, but still an impressive way to show the graphical capabilities of the Saturn. Plenty of missions and the polished gameplay we've come to expect from Core.



13

Die Hard Trilogy
EA/Fox • 91%
 Arguably the best movie tie-in you'll find for any format, simply because the three games include have little in common with their supposed subject matter but play very well indeed.



18

Command & Conquer
Virgin • 91%
 Some may argue that *Command & Conquer* (being a PC strategy conversion) was always going to have a limited appeal, but some ain't many. A fine brain teaser.



23

Tunnel B1
Ocean • 90%
 Another case (maybe) of style over content, but *Tunnel B1* manages to give us an extremely fast and smooth game that manages to appeal to the masses, nonetheless.



28

Soviet Strike
EA • 87%
 The famous *Strike* series makes it to the Saturn in a moderately successful way. The landscaped graphics may look highly realistic, but it's a bit more jerky than it should be.



14

Manx TT
Sega • 91%
 Perfect's conversion of Sega's popular AM3 arcade racer is accurate, fast and addictive. It ain't *Sega Rally* but then, what is? Top marks for 'sheep racing' mode, too...



19

Sonic Jam
Sega • 92%
 The best retro compilation we've seen to date. Compiling four of the best 2D platform games into one £35 package – with free extras too, mind – is an almost altruistic move by Sega...



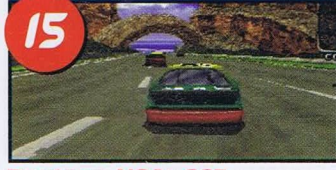
24

Bust-a-Move 3
Acclaim • 91%
 A hopelessly addictive puzzle game. It's not a significant step forward from its predecessor, but it's still bloody good fun. And, retailing at £30, it's not too pricey, either.



29

Pandemonium
Sega • 88%
 Bouncing, boinging visually 3D but technically 2D platform game achieves fair PlayStation success. Saturn version appears over four months later. Sad, but true. Top game, though.



15

Daytona USA: CCE
Sega • 91%
 Just skirts around the large trim of the top ten by being another disappointing conversion of *Daytona* for the Saturn. More tracks and the like, but it still isn't enough.



20

NHL Powerplay Hockey '97
Virgin • 92%
 By far the best ice hockey game on any format. Smooth, brilliant to look at and superb to play, Saturn *Powerplay* is also better than on any of the other formats.



25

Puzzle Fighter Turbo 2
Virgin/Capcom • 81%
 Bust-a-Move 3 has a slight edge over Puzzle Fighter, hence its entry at a position above. But PF is still an enjoyable, novel puzzle game. It's an excellent two-player game.



30

Virtual On
Sega • 88%
 Any game with huge robots fighting each other with multiple weapons is bound to go down a storm, and this AM3 arcade conversion is pretty true to the original.

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| Actua Golf (85) | Dark Saviour (25) | Golden Axe (93) | Sega Rally (1) | Swagman (36) | Virtua Fighter Kids (78) |
| Alien Trilogy (35) | Daytona USA: CCE (15) | Grid Run (55) | Sega Worldwide Soccer '97 (8) | Tempest 2000 (71) | Virtua Racing (84) |
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But will it...

...satisfy my craving for adventure?

Top 100 games that boast a little more depth than your average console fare, and some kind of storyline to boot...

- 1 Resident Evil (3)
- 2 Tomb Raider (4)
- 3 Duke Nukem (5)
- 4 Exhumed (11)
- 5 Dark Savior (26)
- 6 Dragon Force (31)
- 7 Shining the Holy Ark (39)
- 8 Mystaria (47)
- 9 Discworld 2 (54)
- 10 Alone in the Dark 2 (60)
- 11 Space Hulk (79)
- 12 Discworld (83)
- 13 Blam! Machinehead (88)
- 14 Story of Thor 2 (89)
- 15 Blazing Dragons (100)

...end my hankering for platform negotiation?

Top 100 games with a 'platform' theme.

- 1 Tomb Raider (4)
- 2 Sonic Jam (19)
- 3 Dark Savior (25)
- 4 Pandemonium (29)
- 5 Spot goes to Hollywood (44)
- 6 Sonic 3D (46)
- 7 Lost Vikings 2 (56)
- 8 Bug! (59)
- 9 Rayman (72)
- 10 Keio Flying Squadron 2 (80)
- 11 Earthworm Jim 2 (82)
- 12 Story of Thor 2 (89)

SP's fave games of the month...

Worldwide Soccer '98 (SP100: 8)
Reviewed this issue, page 68

Duke Nukem (SP100: 5)
Reviewed last issue, page 68

Marvel Super Heroes (SP100: 17)
Reviewed last issue, page 72

Resident Evil (SP100: 3)
Solution last issue, page 55

Discworld 2 (SP100: 54)
Reviewed SP05, solution this issue.

Quake Alpha (Not released)
Yum, yum, yum, yum, yum. Still.

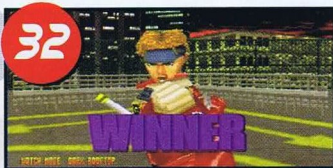
Bust-a-Move 3 (SP100: 24)
Reviewed this issue, page 72

Burning Rangers (Not released)
First look this issue, page 18



31 Dragon Force
Sega • 90%

It's a niche title with RPG overtones many will find off-putting, but *Dragon Force* is a truly unique release. With eight scenarios to play through, it offers good VFM, too.



32 Last Bronx
Sega • 85%

In many ways a step back from the superlative *Fighters MegaMix*, *Last Bronx* is a game for beat-'em-up enthusiasts. Others may find it somewhat derivative, not to mention limited.



33 Wipeout
Sega/Psygnosis • 87%

The game that most Saturn owners wanted to see and nicely put into the shade by the brilliant conversion of *Sega Rally*. Still one of the better racing games, though.



