

INSIDE: THE NEW EA STRIKE GAME - EXCLUSIVE PICS!

MEAN MACHINES SEGA

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SATURN EXCLUSIVE

OLYMPIC GAMES & OLYMPIC SOCCER

GOING FOR US GOLD

ULTIMATE MK3



REVIEW!

ROAD RASH PREVIEW

HELL FOR LEATHER!



NIGHTS!

THE MOST AMAZING 32-BIT GAME EVER!



FOUR EXCLUSIVE PAGES IN YOUR OFFICIAL MEAN MACHINES SEGA

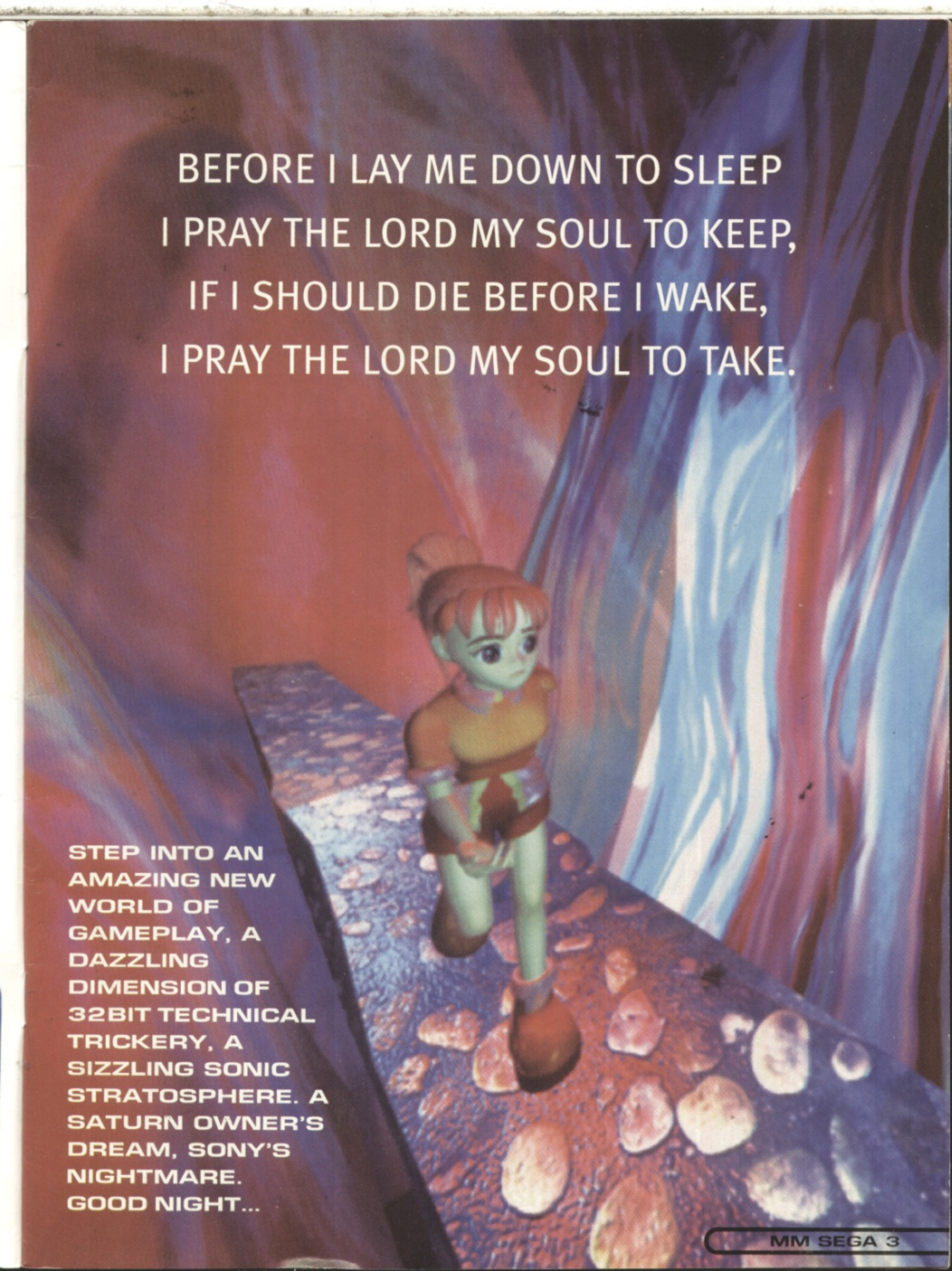


I'VE GOT THIS EARLY MORNING ROUTINE.

OXY AND OXYCUTE 'EM! ARE TRADE MARKS.

I CLEAN MY FACE WITH **OXY DAILY WASH** EVERY MORNING BECAUSE I DON'T WANT SPOTS. **IT CLEARS MY PORES** OF THE MUCK AND GREASE THAT CAUSES THEM. **SPOTS? OXYCUTE 'EM!**





BEFORE I LAY ME DOWN TO SLEEP
I PRAY THE LORD MY SOUL TO KEEP,
IF I SHOULD DIE BEFORE I WAKE,
I PRAY THE LORD MY SOUL TO TAKE.

STEP INTO AN
AMAZING NEW
WORLD OF
GAMEPLAY, A
DAZZLING
DIMENSION OF
32BIT TECHNICAL
TRICKERY, A
SIZZLING SONIC
STRATOSPHERE. A
SATURN OWNER'S
DREAM, SONY'S
NIGHTMARE.
GOOD NIGHT...

COVER STORY

MEAN MACHINES
EXCLUSIVE



OLYMPIC GAMES 20

US Gold's forthcoming Saturn epic examined in every detail bar one – yes, a whopping eight pages without a single mention of Linford's lunch box.

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SHINING WISDOM GUIDE 52
Steve's epic trek through the Weeble kingdom continues. This month: trouble in Legoland.

HEART OF DARKNESS

SEE NEWS



REGULARS

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We turn the clock back to the classic camp crusade waged by the crew of Blake's 7.

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Dit dit dit, dit dit dit, dit dit dit, dit dit dit, chugga chugga. From around the world – news!

CREAM OF SEGA 14
57 varieties of delicious hedgehog soup for your delectation.

STEVE'S TIPS 48
The tipsmeister holds the key to unlocking X-Men: COTA, Street Fighter Alpha, Vectorman, Worms and more.

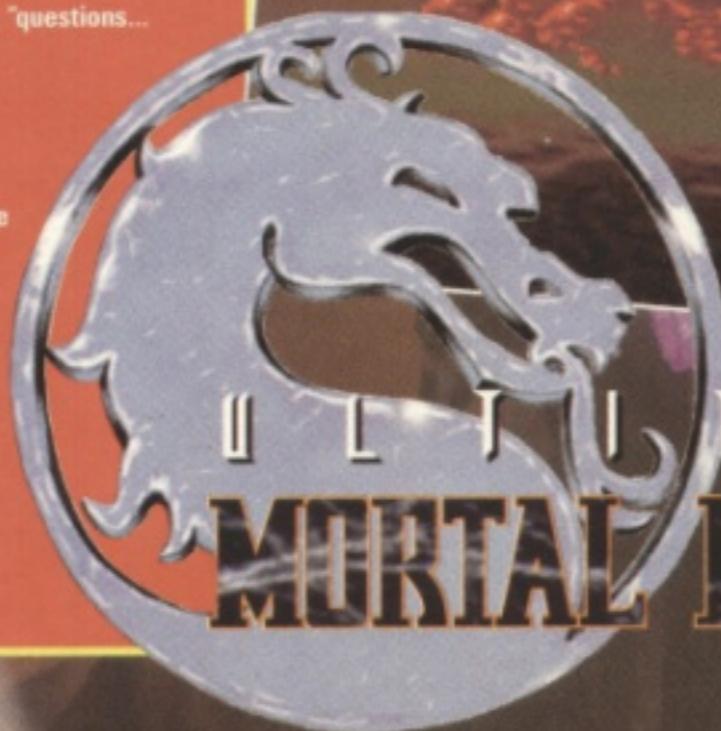
OUT NOW 90
Street Fighter Alpha, Velora Valley Golf and Shellshock are dusted down and given a makeover in shiny new slimline cases.

MEAN YOB 92
Just when you thought he could take no more, it's time for the rematch of the century. Ladies and gentlemen, the daft destroyer faces Mr Paul Johnson.

Q&A 94
"What's in Q&A?" I asked Steve. "Well," he smiled, "questions... and answers."

MEGAMART 96
The bizarre acid experiments of the advertising department finally propel them beyond the reality checkpoint.

NEXT MONTH 98
To be continued...



ULTIMATE
MORTAL KOMBAT

60

PLANETARY SHIFT

Now we're into the show season, last month saw the ECTS show in London. Although the show was pretty boring overall, the attitude to the Saturn had changed remarkably since last autumn, when third-party Sega games were thin on the ground and Sony was talk of the town. Although we won't pretend that the Playstation doesn't exist at MEAN MACHINES, the current evidence is that the big games producers are taking the Saturn deadly serious. I must have counted about 30 new projects planned for this year from UK software houses alone, stuff like *Quake*, *Deathtrap Dungeon*, *QAD* and *UEFA Champions* that there just hasn't been space to talk about, and just think about *Heart of Darkness* coming first on Saturn. This month's news section is exceptional, even for us. The news is also good for Sega. The recent price drop led to an upsurge in demand for Saturn, and the prospects for Christmas will be bolstered with the thought of *VF3* coming this year, *Fighting Vipers*, *Virtual On*, and of course, *Nights*. I am going to the **BIG SHOW: E3** in Los Angeles, and the magazine goes to press a day after it closes. This means that next month, **MEAN MACHINES** will have all the major releases of '96 detailed before any other mag in the world. Frightening but true — just don't miss it.

GUS



MEAN MACHINES PHONE PESTS

Don't get us wrong — 99.9% of our readers are excellent individuals who we would be happy to conduct lively and intelligent conversations with. There is, however, a mind-numbing minority. A core of persistent phone callers who either send us to sleep with boredom or send us up the walls in frustration...



PRINCE HARRY

"I have interrupted my morning Earl Grey to raise a matter of the most pressing urgency with you. While browsing through *Sega Saturn Magazine* I noticed an advertisement for a new periodical called *Gamespotting*, and I was pondering whether you were the originators of this promising new



venture." Erm, sorry Lord Snooty but you were reading an advert for the next issue of *MMS* that we made in the style of the *Trainspotting* movie poster. Sorry if that wasn't blatantly obvious.

BLAKE'S 5?

We tune our TV dials to UK Gold, and turn the hands of time back to a halcyon age of, er, classic science fiction...



GUS

"I've chosen evil baddy Servalan for my *Blake's 7* lookalike character," purrs Angus. "I admire her ruthlessness, Machiavellian ambition and fabulous frocks. And I think I've got the hair for it." The evil Federation's Supreme Commander terrorised *Blake's* freedom fighters (editorial staff?) through four years of spacebound drama — essential viewing in the Swan household. "*Blake's 7* was only challenged by *Space:1999*. That programme's use of Lycra was years ahead of its time, even if all their television sets were black-and-white."



CLAIRE

"Everyone reckons I'm a dead ringer for sexy space smuggler Jenna," says a dubious Claire, who is admittedly lacking in the necessary crushed velvet platform boots. "*Blake's 7* wasn't the best telly sci-fi though. My favourite *Doctor Who* episode was the one with the giant spider [*Planet of the Spiders* — broadcast 1974] and the scariest *Star Trek* was the one with the flying pizzas that stuck to people's backs [*Operation Annihilate* — first broadcast 1970]." Educated guesses of Claire's true age are invited at the editorial address.



MARCUS

"I've chosen Blake," says Marcus. "Although ultimately misguided, Blake was an idealist. He believed that dignified resistance would topple Servalan's Federation (but not editorship), and he never wavered in his struggle to stamp out corruption and evil. There are obvious similarities between his character and mine — we are kindred spirits treading the same path towards truth, honour and justice." Which is odd really, because everyone else thought the resemblance ended with them both being a bit fat.

MR. MELBOURNE

"G'day from the land of Oz." Well it was a good day until you rang up mate. His calls have become as regular, and as predictable, as Neighbours. They go something like this. (Dials number) "Hello, can I speak to MEAN MACHINES please blue?" (Get's put through) "Do you review PSX games?" Yes, he still hasn't grasped the fact that we are a Sega magazine. He hangs up...then calls Saturn mag too. ASK FOR PLAYSTATION PLUS AT RECEPTION, OK?



MR. M2

As much as we love our foreign readers, some of them are one song short of a musical. Take the Dutch bloke we've dubbed Mr M2. Don't ask us how, but someone has drilled it into his head that the M2 add-on for the 3DO is coming out for the Saturn. Stupid enough in itself, but when he phones up every



Mr M2 dreams of the day he'll insert his Saturn into his expansion slot. But alas, it'll forever remain a dream.

fortnight to ask when it's coming out his obsession creeps into madness. "Hellooo...I vonder if...you can tell...me when M...2 iz coming out for ze Sat...u...r...n..". Never. Sod off and pick a tulip.

CRY BABY

This little chap phones up asking for tips on ancient games like Talespin, Talmit's Adventure and Micro Machines. Then, after we tell him no-one in the BUILDING has the cheats, he phones C&VG and Saturn mag who are on the same floor as us, asking them exactly the same thing. But because Saturn mag don't cover Megadrive games any more, they put him back through to us! And to top it all off, he always sounds like he's going to piss his pants and cry. I think he must know how we feel when we talk to him.



BOB FLEMING

"Good Evening, cough cough, Bob Fleming here, cough. with more banal questions, cough, to the MEAN MACHINES, cough, team." Basically, this bloke rings us up one afternoon with a whole list of questions to ask but, like the spluttering gardener from The Fast Show, can't get more than three words out at a time before coughing his bloody guts

up. God knows what the end of his phone must look like when he's finished on it. Let's just hope it's fitted with a phlegm pump.

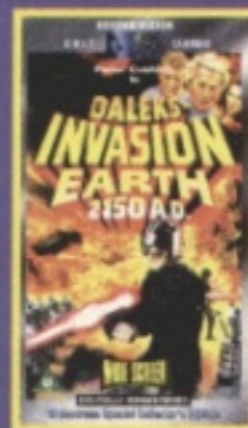
FREEBY FRENZY

The classic widescreen movie Daleks Invasion Earth 2150AD is released on Warner Bros/Beyond Vision home video on 13 May. We have five copies to give away - simply tell us the name of the Doctor's time/space machine and if your correct answer is lucky enough to be

picked out of the hat you'll win a tape and save yourself £12.99. Address all entries to us, marked EGG WHISK.

Japanese animation supremos AD Vision have given us five copies of their latest action video, Gunsmith Cats, directed by Anime master Kenichi Sonoda. As well as giving away 5 tapes, which go on sale 6 June at £12.99, each of our lucky winners will also receive a giant Gunsmith Cats 'goo gun'. Simply tell which famous Sega character stars in his own cartoon series.

Address all entries to us, marked COOL CATS. All entrants must be aged 15 or over.



GAMES DECATHLETES

DALEY THOMPSON

Steve 'Whitley Bay' Merrett

SEB COE

Angus 'Anthea and Emma' Swan

SALLY GUNNEL

Claire 'Play Doh' Coulthard

ROGER BLACK

Marcus 'no milk today' Hearn

DIANE MODHAL

Lucy 'popular, apparently' Hill

STEVE BACKLEY

Steven 'Arkwright' Key

FREELANCE VAULTERS

Dave 'Potty Pigeon' Kelsall

Jaime 'bleached' Smith

SERGEI BUBKA

Harry Attrill

FLO JO

Liza Merrett

ZOLA BUDD

Tina Hicks

SPECIAL THANKS TO: Susie Hamilton for a lovely dinner, Shan for her immaculate powers of organisation and cake, Andy Bebop and all at Silicon Dreams for much assistance.

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IMPORTANT: This issue's competition entries must reach us by 17 June 1996.

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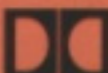
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COMPETITION RULES

Employees and suppliers of EMAP IMAGES and their relatives are not eligible for competitions. There is no cash alternative for any of the prizes on offer. And you can forget those multiple entries too, fella!

MEAN MACHINES SEGA use Dolby Surround Sound to test out all featured software.



DOLBY SURROUND



LUCY

"Blake's 7 is very special to me for two reasons," says Lucy. "Firstly, I had a massive crush on Avon - I thought he used to look dead sexy in all that black leather. Secondly, every other episode looked like it was filmed in Newcastle - all that concrete makes me quite homesick." Lucy has selected telepathic alien beauty Cally as her Blake's 7 lookalike. "My favourite part of Blake's 7 wasn't a particular person, however, it was the spaceship. A design triumph, both inside and out. Even if you could see the strings holding it up."