34 Warcraft 2
Electronic Arts • 88%

Lacking the superb multi-player capabilities of the PC original, *Warcraft 2* is a somewhat disappointing conversion from EA. But quality gameplay will always out – it's still great to play.



35 Alien Trilogy
Acclaim • 83%

A great licence – putting *Aliens* in a *Doom* environment should've made it the best game yet. Probe (the developers) should really have made more of the opportunity.



36 Swagman
Core • 86%

Eclipsed by stablemate *Tomb Raider*, many will dismiss *Swagman* without a second's thought. Mistake. It's by no means a classic, but it is playable, polished and packed. Give it a try.



37 Panzer Dragoon ZWEI
Sega • 80%

Multiple routes, better graphics and improved gameplay make *Panzer Dragoon ZWEI* a worthwhile sequel to the flawed original. An RPG version is currently in the works.



38 Street Racer
Ubisoft • 84%

The closest you'll probably ever get to *Mario Kart* on the Saturn, but that's where the comparison ends. Playable enough, but the courses should be larger.



39 Shining the Holy Ark
Sega • 89%

Despite a slow-moving and unsatisfying combat system, *Sonic Team's* 3D RPG has a lot going for it. Varied locations, reams of text and pretty pictures are *Ark's* contributions to the *Shining* cause.



40 Torico
Sega • 83%

Programmed by the team responsible for the woeful *Mansion of Hidden Souls* but far, far better, *Torico* offers visuals, plot... but rendered graphics make for very little freedom.



41 Olympic Soccer
US Gold • 83%

Olympic Soccer's graphics are awful, but its gameplay is fast, there are lots of easy-to-access moves and it plays like a dream. Still... doesn't really matter now, as we have *WWS '97*.



42 Victory Boxing
JVC • 82%

Build up your fighter and fight through to the champ. Then there are hidden characters ahoj and plenty of extra moves. Plays well, too – especially in two-player mode.



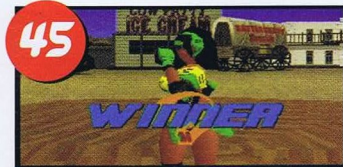
43 Athlete Kings
Sega • 87%

Another Sega Titan board conversion and one of the best you'll find. *Track 'n' Field* at its best, but a couple more events and a four-player option would've led to a higher score.



44 Spot Goes To Hollywood
Virgin • 82%

An isometric platform game with 7-Up's bullet-point circle bouncing all over the shop. Much like *Sonic 3D*, *SGTH* just has more colours than its Mega Drive equivalent.



45 Fighting Vipers
Sega • 84%

The arcade original was popular in Japan but never really made an impact elsewhere. The developers wisely opted for a lower resolution and better graphical effects.



46 Sonic 3D
Sega • 90%

One way of looking at this is that, as his debut, the first Saturn *Sonic* game should've been more original. Another, though, is to just appreciate it for the good game that it is. YOU decide.



47 Mystaria
Sega 82%

An RPG in 3D an large enough to lead to sky-high electricity bills. Battle scenes can take up to an hour and there are loads of places to explore. Arguably the best RPG for the Saturn.



48 Baku Baku Animal
Sega • 85%

Clearly based around *Columns* and *Mean Bean Machine*, AM2's *Baku Baku Animal* manages to be original enough to warrant the amount of interest it deserves.



49

Pro Pinball: The Web Empire • 84%

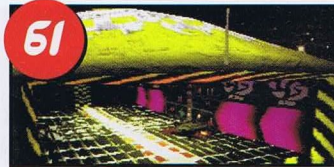
Clever table design and great graphics (not to mention a soundtrack by Bruce Foxton – formally of The Jam) make this the best of its type. Only one table, though! Arse!



55

Grid Run • 89%

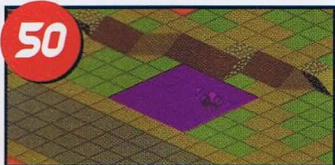
One of the most original games of last year and a fun little affair as you play high-tech 'tag' with a multitude of aliens and the like. Better when played in split-screen two-player mode.



61

Darklight Conflict • 76%

First-person space combat games are two a penny on the PC, so it's rather surprising that this inoffensive effort from EA is the Saturn's first. Worth a look if you like this type of thing.



50

Sim City 2000 • 90%

Completely anal and sad, but (like *Theme Park*) seems to be frighteningly addictive as you build up your towns and cities – only for monsters to destroy them.



56

Lost Vikings 2 • 82%

A pleasing blend of platform action and logical puzzles, *Lost Vikings 2* is a great update of its 16-bit predecessor. It's full of horned helmets and everything...



62

Magic Carpet • 89%

Another classic Bullfrog game and another worthy conversion from the PC original. Make spells and fly dragons, but do it in an arcade type of way, folks.



51

Hexen • 84%

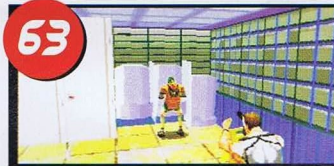
Compared to Rage's conversion of *Doom*, *Hexen* is a veritable masterpiece. However, it does have its fair share of flaws. Give it a try if you're bored of *Exhumed*.



57

Mech Warrior 2 Activision • 79%

A decent conversion of the popular PC title, *MW2* is flawed unless you're playing it with an analogue pad. You could also argue that Activision were wrong to remove the strategy of the original...



63

Die Hard Arcade • 88%

Based on the AM1-developed game from the Titan board, the second *Die Hard* game in as many months is a little short, but playable enough for it's style of game.



52

Jonah Lomu Rugby CodeMasters • 79%

Its subject matter may not be of great interest for many, but *Jonah Lomu Rugby* is a distinctly playable rendition of its sport. It's rather slow, but nothing's perfect, eh?



58

King of Fighters '95 • 90%

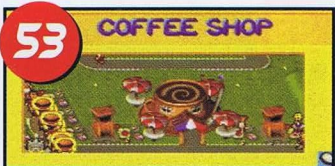
A beat-'em-up for fighting game purists. Despite its usage of a performance-enhancing ROM cart, *KOF '95* is still inferior to Capcom's *Alpha* games, but enthusiasts will love it regardless.



64

Black Dawn • 84%

An attractive and moderately compulsive helicopter shoot-'em-up, *Black Dawn* offers a good level of bang for buck. It won't be everyone's cup of tea, however.



53

Theme Park Bullfrog • 92%

Is classic too small a word? Possibly, but that's what *Theme Park* has turned into. Very original and completely engrossing. Sadly, Bullfrog have now turned their backs on Saturn development.



59

Bug! • 76%

Originally very appealing, we soon realised *Bug!* to be an almost impossible game to complete. The levels are fair too large with not enough restart points.



65

Virtua Cop • 92%

Superseded by its sequel, *Virtua Cop 1* is still an excellent arcade game and a perfect example of showing how good Sega Saturn arcade conversions can be.



54

Discworld 2 • 80%

A vast improvement over the original *Discworld*, *D2: Missing, Presumed...?* is an enjoyable if limited adventure. Its puzzles are by and large logical, but it's perhaps a little easy to complete.



60

Alone in the Dark 2 • 88%

Very French and fairly tricky, *AITD2* manages to translate well to the consoles and is large enough for most people. Lots of stops and starts, though.



66

Madden '98 • 89%

One of EA Sports' better 32-bit updates and the best American football game you're likely to see on the Saturn for a while. Still a niche title for the UK market. Well, do you know how to play?

The best driving games



- 1 (1) Sega Rally
- 2 (9) Wipeout 2097
- 3 (14) Manx TT
- 4 (15) Daytona USA: CCE
- 5 (33) Wipeout

The best shoot-'em-ups

- 1 (5) Duke Nukem 3D
- 2 (11) Exhumed
- 3 (12) Virtua Cop 2
- 4 (13) Die Hard Trilogy
- 5 (23) Tunnel B1

The best beat-'em-ups



- 1 (2) Fighters MegaMix
- 2 (7) Virtua Fighter 2
- 3 (10) Ultimate Mortal Kombat 3
- 4 (16) Street Fighter Alpha 2
- 5 (17) Marvel Super Heroes

The best adventure games

- 1 (3) Resident Evil
- 2 (23) Dark Savior
- 3 (36) Swagman
- 4 (39) Shining the Holy Ark
- 5 (51) Hexen

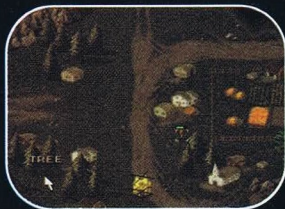
The best football games

- 1 (8) Sega Worldwide Soccer '97
- 2 (41) Olympic Soccer
- 3 (87) FIFA '97
- 4 (NR) Actua Soccer Club Edition
- 5 (NR) Striker

The best other sports games

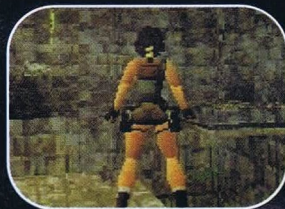
- 1 (20) NHL Powerplay Hockey
- 2 (42) Victory Boxing
- 3 (43) Athlete Kings
- 4 (66) Madden '97
- 5 (75) Virtual Golf

The best strategy games



- 1 (18) Command & Conquer
- 2 (31) Dragon Force
- 3 (34) Warcraft 2
- 4 (47) Mystaria
- 5 (50) Sim City 2000

The best platform games



- 1 (4) Tomb Raider
- 2 (19) Sonic Jam
- 3 (30) Pandemonium
- 4 (44) Cool Spot GTH
- 5 (46) Sonic 3D

The best puzzle games

- 1 (24) Bust A Move 2
- 2 (25) Puzzle Fighter
- 3 (48) Baku Baku Animal
- 4 (55) Grid Run
- 5 (92) 3D Lemmings

Dipping out this month...

Nothing! Not a single game! A reprieve for *Blazing Dragons*, then, but next month's releases shall not be so kind...

Top 100 casualties to date...

- Casper (Interplay)
- NHL '97 (EA)
- PGA Tour '97 (EA)
- Myst (Sega)
- Road Rash (EA)
- Worms (Ocean/Team 17)
- Guardian Heroes (Sega)
- Robopit (THQ)
- Tetris Plus (Jaleco)
- Actua Soccer Club Edition (Gremlin)
- Scorcher (Sega)
- Loaded (Gremlin)
- Shining Wisdom (Sega)
- Amok (Sega)



67 True Pinball Ocean • 83%

The second best pinball simulator on the Saturn and mixes the usual hi-res table graphics with some good gameplay. Pinball on a console can be entertaining, but it's never like the real thing.



68 Return Fire GT • 84%

Marginally better than the superior-looking *Mass Destruction* on account of its excellent two-player mode, *Return Fire* soon becomes dull when played alone.



69 D Acclaim • 83%

A clever mix of horror, FMV and adventure gameplay and opened the way for similar games to appear. Too short (even though it's on two discs) and still too easy, though.



70 Mass Destruction Sega • 78%

Sega's tank-based shoot-'em-up has some of the best explosions we've ever seen on any format. However, it lacks depth and content. Buy a second-hand copy.



71 Tempest 2000 Interplay • 84%

First in the arcades hundreds of years ago and then the updated version on the Jaguar. It's the best game on that machine and this is a very solid conversion, indeed.



72 Rayman Ubisoft • 81%

Despite the over-the-top cartoony graphics and solid platform gameplay, *Rayman* proves too hard for most and boredom can set in. It's very 16-bit in terms of design, too.