STEVE

"Er, what's Blake's 7?" asked Steve, who opted for a picture of an evil Federation guard. Mr Key's taste in TV sci-fi is a bit more up to date, his current faves being The X Files and Star Trek: The Next Generation. "I prefer to watch my special effects state of the art, not state of the ark." While pondering this curious attitude, we were, however, bemused to notice that a saucy Gillian Anderson poster had been torn out of his recent copy of a well-known men's magazine. "It had an X Files episode guide on the back!" he protested.

NEWS

STRIKE'S BACK!

SOVIET STRIKE

BY: EA

SATURN

**RELEASE:
NOVEMBER**

ORIGIN: USA

What so many of you have been waiting for: EA announce the next in the Strike series. Soviet Strike has a November release date, and by EA's own admission will be their most important release of the year. Not surprising, as the Desert, Jungle and Urban Strike trio are some of the biggest-grossing games in history. These pictures of early work show EA cannily taking a revolutionary overhead perspective, rather than slavishly going for the 3-D cockpit angle expected of 32bit. It doesn't look any less spectacular for it. We're promised an explosion of details within an issue or so, so don't miss it!



This month's news is virtually all exclusive because we were at the ECTS show, where a raft of Saturn projects were announced, practically transforming the software outlook overhead. Now salivate over these Soviet Strike pics.

MEAN MACHINES

VARIOUS GAMES

BY: CODEMASTERS

SATURN

**RELEASE:
LATE '96**

ORIGIN: UK

Although no official announcement has been made, MEAN MACHINES has obtained the document that reveals Codemasters' dynamite plans for Saturn. Only approval from Sega is required to bring a clutch of games from the Leamington firm who have dominated Megadrive sales over the last year. Get a load of: Micro Machines 3(D), Pete Sampras Extreme and Ultimate Skidmarks, all before November! Since relations between us and the firm are so good they're practically sexual, expect all the details, including a planned game diary for Micro Machines 3!



Once more, Codemasters present a captioner's nightmare. As if cricket wasn't bad enough, tennis checks in for a second round of 'tenuously linked funnies' angst. Oh well... strawberries, short skirts, you cannot be serious etc.

KEY





QUANTUM LEAP

AWESOME SPEC. OF VIRTUA FIGHTER 3 UNVEILED



VIRTUA FIGHTER 3

BY: SEGA (AM2)

MODEL 3

RELEASE: DECEMBER

ORIGIN: JAPAN

As first reported in last month's news, Sega are moving the goalposts of arcade standards once again with Virtua Fighter 3. A machine specification reveals the Power PC chip at the heart of the CPU.

As mesmerising as the computing power was the demo of the first new character set to appear in the game. Aoi Umehokouji is an alabaster-skinned Japanese beauty, dressed in ceremonial kimono, who performs her Aikido arts with the poise of a dancer (indeed, a motion-captured dancer assisted in the realisation of Aoi).

Aoi's beauty contends with the stunning embodiment of Dural, now spectacularly, reflectively metallic and more impressive in motion than the million-dollar special effects of the T1000 from Terminator 2. Breaking down the gulf between pre-rendered sequences and realtime polygon generation is Model 3's Real Time C.G system. Any perspective, however close to the character, can be viewed without loss of resolution quality.



Virtua Fighter 3



ROAD RAGE



VARIOUS GAMES

BY: CODEMASTERS

SATURN

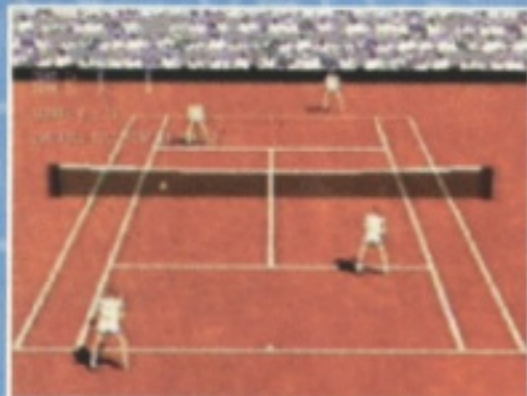
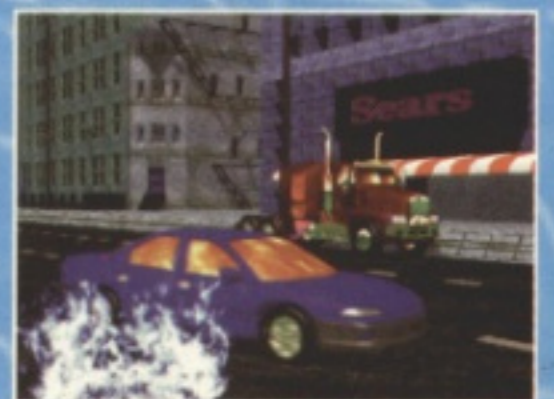
RELEASE: LATE '96

ORIGIN: UK

Much lauded coders DMA - Scotland's finest - are producing a wicked little game for BMG: Grand Theft Auto. From the creators of Lemmings comes a game that can only be described as a delinquent mutation of Micro Machines. Viewed overhead with unfussy graphics, you steal cars, vans, ambulances, anything with wheels and an engine. If anyone happens to be behind the wheel, drag them out and shoot them.

The early version already shows a

crowd of pedestrians being mowed down as a VW Beetle mounts the kerb. Disgraceful. We obviously want to inspect this kind of filth very carefully



SHAKEN TO THE CORE



TOMB RAIDER

BY CORE

SATURN

**RELEASE:
AUTUMN '96**

ORIGIN: UK



Core Design showed the outstanding development of the recent ECTS show, in our opinion, in the form of Tomb Raider, a radical true 3-D adventure game. The game features a pneumatic heroine, Lara Croft, who explores some of the world's most mysterious ancient ruins, equipped only with a pair of desert boots, twin pistols and a very tight pair of hot pants.



The game itself is hot, and not pants. The game's dungeons, pyramids, corridors and palaces are viewed through an amazingly solid 3-D generator, with an intelligent camera viewing from dramatic, but playable angles. There is none of the fogging, or nasty pop-up of other games. Tomb Raider looks like matching the best technical development for the Saturn to date, including Sega's own work.



Witness the amazing non-shaded out 3-D that makes Tomb Raider the hot property it is.



NINJA

BY CORE

SATURN

**RELEASE:
SUMMER '96**

ORIGIN: JAPAN

Core kept a surprise development, Ninja, from the journals until the ECTS event. MEAN MACHINES was the first to view this stunning new slant on the beat 'em up. Set in the times and landscapes of an oriental feudal fantasy, the brave young Kuwosawa fights polygon samurai, towering lizards and to be perfectly frank, large monsters. The graphics are pretty incredible, with a

chunky, isometric 3-D of admirable detail even at close range, including spectacular architecture which leaps out of the screen at you. Core are planning a late summer release for this very exciting game.



The very first pictures of Ninja in its early form — but the game is expected before September. These monsters move as good as they look.

GRUESOME TWOSOME



FIRO AND KLAWD

BY BMG

SATURN

**RELEASE:
OCTOBER '96**

ORIGIN: UK

The Oliver Twins, arch-creators of the Dizzy games, and their new Interactive Studios label are behind a novel pairing for BMG's isometric shoot 'em up puzzler, Firo and Klawd. The strange title refers to the two player characters, who are a minor gangster cat and a law-enforcing orang-u-tan. They spend the game (it's one or two player) traipsing the urban jungle, avoiding the mob and returning fire when necessary. It's an ambitious project with some great graphics, and we'll be interested to see how it develops.



DARKNESS DESCENDS



An electrifying demonstration of Sega's new found status with third-party developers is the announcement that Virgin's biggest game, and longest development, Heart of Darkness, is to appear on Saturn ahead of other formats. Apparently the Sega version is at least as advanced as any, and will be ready within six months. Heart of Darkness has been in production for over three years, it's a massive adventure that takes games like Delphine's Flashback leaps forward - a true interactive movie.

- HEART OF DARKNESS**
- BY VIRGIN**
- SATURN**
- RELEASE: SEPTEMBER**
- ORIGIN: USA**



CROWN JEWELS



JEWEL OF THE ORACLE

BY SUNSOFT

SATURN

RELEASE: JUNE '96

ORIGIN: JAPAN

Sunsoft make a welcome return after Hebereke, with a Myst-style rendered adventure Jewel of the Oracle, set for a surprisingly close June release. MEAN MACHINES briefly played this smart-looking adventure game, which mixes high-resolution locations with logic and pictorial puzzles. Rather than a collection of stills, the locations animate into each other. We very much expect an intriguing review next month.



FOR A CLOSE ENCOUNTER SEE PAGE 13



SHOW US YOUR DICK!



Dastardly, that is. Dick Dastardly is the star of a brilliant new Ocean game concept called **Pandemonium**. It's a point-and-click adventure (ie *Discworld*, *Blazing Dragons*) based around the wonderful world of Hanna Barbera and their immense catalogue of cartoon characters. Ocean, the holy church of licensing, have apparently bought rights to every conceivable character from *The Flintstones*, to *Snagglepuss*, *Scooby*, *Shaggy*, *Huckleberry Hound* and the whole *Wacky Races* crew (even *Barney* and *Betty Rubble's* pet canary). The soundtrack is even being recorded by some of the original cast.

PANDEMONIUM

BY OCEAN

SATURN

**RELEASE:
LATE '96**

ORIGIN: UK



GOS



Warning, gossip overload! The ECTS show last month, while full of vacant men-in-suits, did throw up a veritable hoard of prospective Saturn software. Along with the other Codies goodies, the Saturn's first Rugby game is planned, and true to previous big licensors like *Pete Sampras* and *Brian Lara*, they're gunning for the big name endorsement. Can't say, but think *Pizza*. And next to *Sega*, who are really pleased with the effect of their price-cut. *HMV* is now selling twice as many Saturns. But the only blot on the landscape is football. And the possibility of, shall we say, a *Victory own Goal*. The follow-up to *IVG* is due near Christmas, and strangely enough, *Sega* don't want anybody saying its super at the moment. Oh well, *Ocean* are not so bashful, whispering they have a football game based on *Sega's Virtua Striker* machine. Not official, but just like it. A *MEAN MACHINES* rep went along to see *Perfect*, the creators of *Discworld*, and perpetrators of the *Wipeout* conversion. They're working on *Discworld II* at present, and are keen to share with you the travails of a conversion house. We're planning to join forces and bring you the gritty story of the unglamorous task of making a *Playstation* game function on a *Saturn*. Sorry to everyone and their games who didn't even get a mention this month, but it's tough at the top.

TAKE THE TUBE



TUNNEL B1

BY OCEAN

SATURN

**RELEASE:
LATE '96**

**ORIGIN:
GERMANY**

Ocean have signed German designers *Neon* to create three contrasting games on multi-next generation formats (including *Saturn*). The most advanced, and undoubted star is *Tunnel B1*, an underground shoot 'em up based around some incredibly realised 3-D environments. You battle through a subterranean realm hoping to destroy a superweapon protected by the labyrinth's defences. This looks beaut, and a full report from our German-bound correspondent is due next month. Well, *Rad's* going to see them.



SNIFF MY DUMP



Philips Media are most definitely into *Saturn*, with up to

five titles available this year (including a conversion of *Burn:Cycle*). The *Biggie is Down in the Dumps*, a surreal adventure game set on a rubbish tip, and featuring some of the best rendered art seen on computer. It's all a bit *Toy Story*, with a plot and characters to unfold across four chapters as thumb-sized aliens try to escape from their stinky sector of earth.

DOWN IN THE DUMPS

BY PHILLIPS

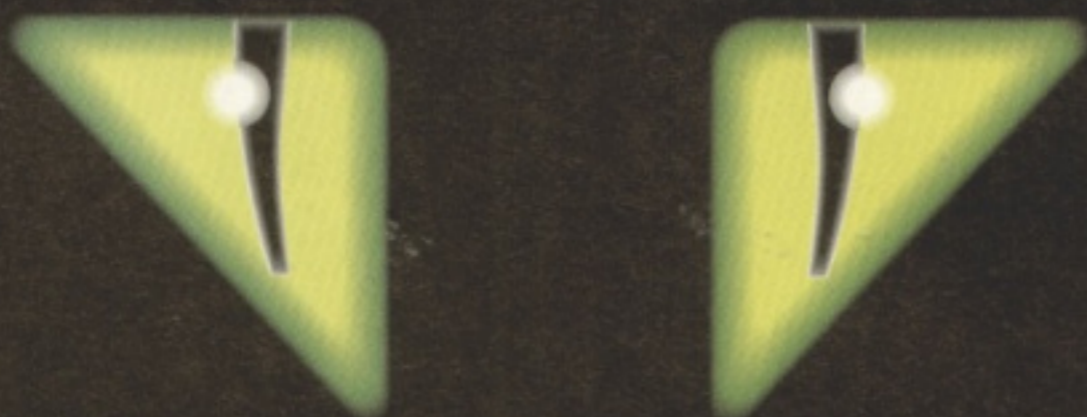
SATURN

**RELEASE:
LATE '96**

ORIGIN: UK



IS BANKING ALIEN TO YOU?



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**END THE
ALIEN NATION**



CREAM OF SEGA

OFFICIAL CHARTS © ELSPA COMPILED BY CHART TRACK

Your essential monthly guide to the movers and shakers on the official national charts of Megadrive and Saturn sales, as well as a summary of your opinions about the games that matter (or will matter) to you. Thanks to our good friends at Chart Track, and the software supremos ELSPA, we bring you another generous helping of number crunching info. Numbers in brackets indicate last month's chart positions. Here's the best, the rest, and a few spins from the bin...

- 1 (-)
DARK SAVIOR
This is going to be a bit special. We're excited.
- 2 (-)
DESTRUCTION DERBY
Wins the readers' vote.
- 3 (5)
MANX TT
Enthusiasm is still strong.
- 4 (3)
ALIEN TRILOGY
Another hotly anticipated readers' fave.
- 5 (-)
FIGHTING VIPERS
Perhaps the most eagerly awaited coin-op conversion.

HYPE CHART
 What you, and we, are most looking forward to.

BE AN OPINION FORMER

Our ongoing lists of readers' faves is becoming more and more popular. Each month we list the games you most want and those you are looking forward to. Just fill in the coupon. Also, take a guess at what the most popular game of the month will be. One of those smart enough to guess the top of the reader's chart will win a copy of that game! Congratulations to last month's winner, Patrick Hayes from Brighton.

MY TOP THREE SATURN GAMES ARE:

I'M MOST LOOKING FORWARD TO:

I PREDICT THE MOST POPULAR GAME WILL BE:

NAME:
ADDRESS:

Send to: Cream of Sega, MEAN MACHINES SEGA, EMAP Images Ltd, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

1 (-)
WIPEOUT (Psygnosis)
The Playstation conversion steals pole position.

2 (10)
VIRTUA COP (Sega)
Fresh stocks of guns help boost sales.

3 (1)
SEGA RALLY (Sega)
Outgunned by some strong competition.

4 (-)
MAGIC CARPET (Electronic Arts)
A new entry for this Turkish delight.

5 (4)
FIFA SOCCER '96 (Electronic Arts)
Still the only real footy option.

6 (3)
VIRTUA FIGHTER 2 (Sega)
The Saturn's top-selling beat 'em up. For now.

7 (8)
D (Acclaim)
Things that go bump in the night...

8 (6)
WORMS (Team 17)
Still smart, despite our disastrous performance in the office league.

9 (2)
PI CHALLENGE (Sega)
"And Hill finishes second! Again!"

10 (7)
**RESTORME THUNDER-
BARK 2 (Core)**
This chopper fest hovers on the brink.

Chart Track's guide to the top-selling CDs.

SALES CHART: SATURN



1 (-)
TOY STORY (Sega)
Superb game meets competitive discounting.

2 (1)
FIFA SOCCER '96 (EA)
Displaced by a cloth cowboy and a slinky dog.

3 (2)
SONIC AND KNUCKLES (Sega)
The plug-through cart's smart.

4 (3)
SONIC 2 (Sega)
Classic platform fun with our spiky blue buddy.

5 (5)
MICKEY MANIA (Sony)
Still shifting from beyond the bin.

6 (6)
ECCO 2: THE TIDES OF TIME (Sega)
Better than a fart in the bath. Nearly.

7 (10)
PSYCHO PINBALL (Codemasters)
Zany multi-ball fun with Miss Flipper.

8 (-)
AUSTRALIAN RUGBY LEAGUE (Electronic Arts)
A new entry for upside down rigger.

9 (-)
PRIMAL RAGE (Time Warner)
Let's hope they all picked it up cheap.