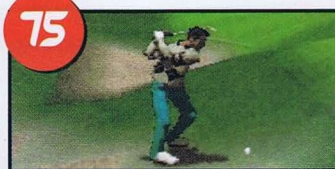
73 X-Men: Children of the Atom Virgin • 90%

One of the better 2D beat-'em-ups and we still wait with baited breath for news about the latest *X-Men/Street Fighter* conversion. *SF Alpha 2* would be a better buy than this.



74 Andretti Racing EA • 79%

Andretti Racing suffered when first released for the PlayStation because it just wasn't Psygnosis's *F1*. It ain't *Sega Rally*, either. Definitely worth a look for race fans, though.



75 Virtual Golf Core • 87%

Arguably the best golf game on the Saturn and we're fully prepared to fight anyone who wants to argue with our superior judgement. Unless, of course, they're holding a golf club at the time.



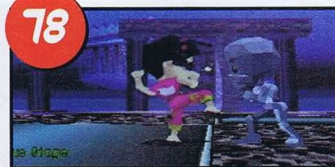
76 Destruction Derby Sega/Psygnosis • 80%

Saturn owners never really wanted a poor conversion of *Destruction Derby* at the same time as its superb sequel was about to hit the PlayStation. *DD's* moderately playable.



77 Hardcore 4x4 Gremlin • 73%

A good enough off-road driving game, but a little problem with Mr Jerky and a lack in the polish department keeps the score down. One for hardcore race fans only. Geddit?



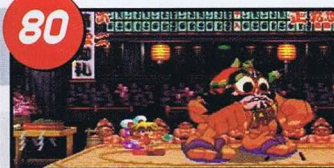
78 Virtua Fighter Kids Sega • 68%

Saved by its cheap price (£30), *VF Kids* is a pointless addition to the fold and offers very little new of any interest. Buy its big brother (*Virtua Fighter 2*) instead.



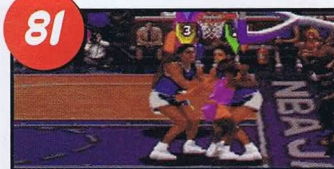
79 Space Hulk EA • 81%

Expect *Doom*-style action and *Space Hulk* is terribly disappointing. Take it as it is – a strategic blaster with slightly crap graphics – and *Hulk* can be enjoyed as such.



80 Keio Flying Squadron 2 JVC • 80%

A bizarre Japanese platform game that, somehow, manages to impress all that come into contact with it. The graphics are fairly primitive, but the gameplay's excellent.



81 NBA Jam TE Acclaim • 85%

The first *NBA Jam* game to hit the Saturn and a worthy effort it is, too. All the gameplay and extras of the arcade version are included. It's not for everyone, however.



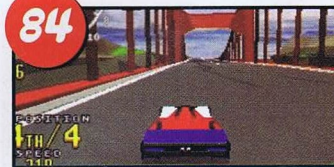
82 Earthworm Jim 2 Virgin • 74%

If you've never seen *EWJ2* before you'll probably like it, although the game's still a huge disappointment as a conversion from 16- to 32-bit. It has its moments, though.



83 Discworld Sega/Psygnosis • 81%

The best-selling series of Terry Pratchett books is a good enough reason as any for the adventure game, and it's lovingly faithful to that. Prepare yourself for obscure puzzles...



84 Virtua Racing Time Warner • 91%

A fair attempt at re-creating the style of the original game, with seven new courses, four extra cars and plenty of polygons. Not as arcade perfect as it should've been.

85



Actua Golf
Gremlin • 84%

Graphically superb, with two detailed courses and multiple views. We at Saturn Power prefer the gameplay of *Virtua Golf*. Peter Aliss – the commentator – gets on your tits after a while.

86



Tilt!
Virgin • 85%

Pinball on a console. If that short sentence doesn't nauseate or discuss some weird purist strain in your character, *Tilt!* could well be worth a few tries.

87



FIFA '97
EA • 74%

An improvement over last year's release, *FIFA '97* still suffers from a number of flaws, most of which were present on *FIFA's* Mega Drive debut years ago...

88



Blam! Machinehead
Core • 83%

Bird on a bomb! Nothing mind-blowingly original in any fashion but, in typical Core style, an interesting game nonetheless. More birds on bombs, please.

89



Story of Thor 2
Sega • 80%

Story of Thor 2 apes Nintendo's *Zelda 3* all the way, without capturing what made it such a classic. It's still as close to *Zelda* as you'll get on a Sega machine, though.

90



Ghen War
Virgin • 80%

Varied level design and clever gameplay makes *Ghen War* a more interesting and challenging mission-based *Doom*-like affair. Speed fans beware – it's as fast as a dead sloth to play.

91



The Need for Speed
EA • 80%

In a different world *The Need for Speed* may have fared better, but in the Saturn market it's up against some very stiff opposition. It's a nice idea that you race on roads, though.

92



3D Lemmings
Sega/Psygnosis • 82%

A clever update of one of the best-selling and most popular games ever. Sometimes the third angle makes things a tad confusing, though. It's TV-smashingly frustrating at times.

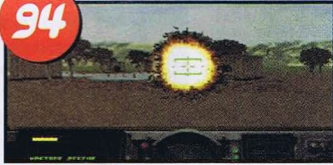
93



Golden Axe
Sega • 70%

A beat-'em-up based on the characters from *Golden Axe* is no bad idea, but the game just doesn't have the flair of the other Capcom 2D fighting titles.

94



Shellshock
Core • 79%

An excellent soundtrack and some very good rendered FMV made up for an average game based on the same game engine as the better *Firestorm: Thunderhawk 2*.

95



Break Point
Ocean • 78%

Not the worst game we've ever seen, and it's definitely the best tennis game around at the moment, but it needs to be faster. It also needs more varied plays, better shot angles...

96



Slam 'n' Jam
BMG • 87%

Crystal Dynamics convert their 3D0 basketball simulation across perfectly and, although it isn't the best, it's fairly close. If 'slam-dunk' doesn't sound like nonsense to you, give it a try.

97



WWF Wrestlemania
Acclaim • 82%

It's commonly agreed that the WWF is a useless waste of time, money and brain-power, but thankfully the game's better than the license behind it.

98



World Series Baseball 2
Sega • 81%

Despite the obvious lack of appeal of the sport in this country, Sega manage to produce the finest game of its type. Its graphics are perhaps its best feature.

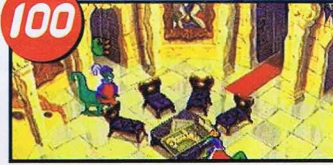
99



Doom
GT Interactive • 70%

Rage take a large knock in their reputation as they turn up with a fairly shoddy Saturn conversion of the classic id game. For incredibly hardcore fans only.

100



Blazing Dragons
BMG • 85%

Another ex-Python designed 'point 'n' click' adventure game. Despite mixed reviews, we quite liked it (apart from James, who finds it simplistic and decidedly unfunny).

Next Month

Enemy Zero
Touring Car
Sonic R
Atlantis
Formula Karts
Steep Slope Sliders
Croc
Fighting Force Reloaded
Trash It
Bust-A-Move 3
MK Trilogy
We'll review these next month. Each title slipped last month, we're afraid...

Although Sega's Saturn is renowned for its quality arcade conversions and innovative third-party launches, it – much like any other console – has its fair share of duff titles you'd be advised to avoid. These are the ten worst we've seen...

Rockman X3

Virgin • 23%

The very worst game that we've ever played on the Saturn and a shocking smack around the face to show just how badly games CAN be given the wrong people. *Rockman* is a port across of the very popular *Megaman/Rockman* series of games and is the only 2D Saturn platform game that we imagine would need a border.

The graphics are primitive, the gameplay far too hard and the action crawls along with all the pace and urgency of an asthmatic slug. Released in the USA by Capcom, Virgin have sadly decided to pick up the license over here. Don't. Buy. It.

The Crow: City of Angels

Acclaim • 29%

One of the worst games we've ever played at Saturn Power, and certainly a contender for Worst Game of '97. Buy this and be the butt of every joke.

Highway 2000

JVC • 56%

Trying to sell a poor driving game by rewarding good racing performance with pictures of bimbos in bikinis may well be one of the better marketing ploys of the year, but it still stinks like a corpse.

Darius 2

Sega • 28%

It's a 2D shoot-em-up in the *Darius/R-Type* mould and fails because it's simply too dull to play.

In The Hunt

THQ • 31%

Another release that makes no sense. We hope that, with *Project X2* from Team 17, we'll finally have a decent 2D shoot-'em-up on the Saturn.

Valora Valley Golf

Virgin • 32%

Um, it's almost unplayable, there's only one badly-designed course and the inclusion of volcanoes is just silly.

Virtual Open Tennis

Acclaim • 31%

Technically the first tennis simulation on the Saturn, but Acclaim sneakily brought us a poor Japanese game released to try to cash in on Wimbledon. It failed.

Digital Pinball

Sega • 22%

One of the Saturn's first releases, and the first game to make us worry that everything in the garden might not be so rosey.

Chaos Control • 22%

Infogrammes' Saturn conversion of their crap 3D0 gun game is, um, a crap gun game. *Virtua Cop* fans steer clear – there's nothing even remotely entertaining in this turgid release.

Crypt Killer

Konami • 38%

Konami's *Crypt Killer* is, thankfully, just as dire for PlayStation owners as it is for us Saturn bods. You can use a gun with it, but why the hell bother? It's crap.

The Acid Test

Part two: The racing game

The History

Rally X did it in 2D, *Pole Position* with faked 3D... and we, coin-bearing videogame junkies, inserted coins with gay abandon. Thus a genre was

born. And it's a monster. Sega's pedigree as a developer of driving games is without question. Their back catalogue is a virtual Who's Who of arcade motoring genius. *Hang On*, *Out Run*, *Virtua Racing*, *Sega Rally*... a list of distinction.

Virtually all road-based Sega titles up to *Virtua Racing* made their way onto the Mega Drive (and a few other formats) where they came up against still opposition from home-grown racing talent. Gremlin's *Lotus Turbo Challenge*, Geoff Crammond's original *F1GP* and *Stunt Car Racer*, Domark's incredibly fast *F1...* titles that met with varied levels of success but all shared one thing in common: they were classic videogame driving experiences.

The Saturn doesn't have as many driving games available for it as the PlayStation or PC, but what it does have is a core selection of top-quality racers. *Sega Rally* is still astonishing – even now – while forthcoming releases *Touring Car*, *Super GT 24* and *Sonic R* will, hopefully, be equally impressive.



Five of the best

With the SP100 as a guide, these are the five finest racing games on Sega's fair format.

1) Sega Rally Sega • SP100: 1

Still, over a year after its original release, the best arcade racer on the Saturn; arguably, the best on *any* current home format. *Sega Rally* may only have four courses but, with an astonishingly intuitive driving model (with requisite power-slides) makes racing each course a damn pleasure. An essential purchase.



2) Wipeout 2097 Psygnosis • SP100: 9

Perfect's conversion of *Wipeout 2097* demonstrates that third-party developers *can* port PlayStation games to Saturn without losing graphical accomplishment and/or gameplay. Challenging, fast and supremely tricky on later skill levels, it's a racing game no self-respecting Saturn owner should be without.



3) Manx TT Sega • SP100: 14

Manx TT was a traditional arcade showpiece with handlebars, pretty visuals and speed; the sort of game your dad might have a game on while the family's on holiday. Bereft of the original cabinet's frills, it's still highly enjoyable... but notably an inferior version, in the opinion of some. It needs more than the arcade original's two tracks.