10 (4)
TAZMANIA: ESCAPE FROM MARS (Sony)
Oh dearie dearie me.

Chart Track's guide to 16-bit sales.

SALES CHART: MEGADRIVE



1 (1)
PANZER DRAGON ZWEI
It's German. Or something.

2 (3)
WIPEOUT
Plays like a beast.

3 (-)
ULTIMATE MORTAL KOMBAT
Steve's Capcom-topping fave.

4 (-)
EURO '96
A FIFA beater in everyone's opinion.

5 (4)
MAGIC CARPET
Gus's epic journey continues.

Our choice of next generation titles.

OFFICE CHART SATURN

1 (2)
SEGA RALLY
Back in top gear.

2 (1)
VIRTUA FIGHTER 2
The connoisseur's beat 'em up.

3 (-)
VIRTUA COP
Big comeback now you're all armed.

4 (-)
FIFA SOCCER '96
And what, precisely, is a bicycle kick?

5 (-)
WORMS
Clearly don't only emerge when wet.

Your choice of the best Saturn titles.

READERS CHART SATURN



BRAVE NEW SEGAWORLD



Over the last few years, Sega's commitment to the arcade business has put them in the position of No.1 amusement developer. In Japan, Sega's coin-ops comfortably occupy the first, second and third place in punters' popularity. From the Scalar board cabinets of Outrun and Afterburner, to the latest million polygon Model 3 board, Sega has been out in front. Buoyed by this success, the company has widened its vision beyond the limiting concept of the 'amusement arcade'. The ambitious concept that Sega Amusements have come up with is the Indoor Theme Park. Instead of coin-op cabinets, vast numbers of people are expected to flock to participate in interactive rides — coupling real movement, mass participation and the latest in computer generated graphics. As you might expected, Japan was the scene of the first experiment in next-millennial mass entertainment. In 1994 Sega opened Joypolis in Yokohama. Now Sega have decided to go bigger. They are about to open a Segaworld of a size and development that even outdoes Joypolis. Not in Tokyo, or New York, or Paris. In the heart of London.



SEGAWORLD FAX
The Trocadero attracts 16m visitors annually.

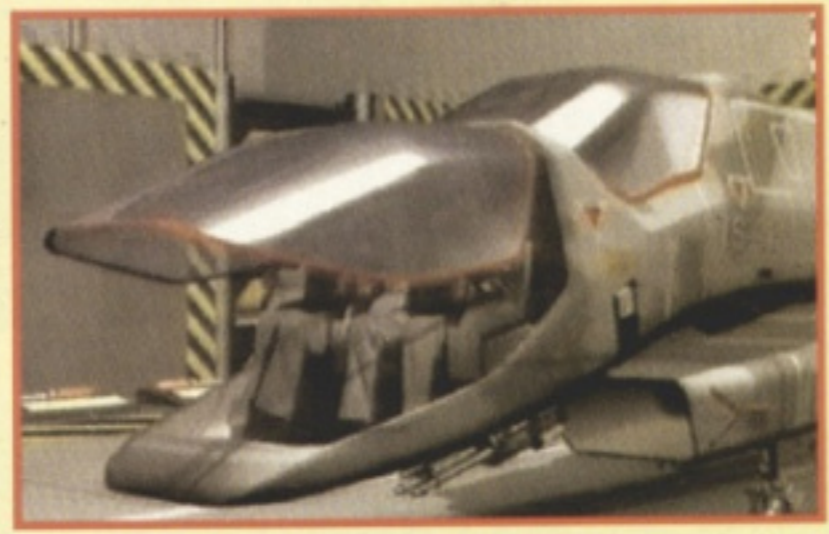


THE RIDES — FIRST DETAILS!

Currently, Sega are keeping the full details of the major rides which will feature at the opening of Segaworld, but we've managed to source information on five of these mind-blowing attractions. All of these, bar the AS-1, have never been seen in Britain before!

VR1 — SPACE MISSION

An all-new space adventure that looks incredible. Strafe huge space cruisers and enjoy interstellar visuals through the Mega Visor that put many sci-fi movies to shame!



VRD — UNDERSEA ADVENTURE

The snippets of this we've seen look terrifying. Immerse yourself in a virtual reality underwater world with predators of the deep. VRD appeared so realistic to some testers, they held their breath during the experience!



SEGAWORLD FAX
It will be unique in Europe. But Sega aim to expand to other major cities on the continent.

THE BIGGEST INDOOR THEME PARK IN THE WORLD!



A ROCKET TO RED HOT LOVE

Sega have chosen the Trocadero, Picadilly Circus, as Segaworld's location. It will occupy an incredible seven floors of the tiered complex, leading to a complete refurbishment of the interior into a glowing, neon-charged Theme Park of the future. All visitors are channelled into a unique rocket escalator, which whisks them directly from the second to sixth floor in an enclosed metallic tube. From there, visitors pay between £10 and £15 for entry to the Park and then make their way down through its six themed areas.

SEGA WORLD™

THE TROCADERO, PICCADILLY CIRCUS, LONDON

GHOST HUNTERS

This looks like a fun game for all the family, combining 'real world' theme visuals, moving cars and virtual reality monsters superimposed onto a screen at the front of your car. Looks fab.



Don't you always feel like a berk when the attendant straps you in before the ride starts?

MAD BAZOOKA

Looks crazy and takes up a vast area, as players get into large vehicles, scoop lots of coloured balls up from the floor and fire them at each other. Dodgems with attitude — too mad!

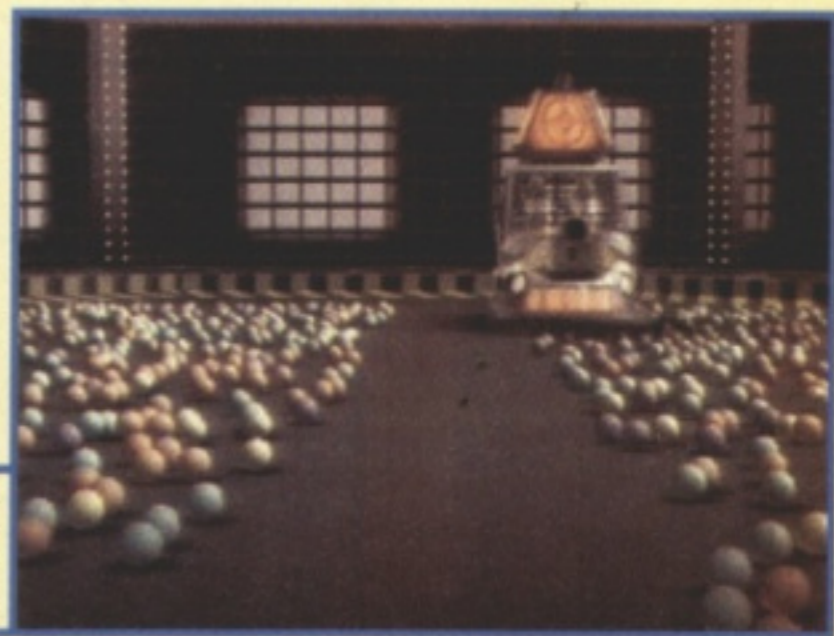


SEGA WORLD FAX

Segaworld covers an area bigger than the Royal Albert Hall; 110,000 square feet.

SEGA WORLD FAX

Sega expect 1.75 million visitors in the first year!



A simulation of what the aptly titled 'Mad Bazooka' will look like.

AS-1 SIMULATOR

This was developed by Sega just over two years ago, and is a state-of-the-art simulator ride. It is able to run game modules, and outperforms other simulators you may have been on by allowing passengers to participate.



This two-seater capsule strikes fear in the heart of spooks and spectres. Allegedly.

VIRTUAL REALITY RIDES NEVER SEEN IN EUROPE!

THE MEGA VISOR DISPLAY

MEGA VISOR DISPLAY



The key to Sega's rides is the Mega Visor Display, a virtual reality device that allows each ride passenger to have a different experience. The rides really are virtual — by turning your head you see views to the side, back above and below, creating an effect impossible on conventional simulators.

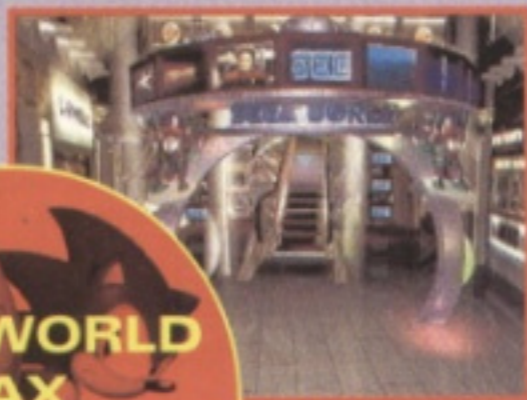
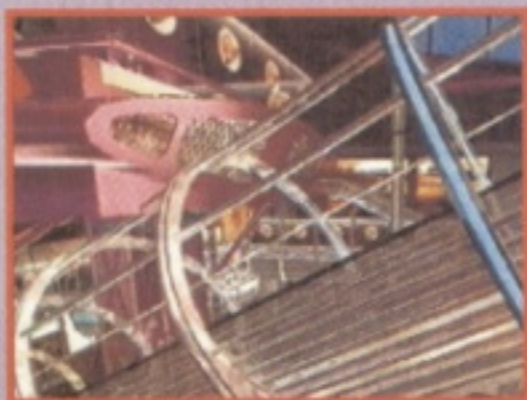


SEGA WORLD FAX

Segaworld represents a billion dollars of Sega's money in entertainment research.

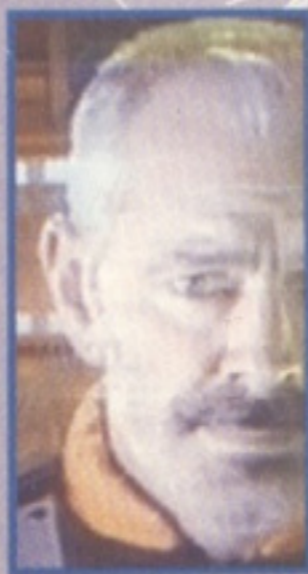


If the ride doesn't grab you, you can always pretend to be a farmhouse egg in a cardboard tray.



SEGA WORLD FAX

Sega is investing £47m in the Trocadero site.



BEST OF THE BEST

Segaworld will be more than its six main rides. In each themed zone, there will be all manner of undisclosed displays, outrageous architecture and the best of Sega's amusement hardware. Take the racing zone, for example, which will feature suspended formula cars and the cream of Sega's racing games. Although Segaworld is concentrating on its unique attractions, it will also be the first staging post for Sega's new coin-ops in Europe: a gamer's paradise!

SEGA WORLD FAX

The Theme Park has a capacity of 3000.

Who gave Sega permission to film Claire's house?

you know the Score

Recreates all the action of the Championships.

Official licensed product of the
1996 European Championship

ALL THE TEAMS **ALL THE PLAYERS**
ALL THE STADIUMS **ALL THE DRAMA**



Top international footballers - realtime motion captured

Full commentary by Barry Davies

4 Player action

Editable tactics

Also Available on PC CD ROM

SEGA

bringing the game to you





COVER STORY

PROJECT

OLYMPIC GAMES

PUBLISHER

US GOLD

INITIATED

APRIL 95

RELEASE

JULY 98

FORMAT

SATURN

DEVELOPERS

SILICON DREAMS

US Gold's Olympic Games originate 4000 years in antiquity. The compendium of sporting disciplines is the official game of the 26th summer games of the Modern Olympic era, to be held in Atlanta, Georgia, this July.

It will not be the first simulation of olympic events, or even US Gold's first stab at recreating the games in console form. Produced by US Gold's Silicon Dreams development arm in Banbury,

Oxfordshire, the multi-player, multi-event format revives a gaming tradition. Video games compendiums of track and field events go back to the early Eighties. Most of the early attempts were unlicensed, like Activision's memorable Decathlon, conceived by its then star programmer David Crane. Decathlon featured the ten events of the Olympic equivalent

and introduced a new gameplay format, which became known as the joystick waggler/ button basher. Rather than any dexterity or reflexes, success depended on sheer bloody endurance and finger strength. It was the beginning of the death of a thousand joysticks.

The real breakthrough came with two arcade games from Konami: Track and Field, whose success led to Hypersports. At much the same time, a Commodore 64 developer called Epyx embarked on a series of state-of-the-art, hugely successful multi-event games from Summer Games, Summer Games II, Winter Games and World Games.

The genre fell into disrepute, only for US Gold to revive it with a game based around the 1992 Olympics in Barcelona.

Although massively successful, it was a mixed bag in terms of quality. US Gold recognise the weaknesses in that title, which they admit was influenced heavily by the previous decade's Epyx titles. For Olympic Games, and the

Saturn, they've moved into the polygon age, with 15 events, virtual views and simultaneous participation for up to eight players. And it promises to bugger a new generation of joypads.



OLYMPIAD I

ATHENS 1896

The modern games was inaugurated in the newly refurbished stadium in Athens in April 1896. Fourteen nations took part. This first Olympics saw the creation of the Marathon, a race to commemorate an epic run in Greek history.



OLYMPIAD II

PARIS 1900

These games were a damp squib, as they took place only as part of the Paris Exhibition, and it took over five months to stage the events! The facilities and organization came in for some criticism — with the athletics held next to a smelly farmer's field!

THE DISCIPLINES

There are fifteen disciplines chosen to form the Olympic Games on Saturn, grouped variously according to their action type. Originally, US Gold planned future compilations, and 25 possible events were explored to a programming stage. However, it has been decided to create a single package featuring the most effective of all events.



The Long Jump is portrayed with an isometric run-up.

After each attempt, the indent is measured by the judge.



LONG JUMP

FIRST FEATURED: 1896
CURRENT HOLDER: CARL LEWIS

Sprinters are usually strong in this event, which holds almost as much prestige as the dash. Technique has led to improvements of over two metres since the first Olympics.

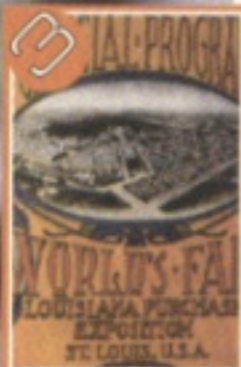
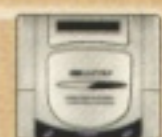
The technique for play is quite simple, with rapid button pressing to gain speed, and another button used to launch the player at the line. Holding this down increases the angle of takeoff, which determines distance. The event takes place on a strip inside the running track.

20 MM SEGA

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Atlanta 1996





OLYMPIAD III ST. LOUIS 1904

Similarly part of a world exhibition, the St. Louis games were lacklustre, with few competitors able to afford travel to Louisiana. There was a major scandal in the marathon, when one competitor was chauffeur-driven from start to near the fin

the Gods. Every four years (an 'Olympiad') there was a ritual five-day festival of sports, testing the prowess of Greek youth in events like discus, chariot-racing and wrestling. On the final day, the victors would be lauded with wreaths of olive. The ancient Olympics were a part of ancient society until the Christian Roman Emperor, Theodisius, outlawed any kind of Pagan ritual in 381AD. The Olympic ideal was rediscovered by the ennobled French historian and social analyst, Count Pierre de Coubertin. Coubertin's own ideas of the spiritual values of physical exercise led him to propose a revival of the Olympic Games, with a redefined Olympic ideal of international friendship, and participation on a strictly amateur basis. Representatives from a small number of nations formed the IOC, or International Olympic Committee, in 1894. Plans for a first competition to coincide with the Paris Exhibition of 1900 were outlaid, although in the end, the first games were held in Athens in 1896 at the eager insistence of Greece.

HISTORY OF OLYMPIA

Historians believe the Olympics of Greek antiquity go as far back as 2000BC. Then, representatives of the city states made their way to a sacred stadium beneath Mt. Olympus, home of



OLYMPIAD IV LONDON 1908

These games were more successful, partly due to the influence of an 'Intermediate Games' held in Athens in 1906. These games were originally intended for Rome, but an eruption by Vesuvius prevented that. 100,000 watched events in the White City stadium.



The 400m is more dramatic and prone to upsets than the 100m. All eight lanes can be utilised by human players.



400 METRES

FIRST FEATURED: 1896
CURRENT HOLDER: QUINCY WATTS (USA)

The longest of the sprint events, the 400m requires more than just unbridled speed. Stamina and courage are also required to complete the single lap with enough power left for the final strait.

The game reflects the balancing act by adding a secondary stamina bar for each player. Rapid button pressing gives an initial lead, but players will be left exhausted should the stamina bar fall to nothing. A wheeling camera angle follows all eight players around the stadium.



100 METRES

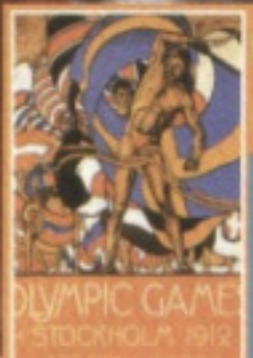
FIRST FEATURED: 1896
CURRENT HOLDER: LINFORD CHRISTIE (GBR)

The 100m is one of the showcase events of any Olympics - 'The fastest men on Earth'. The sprint requires a short burst of intense physical efforts to reach speeds of around 30mph.

The games are introduced with this event, shown in a 3-D stadium. There are eight lanes, so all players can participate simultaneously. Players are expected to pummel two joystick buttons furiously to attain speed on the single strait course.

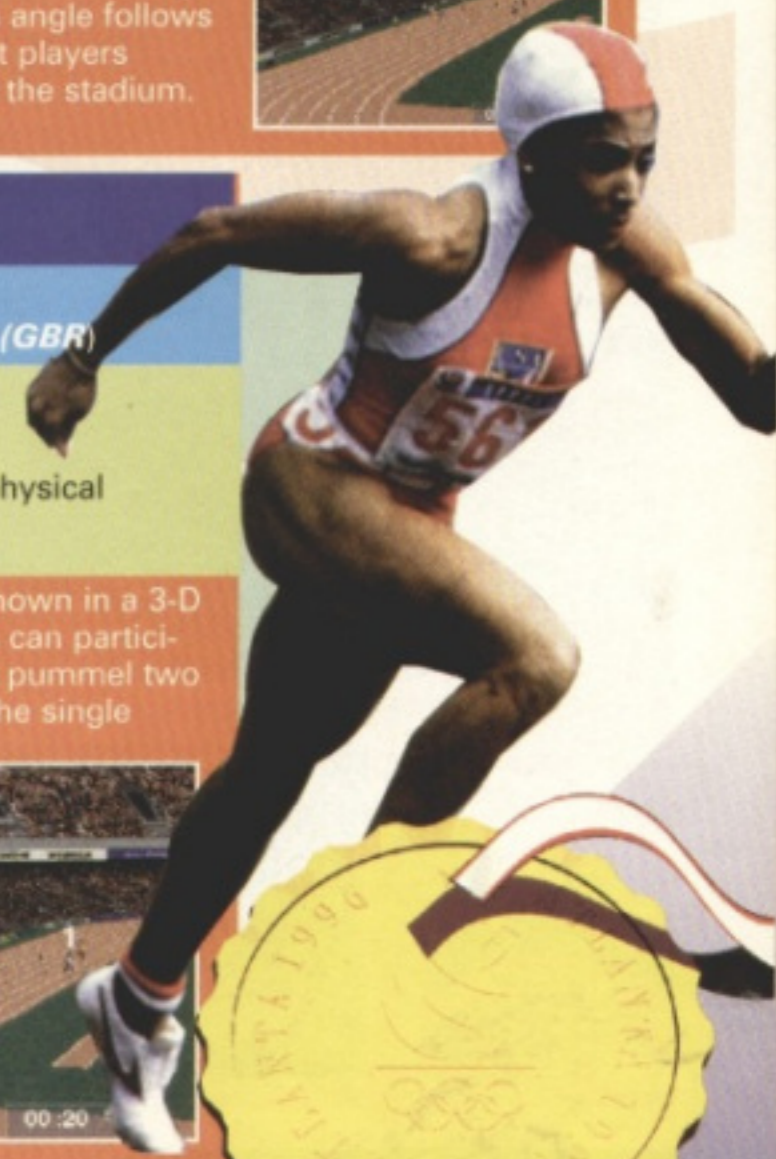


Here the back straight is seen from the final turn.



OLYMPIAD V STOCKHOLM 1912

The Swedes introduced some remarkable innovations: both the photo-finish and electronic timer were used for track events. Japan entered for the first time. A new event was modern pentathlon, devised by de Coubertin himself.





COVER STORY



OLYMPIAD VII

ANTWERP 1920

The Great War cancelled the 1916 Olympic. The nations seen as the aggressors in the war were not invited to Belgium. These were the first to feature the Olympic flag, designed by De Coubertin.



TRIPLE JUMP

FIRST FEATURED: 1896

CURRENT HOLDER: MICHAEL CONLEY (USA)

The first ever olympic trophy was awarded in this discipline. Triple jumpers are rarely sprinters or long jumpers, as the peculiar technique of the event requires specialised training.

The event is similar to the other jumps initially, but when the line is reached, a series of three button presses is needed to propel the player through the three jumping phases. Optimum angles for each stage are shown as separate indicators.



The triple jump runs parallel to the main track.



Triple Jump is one event we stand a good chance of a gold medal in at Atlanta.



POLE VAULT

FIRST FEATURED: 1896

CURRENT HOLDER: MAXIM TARASSOV (EUN)

East Europeans and Russians in particular are strong in this event. It requires immense strength and no little courage, as well as immaculate timing. Players attempt to pass over a narrow bar some five metres above the ground.

This is a complex, though short event. Players must commence their run, plant the pole at the correct time with a button press, and release the pole before a second 'clearance' gauge falls below a certain level. Players get three attempts at each height level.



OLYMPIAD IX

AMSTERDAM 1928

Amsterdam also saw the introduction of the Olympic flame which burned throughout the competition. Women competed in Track and Field events for the first time, reflecting new attitudes in society.



This tricky event takes you right in to the moment when you shave the top of the bar.



OLYMPIAD VIII

PARIS 1924

These were the first games to feature an 'Olympic Village' for the competitors, and employed the new technology of radio to broadcast events for the first time. The movie *Cranios of Fire* is set at these games.



HIGH JUMP

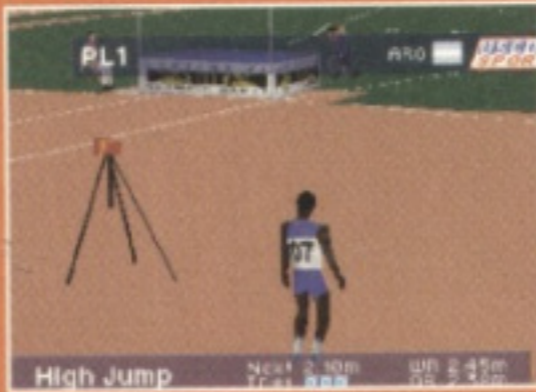
FIRST FEATURED: 1896
CURRENT HOLDER: JAVIER SOTOMAYOR (CUB)

Sprinters are usually strong in this event, which holds almost as much prestige as the dash. Technique has led to improvements of over two metres since the first Olympics.

The technique for play is quite simple, with rapid button pressing to gain speed, and another button used to launch the player at the line. Holding this down increases the angle of takeoff, which determines distance. The event takes place on a strip inside the running track.



The portrayal of the event is remarkably close to televised coverage of high jump.



Before each attempt, an information bar is presented beneath your competitor.



OLYMPIAD XI BERLIN 1936

The infamous Nazi games, intended by Adolf Hitler as a propaganda stunt, but a black American, Jesse Owens, became the star of the games with four gold medals in track and field. For the first time, the Olympic flame was lit in Athens and run to the host nation.

DISCUS

FIRST FEATURED: 1896
CURRENT HOLDER: ROMAS UBARTAS (LIT)

One of the ancient events, this involves throwing a small weighted disc the furthest distance possible. The classical method of throwing involves rotating the body to gain momentum.

The game event poses two challenges – button pressing to gain the required momentum, and excellent timing to throw the discus to the fore. Otherwise, it falls out of the measuring zone. Players are given three throws in each round.



OLYMPIAD X LOS ANGELES 1932

The World Depression meant there was a dip in the number of countries attending, but the USA put on a glitzy show with huge opening ceremonies. Some bizarre things occurred: in the 3000m, a counting error meant the runners ended up doing an extra lap!





COVER STORY



OLYMPIAD XIV

LONDON 1948

London played host to the an 'austerity' post-war games, the games being held at Wembley. Unsurprisingly, Japan and Germany did not take part, nor did the Soviet Union. It was the last time a related Olympic Art event accompanied the games.

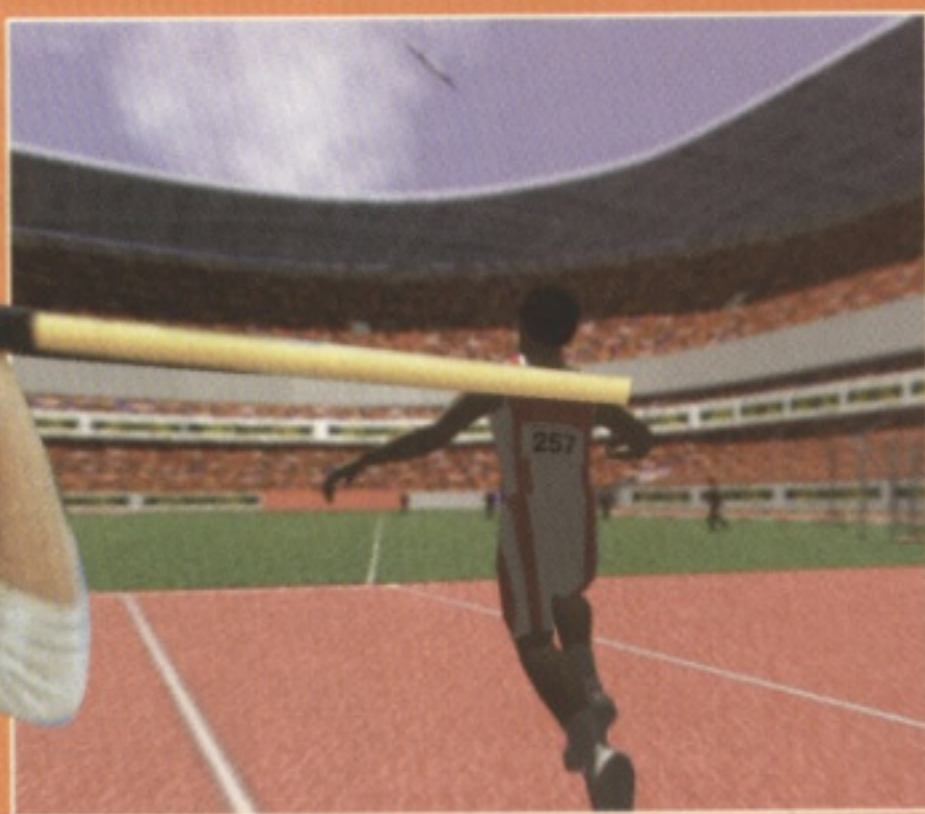


JAVELIN

FIRST FEATURED: 1908
CURRENT HOLDER: JAN ZELEZNY (TCH)

Another ancient sport, based on a Greek spear weapon, but not incorporated into the modern games until 1908. Javelin throwers have the most powerful biceps in sport.

The event is portrayed similarly to the jumping events, with a short run up. With the javelin, closeness to the line is required, with the optimum moment of release shown on a separate bar indicator. The button is held to gain the best angle of flight. Players have three attempts, their best distance being recorded.



OLYMPIAD XV

HELSINKI 1952

Russia participated for the first time since 1912, now as the Communist USSR, but the athletes refused to be housed with those from 'Capitalist' countries. The two separate German states could not agree on sending a unified team.

HAMMER

FIRST FEATURED: 1900
CURRENT HOLDER: ANDREY ABDUVALYEV (EUN)

The hammer is similar to the Discus in its use of circular motion to build momentum in a small circular space.

In the event, players build speed swinging the hammer, and have to release it within a narrow band to stay within the measuring area. The inertia should make it harder to time than the Discus.



OLYMPIAD XVI

MELBOURNE 1956

This was the first time the games were held in the Southern hemisphere. The problems of the scorching climate affected the performance of many athletes. Due to Australia's strict quarantine law for horses, the Equestrian events were held in Stockholm.

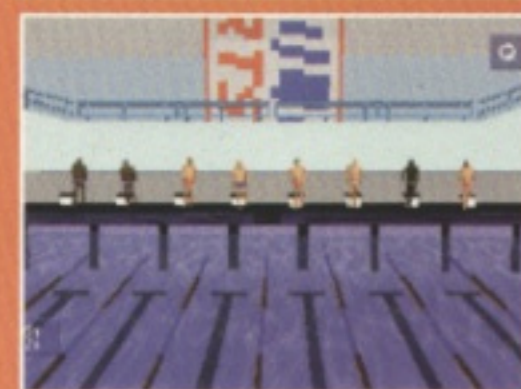




OLYMPIAD XVIII

TOKYO 1964

Japan had originally been scheduled to hold the 1940 Olympics, cancelled by war. In 1964, they spent millions providing dazzling facilities in Tokyo. New sports introduced were Volleyball and Judo where the host nation performed well.



100M FREESTYLE

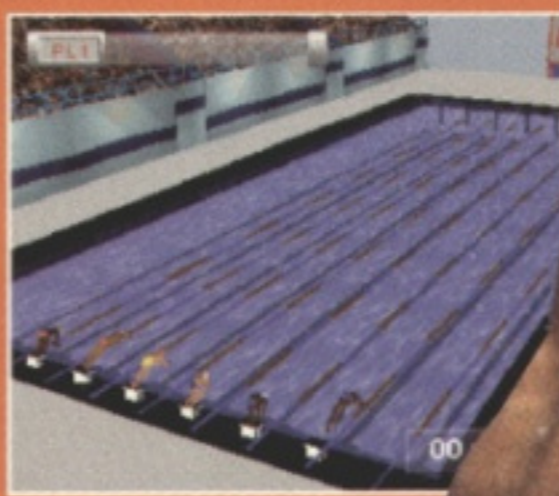
FIRST FEATURED: 1900

CURRENT HOLDER: ALEXANDER POPOV (EUN)

The range of swimming events in the Olympics is vast, but none is as followed as the 100m freestyle — the sprint of the pool events. Out and out speed, plus breathing rhythm are the key.

Swimming in the game is simple, with rabid button pressing again called on. The complication is breathing which is controlled by a third button and must be incorporated into the movement. A separate swimming arena is rendered for this one event, with a spectacular eight lane spread for all player participation.

own on a separate bar indicator. The button is held to gain the best angle of flight. Players have three attempts, their best distance being recorded.



Atlanta 1996



OLYMPIAD XVII

ROME 1960

The ancient architecture of the Italian capital was used as a dramatic backdrop to the games. The athletes of 82 nations (Soviets excluded) received the blessing of the Pope. The games were also televised in every European nation.

FENCING

FIRST FEATURED: 1896

CURRENT HOLDER: ERIC SRECKI (FRA)

Sword games suited the aristocratic nature of the early Olympics, but the event has survived for 100 years, and has eight disciplines. Electronic measurement has replaced the traditional drawing of blood to register a hit.

The game comes closest to a fighting event, with two players facing off on a narrow piste. The Epee event has been picked, and a winner must score five hits against his opponents, using thrust, parry and lunge moves.



OLYMPIAD XIX

MEXICO CITY 1968

The relatively poor nation of Mexico strove to provide an excellent games, but the extravagance of facilities led to riots by citizens. Athletes too, had to adjust to Mexico City's high altitude.





WEIGHTLIFTING (SUPER HEAVYWEIGHT)

FIRST FEATURED: 1920

CURRENT HOLDER: ALEXANDER KURLOVICH (EUN)

Modern lifting replaced the quaint categories of pre First World War Olympics at Antwerp. The event requires huge muscle mass and immense will to raise the weight.