4) Daytona USA: CCE Sega • SP100: 15

A insider source told *Saturn Power* that Sega were rather disappointed by this *Daytona* update. It looks better, has more tracks and cars... but, somehow, the 'spirit' of the original was lost in the tweaking process. It's a perfectly serviceable racer – and the two-player mode's great – but it definitely lacks something...



5) Wipeout Psygnosis • SP100: 33

As forgiving as a headman's block, this is arguably the most frustrating racing game ever developed. Patience of a saint and the reactions of a cheetah are prerequisites if you want to enjoy *Wipeout*.



After last month's round-up of beat-'em-ups, it seemed appropriate that this month's Acid Test should place a spotlight on the other console staple, the driving genre. The Saturn can't be said to lack games with cars... and, arguably, boasts the best console racing game available. It also has a fine line-up of speedy releases in the pipeline – from the novel *Sonic R* to the eagerly-awaited *Touring Car...*

ST

Up 'n' coming

Touring Car Sega • November

Potentially the fastest racing game ever, if early peeks are anything to go by. However, a certain amount of this speed is sure to be sacrificed for an increase in frame rate.

Super GT 24 Jaleco • Winter

Jaleco's Model 2 arcade machine is Saturn-bound... a Christmas release is hinted at.

Buggy Gremlin • Winter

Semi-sequel to *Hardcore 4x4* with trucks replaced by remote-control buggies. Mmmm. We've not seen much on it yet. Soon, though.



Formula Karts Sega • November

It looked a bit pants last time we saw it, but improvements are being implemented.

Sonic R Sega • November

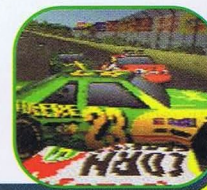
Fruit from the creative loins of Travellers Tales and Sonic Team? Lovely. Count us in!

Vivid Racing Ubisoft • 1998

Mysterious racing project from *Street Racer* coders Vivid Image. More news when we get it.

Nascar '98 EA • December

The *Racing* Formerly Known As *Andretti*; a seasonal update without last year's licence.



The rest

There are other racing games on the Saturn you know – and here they are...

Andretti Racing EA • SP100: 74

Lacks polish – indeed, any real degree of visual accomplishment – but it's an enjoyable racer regardless.

Crime Wave Eidos • SP100: N/A

Not, technically, a racing game. But there's high-way negotiation in it... so hell, it's here.

Cyber Speedway Sega • SP100: N/A

Futuristic racer liked by Dean but despised by many. Not dire, but nearly.

Daytona USA Sega • SP100: N/A

The UK localisation was terrible, but with an NTSC machine and version, it's not all that bad.

Die Hard Trilogy Fox Interactive • SP100: 13

The racing section is enjoyable, if slow. Sadly the weakest conversion of the three sections.



Destruction Derby

Psygnosis • SP100: 76

An adequate conversion. Expectations were high, the game disappointing. *DD2*, where are you?

Hardcore 4x4 Gremlin • SP100: 73

Another racer lacking real optimization for PAL machines.

Hi-Octane Bullfrog/EA • SP100: N/A

A futuristic racer and Bullfrog's weakest game. It's not terrible, merely average.



Impact Racing JVC • SP100: N/A

Pays homage to *Road Blasters* but, sadly, ain't as good. Only three tracks, too. Arse!

The Need for Speed EA • SP100: 91

One of the 3D0's better titles, but it hasn't aged well. Worth a look at second-hand prices.

Road Rash EA • SP100: N/A

Another 3D0 port, but with less substance than *NFS*. The *Road Rash* franchise effectively died with this.

Scorcher Sega/Scavenger • SP100: N/A

Technically fine but rather tedious futuristic racer. No need to form an orderly queue for this one...



Sega Ages: Outrun Sega • SP100: N/A

Ahh, nostalgia. It may not be arcade perfect (or especially playable), but it brings back a few fond memories. Worth a look as part of a three-game pack, though.



Street Racer Ubisoft • SP100: 38

Cheerful eight-player racing in the style of *Mario Kart*. Not brilliant, but certainly fun. Its tracks are rather short, though.

Virtua Racing Warner Interactive • SP100: 84

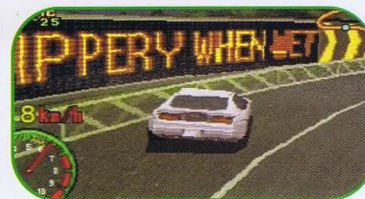
Sega's *Virtua Racing* given seven new tracks and released by Warner Interactive.

It's okay, but... well, it's no *Sega Rally*.

Three of the worst

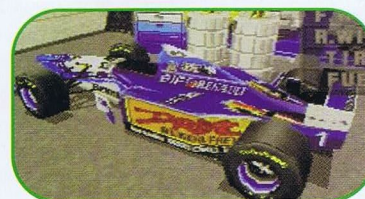
1) Highway 2000 JVC

One word says it all: pants, pants, pants, pants, pants, pants, pants.



2) F1 Live Information Sega

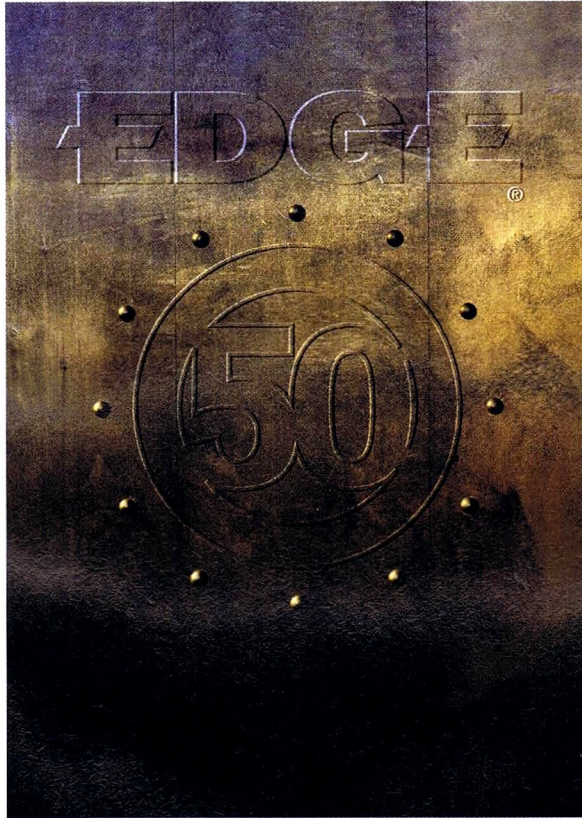
It's applicable here, too: pants, pants, pants, pants, pants, pants, pants.