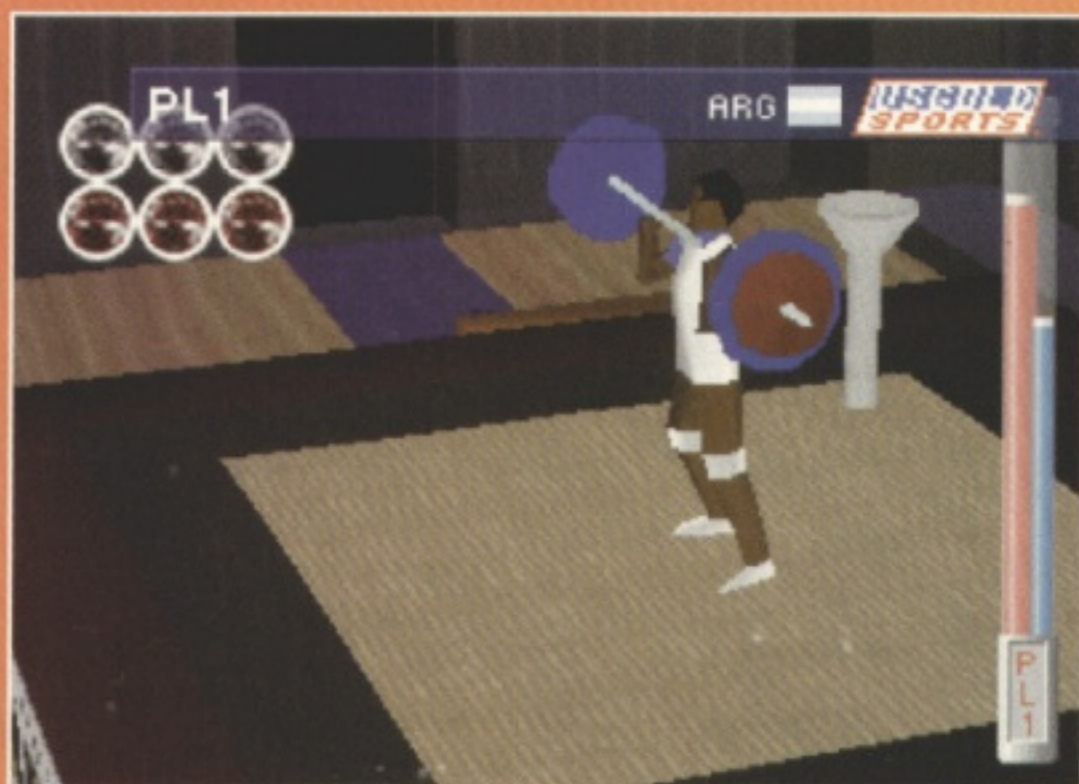
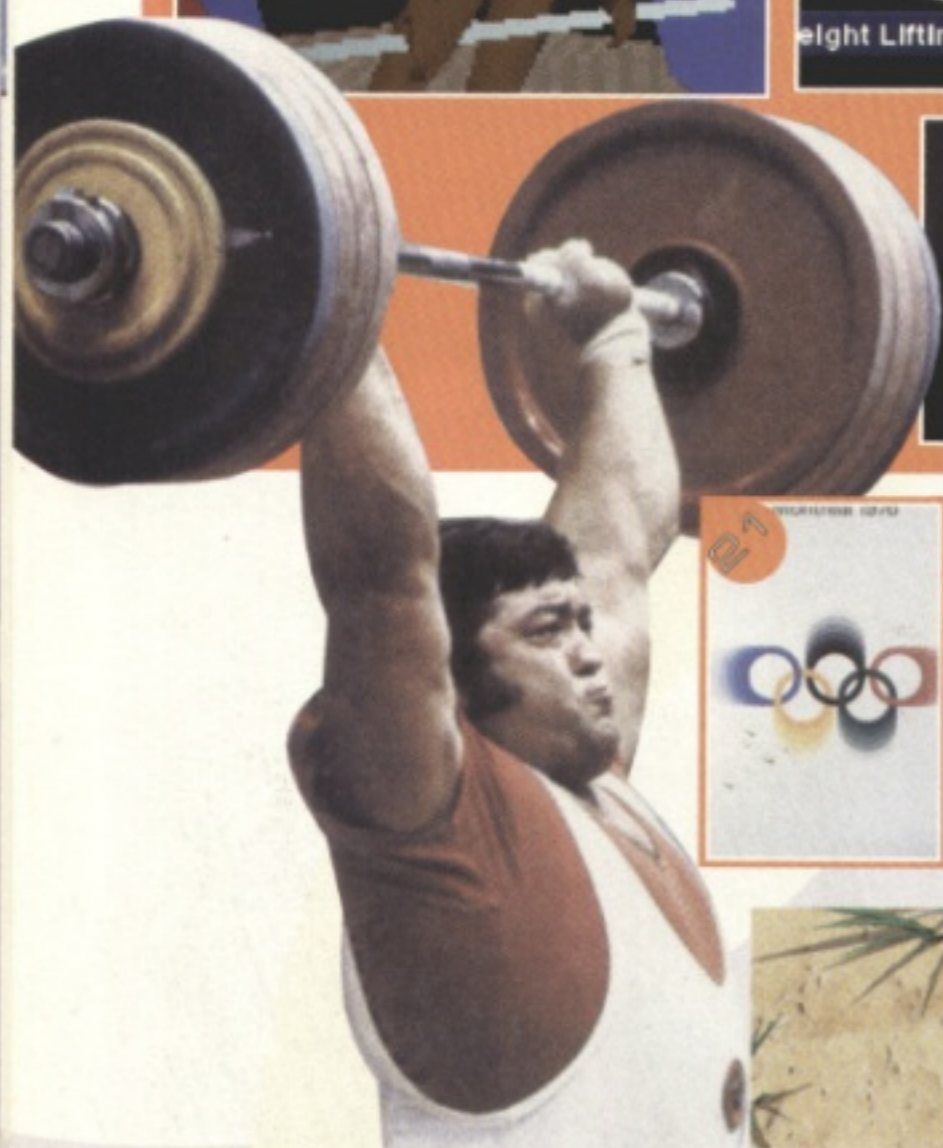
The game cheekily demands a similar level of endurance. Long periods of button pummeling are required to raise the weight first to chin level, and then for the jerk above the head. Then, left and right movements are needed to stabilise the top-heavy player until the three lights are lit for an accepted lift.



OLYMPIAD XX

MUNICH 1972

The venue constructed for the Munich games, with its tower and steel and glass 'tented pavilions', was stunning, but these games were marred when Palestinian terrorists stormed the Olympic Village and abducted Jewish athletes, eleven of which died.



Even though you have the bar at your neck, you're only half done. By now, your fingers will be begging for mercy. As they should be.



OLYMPIAD XXI

MONTREAL 1976

The Montreal Olympics ran into a level of debt that is still being repaid by the city. There was a mass boycott of African nations, protesting at the apartheid regime of South Africa.

SKEET SHOOTING

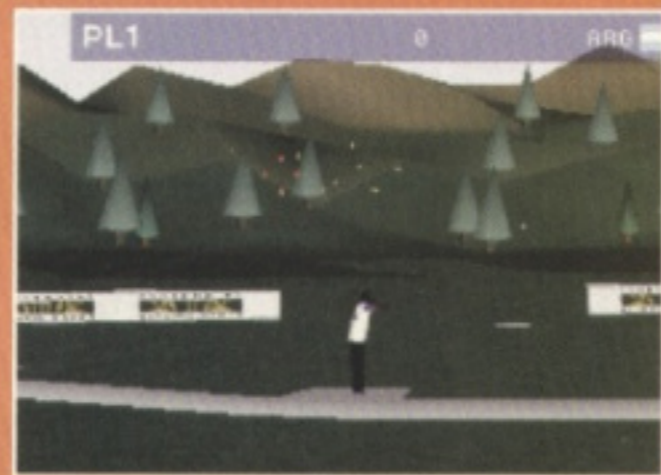
FIRST FEATURED: 1968

CURRENT HOLDER: SHAN ZHANG (CHN)

A relatively recent shooting event. Skeet is a form of clay pigeon shooting, using a double-barrelled shotgun. Players attempt to shoot flying targets from a variety of positions for points.

Five shooting positions are arranged in a semi-circle, with a sixth placed in the centre. The player has control over a target and each button controls a single barrel. Skeets are 'pulled' in batches of two.

The strange cylinder in the foreground is one of your rifle cartridges, which pop out of the screen when you fire.



OLYMPIAD XXII

MOSCOW 1980

The Moscow Olympics suffered from a boycott of major Western nations, including the USA and Japan, intimating a protest against the Soviet invasion of Afghanistan in 1979. Moscow saw major British success in Track and Field with four gold medals.



ARCHERY

FIRST FEATURED: 1972

CURRENT HOLDER: SEBASTIEN FLUTE (FRA)

Munich saw the return of modern archery. Players have a fixed number of arrows to release in a limited time span. Scores are calculated from the closeness to the centre of the circular target.

These pictures came days before the issue went to print. They show how competition Archery is being conveyed as a target event, with aiming and tension paramount.

Before he unloads his quiver, our archer takes time to prepare.



The archer's bow is removed after the arrow is fired to reveal the score. There is also a time limit to contend with.



OLYMPIAD XXIII

LOS ANGELES 1984

Los Angeles was the first privately sponsored tournament, to the tune of over \$500m. Russia retaliated for the Moscow boycott by refusing to attend. The Games hero was Carl Lewis, who repeated Jesse Owens' four medal tally of the Berlin Games.

OLYMPIAD XXIV

SEOUL 1988

A multitude of nations (159) attended a mostly non-political games. The Soviet Union and East Germany returned to dominate. Superstar sprinter Ben Johnson was disqualified for failing a drugs test two days after winning the 100m.



OLYMPIAD XXV

BARCELONA 1992

Now, a billion TV viewers globally spectated on the spectacular opening ceremonies. In place of the fallen Soviet union, a Unified Team of the republics competed. Linford Christie once again brought the 100m sprint title back to Britain.

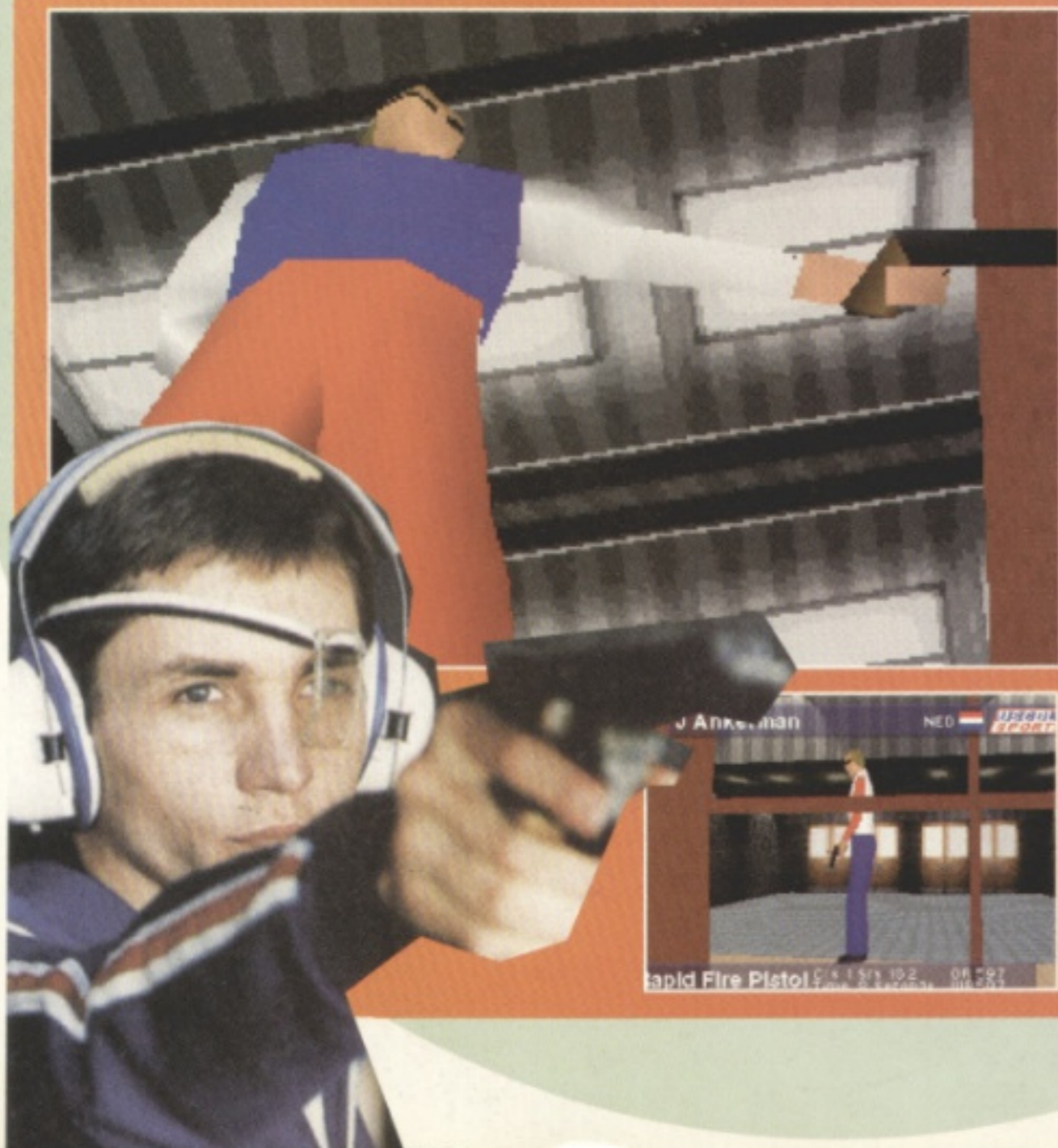
RAPID FIRE PISTOL

FIRST FEATURED: 1896

CURRENT HOLDER: RALPH SCHUMANN (GER)

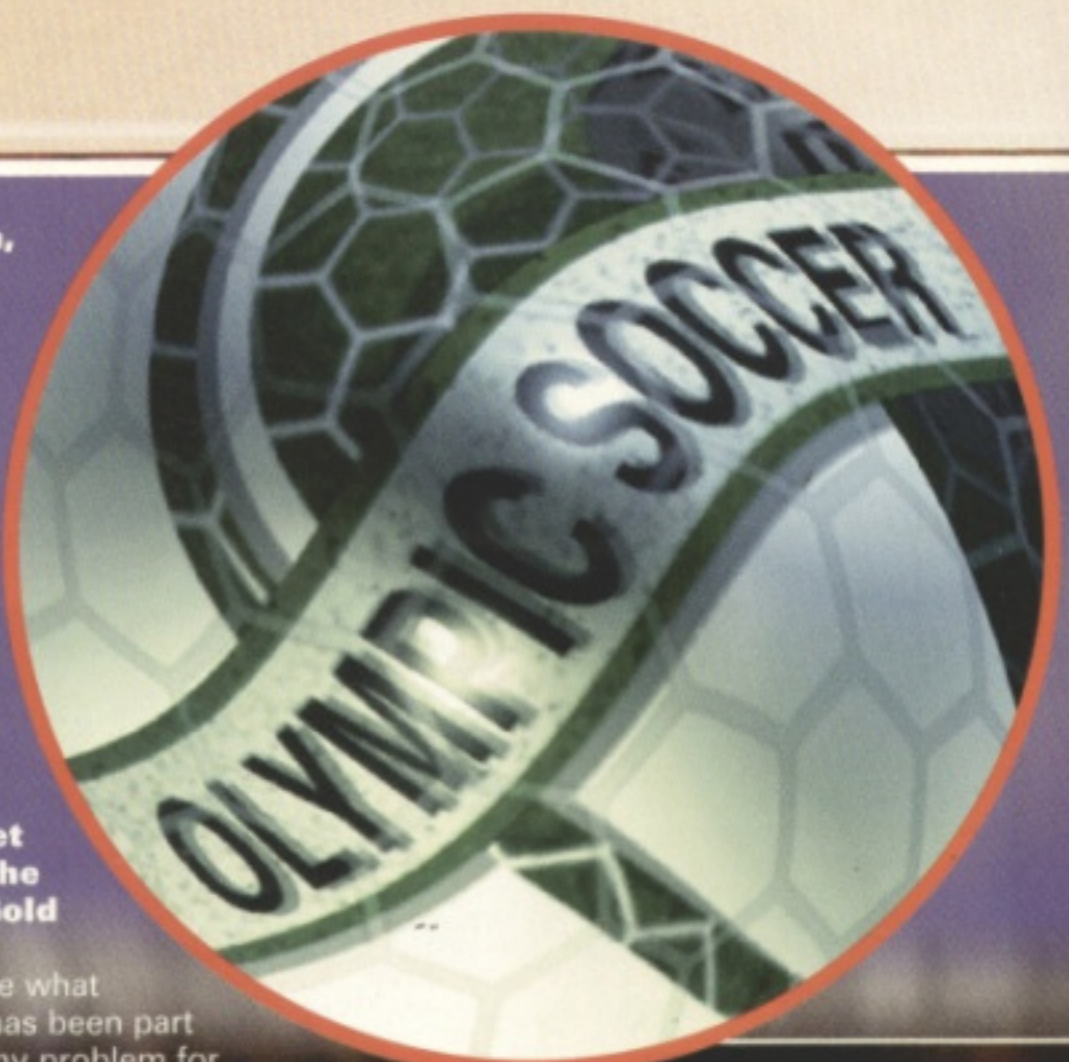
This event has been around since the beginning. The Germans are current Olympic champions, so their aim must have improved in the last 50 years. The rapid-fire event requires quick reflexes.

This fun event places five targets in front of the player. He has to discharge a bullet at each, scored from one to ten according to accuracy, within time intervals of eight, four and two seconds. Scores are totalled to find a winner.



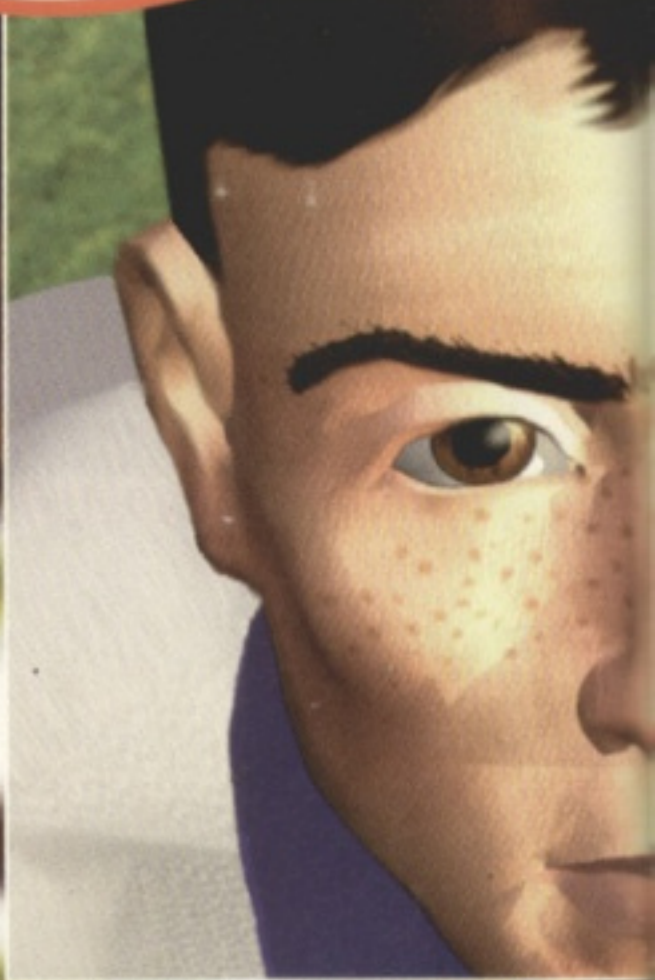


COVER STORY



After last year's Fever Pitch, US Gold could be forgiven for never going near a footy game again. The title was reasonably successful, but the PR headaches of ten temperamental 'character' actors, press controversy, taking over nightclubs and football grounds... Silicon Dreams have gone straight back to football with their official tie-in with the Olympics. The company has a fixation with big sporting events, with licensed games for Barcelona '92, Lillehammer '94 and World Cup '94. And let us never forget World Cup Carnival, a C64 game for the 1986 championship in Mexico that 'Gold would rather not be reminded of.

Think of the 'Games, and soccer might not be what immediately springs to mind, but the event has been part of all but two of the past Olympics. The thorny problem for many years was the requirement that all Olympians be amateurs, which prevented the cream of professional football taking part. These restrictions have eased over the last decade, and now most footballers are admitted, although those who competed in the previous World Cup are generally excluded. In recreating the event Olympic-style, Silicon Dreams have been bound by the wishes of ACOG, the all-powerful organising committee of Atlanta '96, so understandably 'Ten Bellies' Barger was not asked back for a repeat performance. The benefit is complete authenticity as far as the tournament arrangements go.



PROJECT
OLYMPIC SOCCER

PUBLISHER
US GOLD

INITIATED
JULY '95

RELEASE **FORMAT**
JUNE '96 SATURN

DEVELOPERS
SILICON DREAMS

SHARP AND SIMPLE

You'll immediately notice the pared-down visual approach Silicon Dreams have taken with the game. Olympic Soccer is rendered realtime in 3-D polygons, rather than create the illusion of solid characters with sprites. Silicon Dreams claim it is the first soccer game to do this. The benefit is the freedom to view from any angle and at great speed. The finished game graphics will be more detailed than these shots, with full texturing on players.

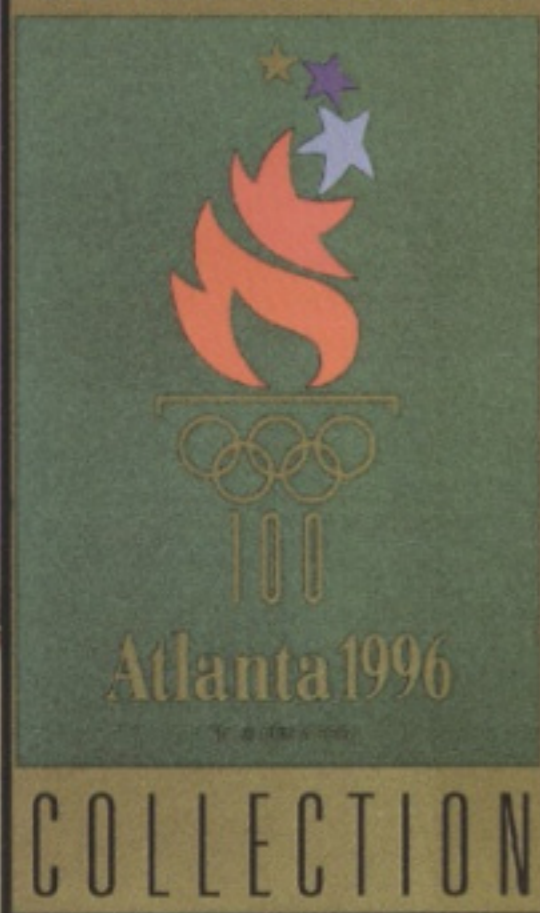


Not noted for its subtlety, Olympic Soccer announce that someone has just scored.





AUTHENTIC OLYMPIC GAMES



SENSIBLE DESIGN

Olympic Soccer is designed for control freaks. Silicon Dreams project producer Rob Palfreman explains: "we thought most other soccer games didn't give the player enough freedom. With Olympic Soccer we wanted the player to be able to do anything at any time". To that end, the players move and kick exactly as the player controls, there is no delay, and no automatic orientation of the players towards goal. In a spiritual sense, Olympic Soccer is a 'Sensible Soccer'; for the Saturn, with fast uncomplicated gameplay.



Bloody great arrows under your player's feet never allow you to forget the direction the goal is in.



PREVIOUS OLYMPIC WINNERS

* No contests in 1896, Athens or 1932, Los Angeles.

1900 — GREAT BRITAIN

1904 — GREAT BRITAIN

1908 — GREAT BRITAIN

1912 — GREAT BRITAIN

1920 — BELGIUM

1924 — URUGUAY

1928 — URUGUAY

1936 — ITALY

1948 — SWEDEN

1952 — HUNGARY

1956 — USSR

1960 — YUGOSLAVIA

1964 — HUNGARY

1968 — HUNGARY

1972 — POLAND

1976 — EAST GERMANY

1980 — CZECHOSLOVAKIA

1984 — FRANCE

1988 — USSR

1992 — SPAIN



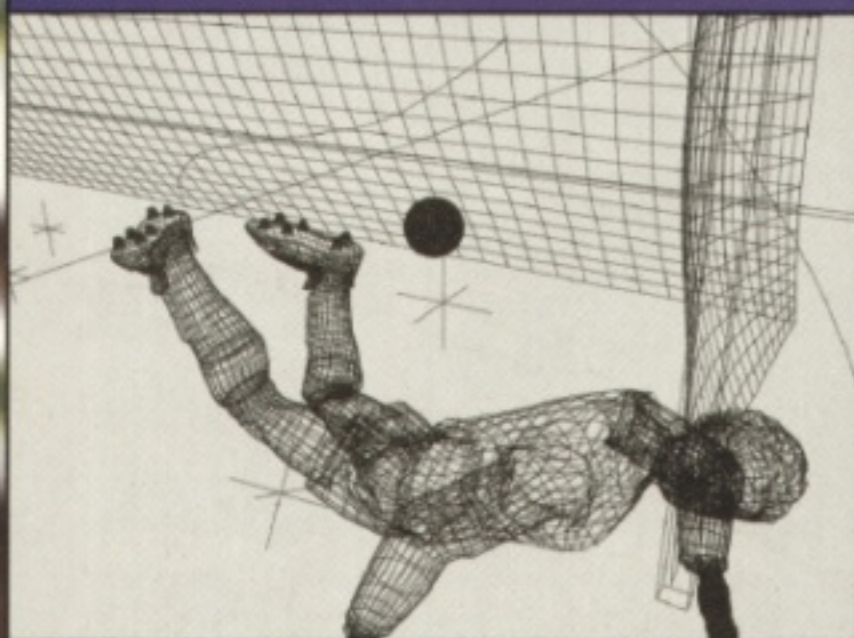
THE THOUGHT THAT COUNTS

When programming the Artificial Intelligence for the computer players in Olympic Soccer, Silicon Dreams were able to use some of the work done for Fever Pitch, which featured players with specific characteristics. Although Olympic Soccer features no 'Prima-Maradonas', each team has a specific AI profile.

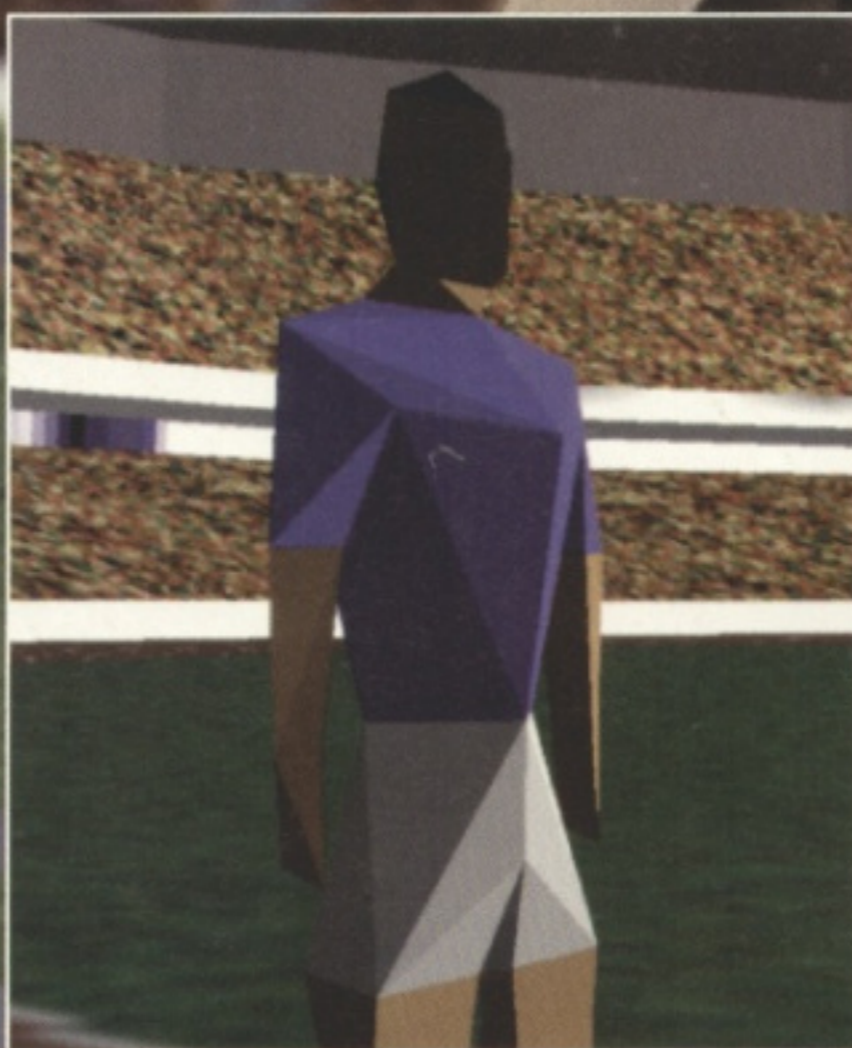


KEY TO MOVEMENT

Most 32-bit developers are moving towards Motion Capture animation: detailed in previous issues, and featuring in everything from Loaded to Fifa '96. Indeed, Olympic Soccer's graphic artists have employed a lot of Motion Capture, but also mixed it with traditional 'key framed' animation, which is rendered purely on computer. This return to 'traditional' computer animation is more effective for specific manoeuvres where Motion Capture is too inflexible.



An animation sequence showing the detail in a single player movement.



For the first time, the soccer players in a football game are made entirely from polygons. You can get as close as you like without the aliasing caused by geometrically mapped sprites. Bit tight on the shorts, though.



The radar is positionable as you like. Options, thankfully, is this game's middle name.



Each of the eighteen camera angles is designed to follow the action dynamically.





MINUTE WALTZ

Olympic Soccer will feature a replay option, with all the requisite view-changing options. The real innovation is the ability to store an full minute's action in RAM! This is many times the length of other games' stored replay.

ANGLING TIMES

There are no less than eighteen selectable camera angles to view the pitch from. These are arranged into six distance perspectives, from seeing the bulge within a player's shorts to the view from a blimp overhead, each with three distinct angles. From all these positions the game remains playable, unlike other football games where a plethora of playing perspectives are unusable and merely cosmetic.



Unsurprisingly, the FMV sequences for both 'Soccer and 'Games have taken over six months to assemble. Graphic Artist Andy Bebop has even found time to render an Olympic image exclusively for MEAN MACHINES

SPEAK FREELY

Football commentators are making a mint at the moment, with everyone who has ever been broadcast being approached by software houses. Silicon Dreams targetted Alan Green of BBC Radio Five Live, as radio commentators are generally more expressive than their TV counterparts. The range of commentary is massive, and when we were demoed the game, we could swear that Jimmy Hill was in there as well, having conversations with Greeny.

MOVE TO MOVE

The aim of Olympic Soccer is to combine the short term playability with more complex moves: long and short passes, chips, backheels, one-twoes, diving headers etc. Where Olympic aims to be different is allowing proper sequencing of two or more of these techniques, so that over a longer term of play, players can become genuinely proficient.



Group	P	W	D	L	G	P
ARG	0	0	0	0	0	0
AUS	0	0	0	0	0	0
AUS	0	0	0	0	0	0
BES	0	0	0	0	0	0

BRAZIL	
1. F. Canino	
2. C. Pablos	
3. K. Couss	
4. A. Fernandez	
5. C. De Costa	
6. P. Guimao	
7. F. Hack	
8. S. Leggett	
9. H. Mado	
10. G. Saffar	
11. G. Saffar	
Subs	
12. R. Da Silva	
13. S. Herti	
14. U. Munoz	
15. R. Milla	

The groupings and tournaments will be truly Olympian in structure. US Gold are holding off for the correct draw of nations.

A TV-style rundown precedes each kick-off, with a convincing pre-match commentary giving you time to crack open a shandy.



WORK IN PROGRESS

PROJECT

NIGHTS

PUBLISHER

SEGA

INITIATED

NOVEMBER '95

RELEASE

AUTUMN '96

FORMAT

SATURN

DEVELOPERS

SEGA (SONIC TEAM)

The most outstanding games of recent times have been simulations of one kind or another - simulations of fighting (Virtua Fighter, Mortal Kombat etc), simulations of driving (Sega Rally, Formula 1 etc) and simulations of football (FIFA '96, Euro '96 etc) have all struggled to refine and improve computer recreations of an easily identifiable reality. Sega are about to buck the trend with a surreal game so important and so groundbreaking that it has been earmarked as the Saturn's very first simultaneous worldwide release. That game is **Nights**.

So what will make Nights different? The complete abandonment of any element of simulation is the first factor. Others are more obvious, and more exciting. The setting of a dreamscape parallel reality allows seemingly free movement across land and sky. Foregrounds and backgrounds can be explored in equal measure, as the laws of gravity are forgotten in spectacular aerobatic displays. Interact with giant flying bosses, swing around, and through, incredible ladders supporting airborne rollercoasters of stars. Gameplay of an entirely new breed and graphics of a previously unseen design will conspire to give Mario 64 a run for its money. This is Nights. This is, very literally, the game of your dreams.



NIGHTS

SONIC TEAM



ELLIOT



This blue-haired boy arrives in Nighttopia after humiliation on the basketball court. A group of high school kids steal Elliot's ball, belittling him in front of his team-mates. That night, Elliot has a nightmare about his embarrassment on the basketball court - an ordeal ended by Nights rescuing him and taking him to the tranquility of Nighttopia.



Claris is a pink-haired girl who dreams of singing in a musical staged to celebrate the 100th anniversary of her town. She applies in writing to the musical's director, successfully passing the first audition although she is too terrified to sing. As the day of the final audition approaches, she has a nightmare about bright spotlights and mocking laughter. Nights comes to her rescue, and she arrives in Nighttopia.



Something very special is about to change the face of 32 bit gaming. The project the 'Sonic Team' of programmers hope will have a similar impact as a certain blue hedgehog is Sega's first volley in the forthcoming war with Nintendo. Marcus dreams a little dream...