3) GP Hang On '95 Sega

Hell, I just like to say 'pants'. Pants pants pants pants pants pants pants...





The Prosecution Proposes That: RPGs are boring and, invariably, poorly translated.

The Defence Responds...

The transition from 16-bit to 32-bit platforms has been, to date, of far less significance for the RPG genre than, say, for racing games. The sophistication of most driving titles has increased exponentially; the many worlds of role play, by contrast, remain decidedly reminiscent of Super Nintendo and Mega Drive outings. An increase in resolution and colour usage have often been the only acknowledgement of the superior technology at their disposal.

This, however, is beginning to change. *Final Fantasy VII*, *Grandia* and *Panzer Dragoon Saga* are three examples of role play titles that push their respective platforms. The work involved and investment in each is astonishing. *Grandia* has been in development for over two and a half years, *Panzer Dragoon Saga* a year and a half while *Final Fantasy VII* is already one of the most successful games ever released... mere weeks, as it is at the time of writing, after its release in the United States.

But RPGs, despite their enormous popularity in Japan, are still very much games for enthusiasts in Europe; they have yet to penetrate the mainstream. This is, in many ways, understandable. RPGs are invariably written with the Japanese market firmly in mind. The 'quest' format, oft derided over here, is a staple component of the oriental gaming diet. So much so, in fact, that many RPGs are almost interactive storybooks; characters go through changes, find love... and so forth. This is rather alien to the Western gaming pallet.

Role play games are invariably packed with text. And, invariably originating from Japan, it's safe to say that that text isn't English. However, a straight word-for-word translation can be woefully inadequate. Cultural and linguistic differences make a literal con-

version inadequate, so additional work must be performed in 'tidying up' the copy. This, naturally, involves additional expenditure. A large RPG can cost as much as half a million dollars to translate, re-program and optimise. It's a lengthy, difficult process. If a company were

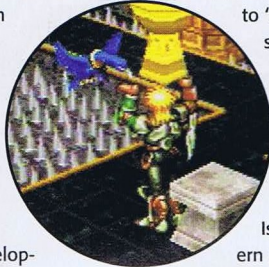
to 'do one on the cheap', so to speak, they'd still be set back by tens of thousands of pounds. The resulting product? A role play game with pidgeon English unlikely to recoup licensing and localisation expenditure.

There's a flip side to the conversion coin, too - creatively, does one interfere? Is it acceptable to infuse a story with western cultural references and in-jokes? American conversion house Working Designs has made a name for itself through licensing Japanese RPGs to re-work and release for the US market. While successful and enormously popular with the majority of Saturn-owning role play fans, their localisation always sees their particular brand of humour added to proceedings. Thus, in *Dragon Force*, one can encounter phrases such as "You're as bad as the telephone company", used as a pre-battle insult.

But, most awful of all (or should that be "as bad as the telephone company?") is pigeon English. *Dark Savior*, for example, is almost embarrassing; its copy as crude and unrefined, and as pleasant to read as teenage 'angst' poetry.

The RPG is a genre that has a great deal to offer. *Final Fantasy VII* and *Grandia* will do for turn-based RPGs what *Zelda 3* did for the action RPGs a couple of years ago. Hopefully, excellent sales for both those games will see all future conversions approached with greater care. And more of them, too. The defense declares this A Good Thing.

The defense rests its case.



- ① *Grandia*... probably one of the best (and most interesting) role-playing games you'll ever see on the Saturn.
- ② As machines have developed over the years, the RPG is finally matching the technology with style and content.

The Judge

In the first of a new regular section, The Judge passes sentence on the RPG. If there's an aspect of Sega-related gaming you'd like to see 'judged', send your suggestion to The Judge, Saturn Power, 30 Monmouth St, Bath BA1 2BW.



The Judge's Conclusion...



Ahhhh, I remember those Japs, comin' at us with samurai swords made out of coffee containers. And those Tamagotchi pilots! Laughed, I did. Roared so much I nearly wet my seat in the armoured command bunker. Think they can keep a genre to themselves, eh? Eh?

WELL? The problem with them translation things, as I see it, is simple - change the UK laws on education. Get all the malingering little snivellers off the playground and down the pits, I say. Not a problem then, is it? Can't even read then, can they?

Verdict: Conditional discharge.



Out now in the UK...

Dark Savior • Sega • 91% • SP100: 25 • circa £35

Dragon Force • Sega • 90% • SP100: 31 • circa £40

Shining the Holy Ark • Sega • 89%

• SP100: 39 • circa £40

Mystaria • Sega • 82%

SP100: 47 • circa £25

Story of Thor 2 • Sega • 80%

SP100: 89 • circa £25

Shining Wisdom • Sega • 79%

SP100: N/A • circa £25

Virtual Hydlide • Sega • 47%

SP100: N/A • circa £20

Coming soon...