DREAM ON



As Claris or Elliot you can walk over land, following clearly marked directions - only by becoming Nights can you fly.



CLARIS



While essentially a game about children's fantasies, Nights has perhaps the most complex and detailed premise we've seen for quite some time. Two children, Elliot and Claris, visit parallel realities in their sleep. In their surreal and personalised worlds, 'Nightopias', the children's dreams are created when their floating 'Ideya' lights reflect their consciousness. Ideyas are balls of light that circle around visitors and are symbolically colour-coded - white Ideyas show purity, green Ideyas show development, blue Ideyas show intelligence, yellow Ideyas show hope and the especially rare red Ideyas show courage.

The sweet dreams in the respective Nightopias are threatened by the malevolent Wiseman, the ruler of Nightmare. Wiseman steals Ideyas from visitors in an attempt to replace their dreams with his nightmares. He is helped in his attacks by Nightmareans, evil creations sent to Nightopias to execute his plans. With their four principal Ideyas stolen by Nightmareans, Elliot and Claris face the invaders with only their red Ideyas of courage intact.

Meanwhile Nights, one of Nightmare's invading mutants, refuses to carry out Wiseman's plans and is imprisoned in the chasm between dreams. Elliot uses his courage Ideya to free Nights - who then helps the children defeat Nightmare. By jumping into Nights' body, the children can fly. Using Nights' powers and following his lead, the children begin retrieving their four stolen Ideyas. When they have all five, Nights will take them to Nightmare and the final battle with Wiseman...



DREAM SEQUENCING

The obvious attention paid to Nights' appearance has been matched by the care taken over its soundtrack. Background music features different arrangements and phrases each time the game is played. The game's title music was recorded by a 32-piece orchestra.



The game's music responds intelligently to the action – even the appearance of red flying penguins.



As Nights, take your collected Ideyas and deposit them in these floating canopies. When you have collected enough, you'll be able to make your way to the next level.

NAKA'S PAD

Nights is the brainchild of the illustrious Sonic Team, and its leader Yuji Naka who produced Sega's greatest character to date. Nights is of such priority, that further secrets of the development will trickle through in the coming months. MEAN MACHINES, in its official capacity, will be there to report the facts. Sega are already showing plans to support Nights like no other Saturn title.





"NIGHTS IS LIKE NOTHING ANYONE HAS EVER SEEN BEFORE ON SEGA SATURN OR ANY OTHER NEXT GENERATION PLATFORM." – TOM KALINSKE, PRESIDENT, SEGA OF AMERICA.



A BRIEF HISTORY OF DREAMING

2000 BC

Egyptian papyrus documents discuss dreams and their possible meanings.

800 BC

Homer's Iliad describes dreams as messages from the gods. Morpheus, the god of dreams in Greek and Roman mythology, is generally depicted as a winged man, spreading poppy seeds to induce sleep.

150 BC

Greek philosopher Artemidorus reports thousands of subjects' dreams in his book Oneirocritica ('Critical dreams'). Unlike his predecessors Aristotle and Hippocrates, he concludes that it is impossible to infer generalised meanings from dreams.

1900

Sigmund Freud, the father of psychoanalysis, writes The Interpretation of Dreams. He proposes that dreams are symbolic expressions of frustrated desires. Although still highly regarded by some, Freud's theories and beliefs about the meaning of different types of dream had little grounding in scientific research methods.

1932

Swiss psychiatrist Carl Jung devises analytical psychology, prompted by study of his periodic dreams which appear to hold mythological and religious significance. His autobiography, published in 1961, is entitled Memories, Dreams, Reflections.

1953

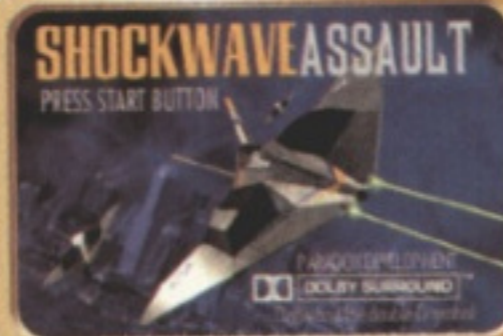
Rapid Eye Movement (REM) is first described as the period during sleep when brain activity is at its highest and dream activity takes place. It is estimated that nearly 2 hours of REM dreaming occurs each night – 6 years of dreaming across the average lifetime.

1981

The term 'lucid dreaming' is coined when it is proved that external events can influence the content of dreams. Sleeping subjects lightly splashed with water report dreams about rain.

More recent research has revealed that all mammals – with the exceptions of the echidna, the spiny anteater and possibly the duckbilled platypus – dream every night. Despite extensive research, the possible meaning of dreams remains a mystery.

PREVIEW



BY EA

GAME TYPE SHOOT 'EM UP

1 PLAYERS

PRICE

TBA

RELEASE

JUNE

COMPLETE



SHOCKWAVE ASSAULT

The year is 2019. Take That's Greatest Hits CD is still number one in the album charts, and Atari still haven't released a decent game for the Jaguar. Tom Cox's Triops have mutated to giant size and are threatening to take over the world, and Wimbledon have just survived their annual battle with relegation from the British Super League. For the 27th consecutive season.

But amidst all this panic, there is a much greater cause for alarm. Orbiting the Earth is the UNS Omaha, the first ever aircraft carrier in space. On a routine investigation one morning, the crew stumble upon an alien teleporting gate. After further examination, they find that the enemy is gathering en masse on the other side of this gate. This is where you come in. You have to take control of a futuristic spacecraft and hop in the teleporter/time gate thing to kill all the aliens. All very complicated stuff (!). Seated in your F-177 space machine, you must traverse the various landscapes of the planets, and destroy all of the troublesome aliens in order to save the world. Needless to say, MEAN MACHINES will review this document of an epic struggle in a forthcoming issue.



New Cadet

Steve-

ABCDEFGHIJKLM
NOPQRSTUVWXYZ
0123456789 - ▾

THE GENUINE ARTICLE

Apparently, this game is littered with the talents of the best people from the audio and visual world. Some of these people include a professional movie director, professional actors, a best selling novelist/script writer, top software engineers, award-winning audio composers, and top storyboard and computer graphic artists. Unfortunately, we don't have the actual names for these people (due to their impending murder trials), and most of them you'll have never heard of anyway. Never mind, at least you know you're in good hands etc.





WAVE FAULT



BREAKING THE BOUNDRIES

Although the game puts you in control of the F-177, you don't actually have complete freedom to move wherever you want. The radar facility at the bottom of the screen indicates not only the enemy and friendly craft, but also the limit for the area of play. If you venture outside the ring of dotted lines, the game will warn you, and your energy bar will slowly start to decrease. The ship will then begin juddering, and before you can mutter 'I think I should turn around,' you've melted away into a blob of your former self.



Here we see the creatures in action, moving through their natural habitat. The four-legged mushroom men are believed to be the horrible result of a bizarre gardening experiment.

FILL HER UP PLEASE

Within each of the main stages, there are numerous sub levels, that run continuously into one another. Once a particular set or number of aliens have been destroyed, then you'll be duly informed that you have completed the mission, and told to refuel before attempting the next mini-stage. Refuelling is much easier than using those poxy pumps that require credit cards to work (don't ask) as all you have to do is fly under the pod, and your supplies will be re-stocked.



Fly under here for a quick stock up. Think of this as a kind of Safeway of the future. Everything you want from a store and a little bit mooorrrreee, and all that.



Floating balls are your main enemy on this level, so expect to see levitating hums on the next and hovering wii... Bip Bip. Brrrrrrrr. Message end.



Check out the cool mottled effect on the rocks. It looks like the EMAP toilets after one of Dave Kelsall's legendary dumps. Enter at your own risk.

NAME: SCOTT W.	
IDENT#: SW101799	
RANK: LIEUTENANT	
STATUS: ACTIVE	
AGE: 29	
HEIGHT: 5'10"	HITMAN
WEIGHT: 170 LBS	
SERVICE RECORD	
PERSONAL DATA	

Yoah I'm Hitman. I'm 'ard right? And I ain't fuck or nuffink. I just ain't clever like some of yooos. My IQ? Er, 4. Heh.





BY ELECTRONIC ARTS

GAME TYPE RACING

1 PLAYERS

PRICE

TBA

RELEASE

JUNE



Road Rash was one of the earliest next generation concepts. When the now sidelined 3DO machine was in its early stages of publicity, much was made of Electronic Arts' involvement, and their ability to bring big games to the machine.

And indeed, Road Rash was a success. And like several other 3DO properties, it has made its eventual transition into Saturn form. Electronic Arts are producing a straight conversion with no additional features. Road Rash has stayed remarkably true to its original formula of undulating courses, vicious opponents and a basic one-way ride from start to finish. What does it do for the Saturn?



1000cc Diablo Viper V

Price: \$40000

Ask: Cash+Trade 1 824 Bkr: Swallow

Banzai	Diablo	Shiletto
Corsair	Kamikaze	Exit

Diablo, Banzai and for the lady of the road, the pointy Shiletto.

BOYS ON FILM

Like many American-conceived games, there's a fair amount of FMV inserted between the realtime generated action, but unlike most other sorry examples, this is generally quite amusing a catches the spirit of the game. Many of them are sadistic scenes showing your biker being run over, ridiculed or frisked by some uncompromising cop after a particularly duff performance. There is also the chance to bask in automotive glory, once a certain level of skill is shown.



DIRT TRACK ANTICS

For the first time in Road Rash, there's the opportunity to take a different route! Look out for the turn-offs which lead to an ongoing off-road situation. The chance to cut a corner and bypass some troublesome opposition.





RASH



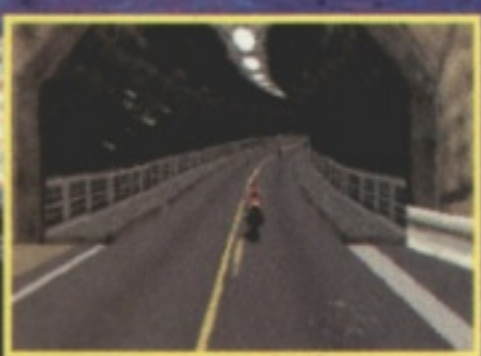
750cc Ramikaze ZX 750N
 The Ramikaze ZX is everything the Ramikaze ZX is, but its frame is more dynamic and provides a more stable ride than the 600.
\$21789
 120 HP/520 LBS
HANDLING: Tight turning
ACCELERATION: Teardrop-wrenching
TOP SPEED: Heavy

Ask Cash-Trade: **51824** Bike: **Swallow**

Buy Exit



Take out a couple of "squeebie merchants" on your way.



BODYWORK BEAUTIFUL

The Bikeshop has been rendered into Road Rash as an impressive feature of pre-game preparation. There are dozens of bikes to look through, from the lowly Rat Bikes, to the devastating Super Bikes. There's a video sequence swoop through each, plus a heap of stats.

How far is it to the next Kahuna burger?

CRUISIN' USA

Road Rash's five race journeys are situated on the Sunshine coast of California, taking in the sights of San Francisco, the sun-kissed beaches and the lush hills inland. The scenery changes gradually throughout the race, with more variety than the previous 16-bit games. The courses are contoured and provide a more plausible biking landscape.

The City
 Dodge busy traffic and zombie pedestrians in the urban jungle.
 Length: 5.3 miles

Player 1 Level 1

The City The Peninsula Pacific Highway
 Sierra Nevada Napa Valley Redroom

'CISCO CITY



The Peninsula
 Blast through the traffic-clogged suburban wasteland.
 Length: 5.3 miles

Player 1 Level 1

The City The Peninsula Pacific Highway
 Sierra Nevada Napa Valley Redroom

PENINSULA



Pacific Highway
 Face dead man curves and sheer cliff walls along the narrow coastal highway.
 Length: 5.5 miles

Player 1 Level 1

The City The Peninsula Pacific Highway
 Sierra Nevada Napa Valley Redroom

PACIFIC HIGHWAY



Sierra Nevada
 Thunder through what's left of the great northwestern timberland.
 Length: 5.3 miles

Player 1 Level 1

The City The Peninsula Pacific Highway
 Sierra Nevada Napa Valley Redroom

SIERRA NEVADA



Napa Valley
 Avoid mindless tourists as you sail over the rolling slopes of the wine country.
 Length: 5.0 miles

Player 1 Level 1

The City The Peninsula Pacific Highway
 Sierra Nevada Napa Valley Redroom

NAPA VALLEY



Gene Jefferson
 Height: 6'3"
 Weight: 210 lbs
 Bike: Kawasaki ZXR 750
 Cash: \$500
 Don't be fooled by Gene's casual demeanor - his punch feels like a ton-car pinup on your head.

Act: Gene Jefferson
 Milwaukee Joe: Pearl McHardy
 Slim Jim: Telfon Mike
 Cydney Bass: Rhonda the Bitch

Milwaukee Joe
 Height: 5'11"
 Weight: 180 lbs
 Bike: Suzuki Swallow
 Cash: \$400
 An ex-con with a death wish, Joe's deranged style strikes fear in the hearts of seasoned riders.

Act: Gene Jefferson
 Milwaukee Joe: Pearl McHardy
 Slim Jim: Telfon Mike
 Cydney Bass: Rhonda the Bitch

Ashe
 Height: 6'1"
 Weight: 180 lbs
 Bike: Suzuki Swallow
 Cash: \$200
 A model bad boy, cruel and ruthless. Don't try to get on Ashe's good side - he doesn't have one.

Act: Gene Jefferson
 Milwaukee Joe: Pearl McHardy
 Slim Jim: Telfon Mike
 Cydney Bass: Rhonda the Bitch

Cydney Bass
 Height: 5'3"
 Weight: 100 lbs
 Bike: Kawasaki ZXR 750
 Cash: \$1000
 A spoiled rich girl living on the edge, treat Cyd right or she'll throw a tantrum on your face.

Act: Gene Jefferson
 Milwaukee Joe: Pearl McHardy
 Slim Jim: Telfon Mike
 Cydney Bass: Rhonda the Bitch

Pearl McHardy
 Height: 5'10"
 Weight: 110 lbs
 Bike: Honda PC
 Cash: \$750
 Accomplished and reckless retro-punk, Pearl lives for monkey on the open road.

Act: Gene Jefferson
 Milwaukee Joe: Pearl McHardy
 Slim Jim: Telfon Mike
 Cydney Bass: Rhonda the Bitch

Rhonda the Bitch
 Height: 5'10"
 Weight: 145 lbs
 Bike: Suzuki Swallow
 Cash: \$800
 A psychotic with rabies, this ex-New Yorker is as hard as asphalt and twice as rough.

Act: Gene Jefferson
 Milwaukee Joe: Pearl McHardy
 Slim Jim: Telfon Mike
 Cydney Bass: Rhonda the Bitch

Slim Jim
 Height: 6'2"
 Weight: 142 lbs
 Bike: Honda PC
 Cash: \$400
 Would've been the class clown if he hadn't dropped out. Tired. "Wast'ly likely to die young" by classmates.

Act: Gene Jefferson
 Milwaukee Joe: Pearl McHardy
 Slim Jim: Telfon Mike
 Cydney Bass: Rhonda the Bitch

Telfon Mike
 Height: 6'4"
 Weight: 215 lbs
 Bike: Suzuki Swallow
 Cash: \$500
 Dropped on his head at an early age, Mike is a gawky wide man, hairy, unpredictable, brown damaged.

Act: Gene Jefferson
 Milwaukee Joe: Pearl McHardy
 Slim Jim: Telfon Mike
 Cydney Bass: Rhonda the Bitch

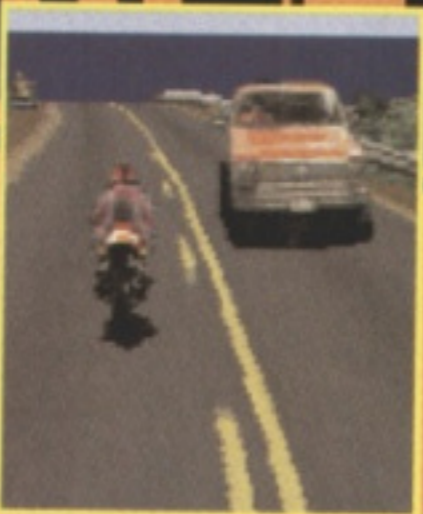
PANZER LEGIONS

The Road Rash circuit has its own close-knit band of grimy bikers, who hang out at Der Panzer club looking for races and wielding pool cues. You select from one of these ten characters, and talk with the rest, who are never short of a snide comment. The designers have modelled these on a variety of biker types, with exaggerated cartoon head shots.