Grandia • Sega • Easter

Panzer Dragoon Saga • Sega

• February

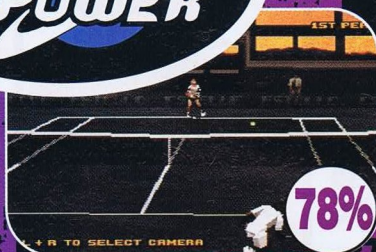
Shining Force 3 • Sega • unconfirmed

Genzo Suikoden • Konami • unconfirmed

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Breakpoint Tennis

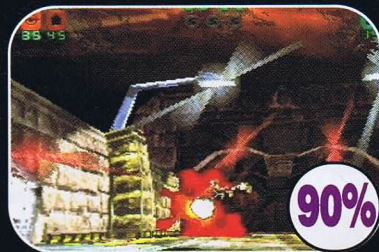
The finest Saturn tennis game.



83%

True Pinball

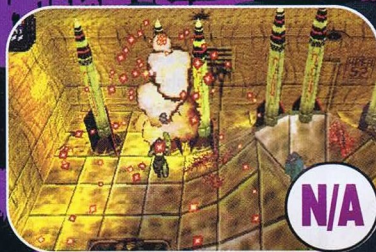
Lots of tables and superb graphics.



90%

Tunnel B1

Very fast *Doom/Wipeout* crossover.



N/A

Reloaded

The gut-pounding sequel.



73%

Hardcore 4x4

4x4 driving never looked so good.



84%

Actua Golf

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Players guides on Last Bronx, Resident Evil and Swagman. Reviews of Marvel Super Heroes and Duke Nukem 3D.

ISSUE 5
October 1997
Finally, the Wipeout 2097 demo but not only that, we also had an excellent feature on Croc and a review of Resident Evil.

ISSUE 4
September 1997
Due to deadline troubles, SP04 has no CD. But it does have first previews of Sonic R, Touring Car and Resident Evil. A fine issue...

ISSUE 3
August 1997
Issue three gives you the FULL lowdown on Resident Evil, Wipeout 2097, Quake and Croc. Plus an excellent music CD and tips book!

ISSUE 2
July 1997
Second issue of our esteemed organ, featuring Shining the Holy Ark and Last Bronx. On the CD: Actua Soccer CE, Reloaded.

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Can you believe that next month's going to be our Christmas issue? Can. You. Believe. That? We can't. It just doesn't seem logical that in the middle of a very pleasant Indian Summer we're having to think of presents, log fires, egg-nog and farting grannies, but think of it we must. Oh, and it's going to be a corker, trust me.

Last Orders

Classics of our time

Number 7: Virtua Cop 2 I'm not sure about these guns games

Well neither was I until I saw this one. The graphics and gameplay are simply out of this world. You've got multiple routes through the levels and the enemies react to where you hit them.

Sorry?

For instance, if you shoot them in the leg then they buckle over. Shoot them in the head and they fly backwards. Shoot the gun out of their hand, though, and you get extra points for not killing them.

The best of it's type?

By far. To be honest there's



not that much competition (*Crypt Killer*, *Chaos Control* – both in our top 10 worst games).

Ah, but what about House of the Dead?

I was coming to that one. It's certainly a very good arcade game indeed (developed by the Sega AM1 arcade division) and if it's as good a translation as we think it could well be, then we're definitely onto a winner.



20 Questions... the answers

So, just how clever were you? Anything under 15 right is completely unacceptable. A score of 19-20, though, is far better. Well done. Off you go now.

- 1) Daily Star.
- 2) WARP.
- 3) D.
- 4) Sonic Team.
- 5) Shuma Gorath, the octopus blokey.
- 6) 18 certificate.
- 7) Lancia Stratos.
- 8) Easter '98.
- 9) Duke Nukem 3D.

- 10) *Quake* or *Exhumed*.
- 11) The Quakes Progress. The Opera in question was called 'The Rakes Progress.' So there.
- 12) Yes, it's a classic sign.
- 13) Yep. Very good indeed.
- 14) Alexis Pasnitzov.
- 15) False.
- 16) ...fish shops.
- 17) Bub and Bob.
- 18) *Bulk Slash*. (snigger)
- 19) Absolute baloney of the highest order.
- 20) The European Computer Trade Show

Please don't forget

The eighth issue of *Saturn Power* will be out on November 10 and judging from what I know about it and you don't, it should be very good indeed. What it all boils down to, though, is whether you trust me or not. Well, do you?

STRANGE BUT TRUE

We try to think of ourselves as informative AND educational and it's through our massive collective wealth of knowledge that we're able to tell you things like this. This month, y'see, we turn our inquisitive beak towards the land of animals (it's all completely true, I can promise you). Here's. Some. Stuff. You. Might. Not. Know.

A woodchuck breathes only ten times per hour whilst hibernating – an active woodchuck breathes 2,100 times an hour.

Elephants, lion and camels roamed Alaska 12,000 years ago.

The Egyptians trained baboons to wait on tables.

A guide dog (or any dog trained to guide the blind) cannot tell a red light from a green one. When it leads its master across the street it watches the traffic flow to tell when it's safe to cross.

Arcade Classics

Number 3: Frogger

Much in the same way that *Pac-Man* created a cult figure out of a small yellow ball, so did *Frogger* capture the imagination and money of the gullible youth. If the game had been designed in the UK then the main character would almost certainly have been a hedgehog as the object of the game is to take your frog from the beginning of the motorway to the five slots (home) at the top of the screen. In your way are various vehicles, sinking platforms, crocodiles and snakes.

Frogger is another case of a game that sounds utterly tedious but actually turns out to be incredibly playable. Every computer system of the day that could handle a moving object had a version of it – with, as I recall, the best version being on the BBC Micro B. A fine piece of programming indeed and one of Sega's first hit titles.

Interesting fact:

Hasbro are in the process of updating *Frogger* to full 32-Bit status – although there's no plans for a Saturn version.



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Next Month



It's our Christmas issue next month and to celebrate the fact we have an enormous review section containing, amongst others, *Quake*, *Sonic R*, *Sega Touring Car*, *Enemy Zero*, *Croc* and *Reloaded*.

Also we'll be bringing you the usual festive nonsense you've come to expect from us. See you soon.