UNFINISHED SYMPHONY

Those ugly and unavoidable numbers in the background are temporary, we assure you. They reflect the fact that the version of Road Rash shown here is still quite early. Instead of the monotone blue of this version, detailed skies and background scenery will appear in the final build.

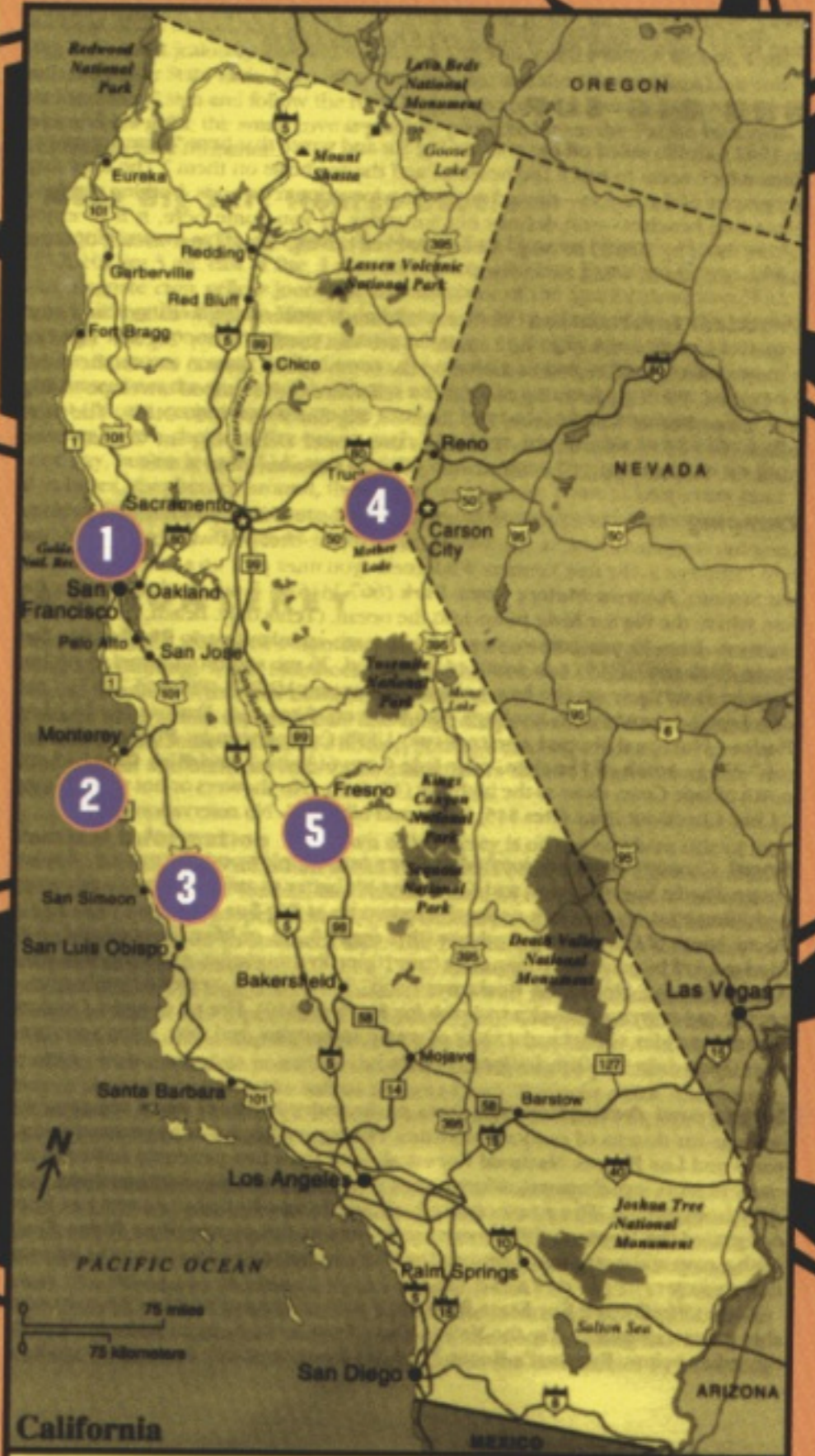


CHAIN GANG

The legendary bad behaviour of the fifteen Road Rash riders has not been stunted, and you can still take arms against a sea of mounted competitors. Now the game comes with an anti-violence disclaimer at the front end, but there's still lead pipes and chains to find.



1. City.
2. Monterey Peninsula.
3. Pacific Highway.
4. Sierra Nevada.
5. Napa Valley.



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BY EMPIRE

GAME TYPE PINBALL

1-4

PLAYERS

PRICE

TBA

RELEASE

JULY

COMPLETE



The search to create the ultimate pinball sim continues. Following a similar tradition to Ocean's True Pinball, Empire are about to launch the Saturn conversion of their PC title Pro Pinball - a pinball simulation, as opposed to a game based on pinball.

Empire have concentrated their efforts into producing one table, The Web, the first instalment in what they plan to be a series of tables under the Pro Pinball umbrella. The Web can be viewed from a number of angles and several different resolutions, a definite plus point being the absence of the scrolling effect that has marred many previous attempts at console pinball. Plug a rock 'n' roll soundtrack into the mix, and voice work by such luminaries as Monica Buford (we're reliably informed that she portrayed the voice of the lift in Blade Runner) and you've almost got the complete pub entertainment experience. All you need now is twenty people to blow cigarette smoke in your face and a complete stranger to spill a pint over you.



Marcus Creative Burnout: *The Return*. "It's hard to write something funny about pinball!" he exclaimed. Yeah, right.



Steve Creative Burnout: "It's easy to write something cheap instead of being funny," he sneered. Yeah, obviously.



FLIPPER FUN

Empire have taken the simulation aspect of Pro Pinball seriously. Although the game only features one table, the level of detail is high - there are three flippers, two ramps, loops, orbits, targets, grab magnets, drop targets, lights, poppers, habitrails, jet bumpers, slingshots, an auto plunger, diverters, sink holes and the chance to play six balls simultaneously. One of the most impressive aspects of the table is, however, the dot matrix display above it. Developed separately by TV animation specialists Mind's Eye, it shows probably the most detailed sub-games we've ever seen on a pinball sim.



PINBALL



TABLE VIEW



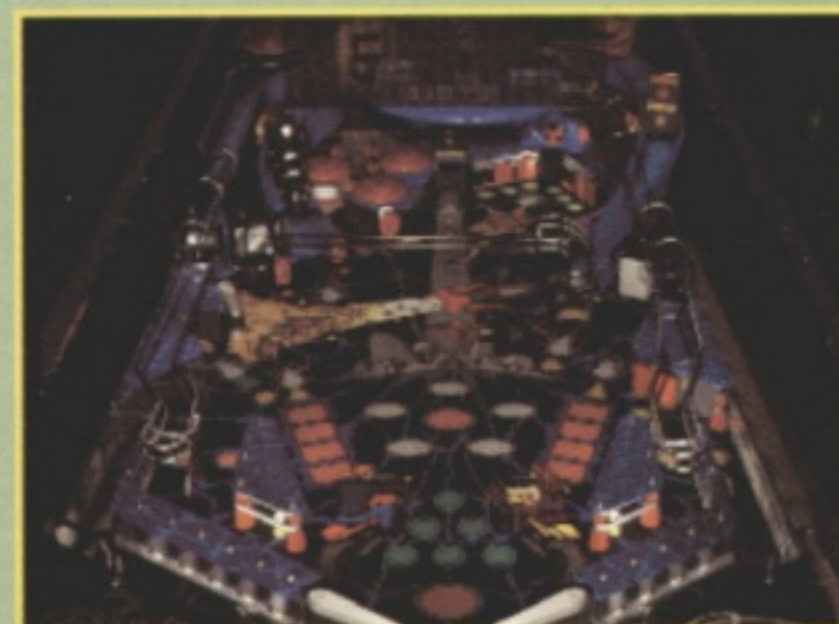
BALL GAMES

The Web table features some highly detailed Silicon Graphics rendering, most impressively of the base wood and metal guides. The game runs at 60 frames per second, improving the fluidity of the chrome ball on its journeys around the nooks and crannies of the table. The ball itself reflects its position on the table wherever it travels.



PINBALL WIZARDS

The Web features twenty music tracks specially recorded for the game by early Eighties New Wave supremos Bruce Foxtan (former bassist with The Jam) and Jake Burns (Stiff Little Fingers' top man). A disenchanted SNES owner, Burns recently bought a PC, only to become disappointed with the poor quality of game music. Fellow SLF bandmember Foxtan felt the same way, so the two offered their services to a number of software companies. Burns is well pleased with the result of their work for Empire: "Hopefully, as gamers, what we've done is add to the excitement of the playing experience and freed one more game from the tyranny of the Spectrum style beep beep beep."





BY PSYGNOSIS

GAME TYPE RPG

1

PLAYERS

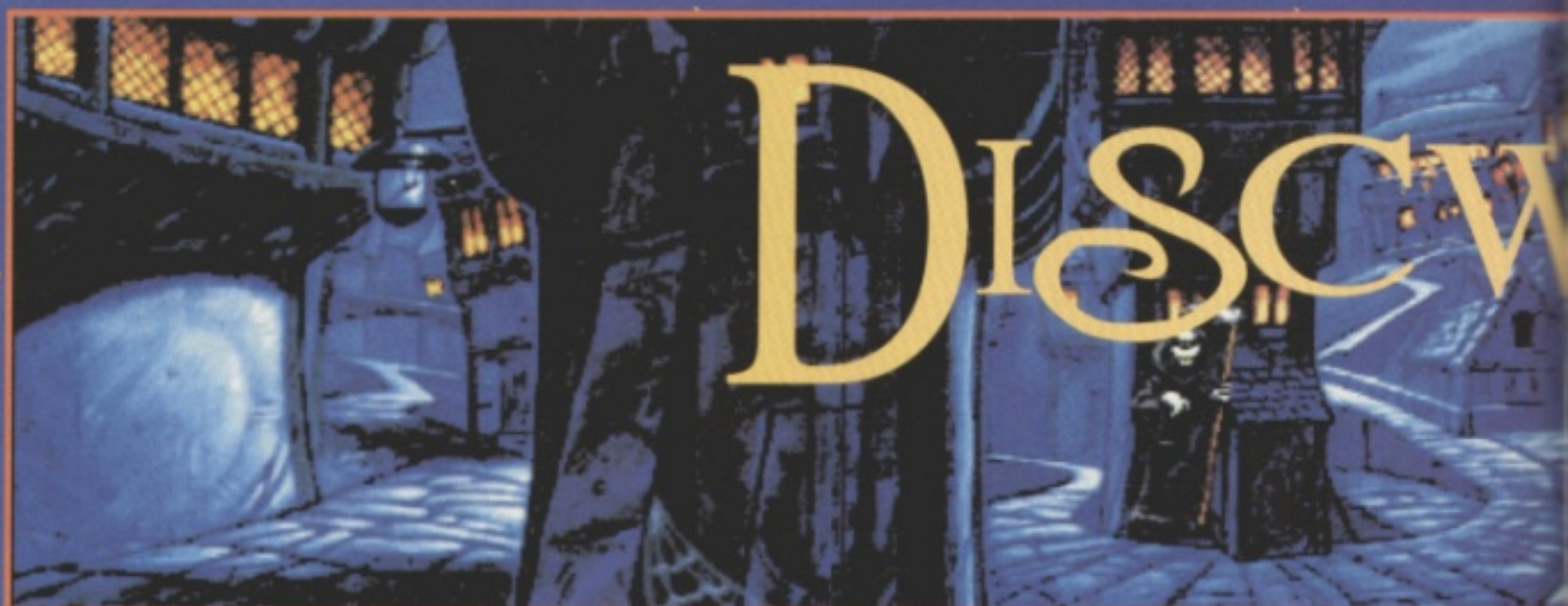
PRICE

TBA

RELEASE

JUNE

COMPLETE



Terry Pratchett is currently one of the country's most successful, and most prolific, authors. And the hat-wearing humorist is able to crank out product at a rate of knots as well, which must keep his publishers happy.

Enthusiasts of the man they say is better at being Douglas Adams than Douglas Adams rate the Discworld series of novels as the cream of a sizable crop. Discworld, as any university science-fiction society member could probably tell you, is a bizarre city sealed in a dome and supported on its travels by the shell of a rambling cosmic turtle.

This sees you assume the persona of a bumbling apprentice wizard called Rincewind (voiced by Monty Python star Eric Idle) who tests his mettle by seeking to rid the land of a dragon. Your journey begins at the university, your task soon complicated by all manner of characters, some of whom are voiced by such linguistically renowned celebs as Tony Robinson and Jon Pertwee. Once the dragon is located and sorted out, the game progresses as Rincewind discovers a secret sect, and travels backwards and forwards in time searching for their hidden lair.

This immense, four act game is heavily reliant on Terry Pratchett's punning style of humour for much of its charm. The uninitiated might find this cerebral game a bit inhospitable. If you're a Discworld buff, however, chances are you'll love it.



GREAT ARTS

The gameplay inspiration for Discworld, indeed the initiator of the whole genre is Lucasfilm's Monkey Island (we're ignoring some proto-examples like Maniac Mansion here). This pirate adventure appeared at the turn of the decade and established the PC 'point and click' adventure. The precepts of the genre are simple: characters walk and explore scrolling landscape locations, using a simple cursor to select objects to examine, use or walk to. The game is constructed from a series of puzzles requiring objects, often in combination. Discworld fulfils all these criteria.



KITCHEN

LIBRARIAN

LIBRARY



WORLD

LITERA VITE

Discworld is the first series video game attempt to make a book come to life. The graphics are very reminiscent of the artwork used on Pratchett's books, and the plot and script, with Pratchett's guidance, is much like a Discworld novel unfolding. Psygnosis have done much to keep the characters faithful to their literary models in appearance, animation and action, and the familiar locations of Ankh-Morpok and wider locations of the Disc figure in the massive adventure.



The good thing about cassocks is that they hide your cellulite. Get one on order for Princess Di.



PYTHON WARS

The style of humour in the Discworld series has many resonances with the British tradition of bizarre comedy epitomised by Monty Python, the TV show of the early 1970s which has made the careers of its six co-creators. Unsurprisingly one of them, Eric Idle, pops up to add his vocal talents here (along with, fact fans, ex-Doctor Who Jon Pertwee). Coincidentally, a similar project, Blazing Dragons is being undertaken by BMG in America. That's if you count a point-and-click adventure using cartoon graphics set in a fantasy/mediaeval milieu using comic voice-over as similar. An ex-Python is also employed on this one, Terry Jones. The prospect of a Monty-adventure sales war is very much in prospect. The other ex-Pythons are too busy doing big budget movies to have time with video games.



RINCEWIND'S ROOM



DINING ROOM



SATURN PREVIEW

Lemmings 3



BY PSYGNOSIS

GAME TYPE PUZZLE

1

PLAYERS

PRICE

£39.99

RELEASE

MAY

COMPLETE



The Lemmings saga is a puzzle game phenomenon that has been selling bucketloads for the last five years. First appearing on PC, the green-haired little fellas with suicidal tendencies have since appeared on nearly every format you'd care to mention. 3D Lemmings, the latest and most sophisticated instalment in the saga, is about to appear on Saturn.

For the benefit of the uninitiated, Lemmings is a true classic with the unusual aim of actually saving lives. On each level, the screen gradually fills with a procession of furry rodents. These little chaps, who at first glance all look identical in blue coats and fuzzy green hair, march around, seemingly oblivious to their fates – like brainless sheep they herd themselves into deadly machinery, down lethal holes or over sheer cliffs. As a god-like observer of these tragic events, your task is to try to save as many lives as possible by manipulating the little fellas into engineering escape routes through each screen's exit section. This is done by activating certain lemmings' particular skills at just the right moment in their funeral march – some are diggers, some are blockers, some are builders and so on.

As the little critters continue their inexorable journey onto the Saturn with a new visual twist to their old tricks, your job is to save the species. But theirs is an arduous journey fraught with danger, and sacrifices will have to be made...



CLOSE SURVEILLANCE

3D Lemmings is the latest version of the game, and the original format's most radical revision yet. Instead of viewing the action from a flat 2D perspective, the player is now able to rotate the view around the platforms, zooming in and out of important scenes. The feeling of visual freedom is further enhanced by four principal camera positions on each level, allowing you to poke your nose into the more awkward nooks and crannies your little blue buddies are going to have to negotiate.



The Dennis Pennis appreciation society try their hands at spring jumping, whilst insulting lots of gullible celebrities.



The Chernobyl droning experiment goes horribly wrong, and the world is inundated with Marcus' Hair Hell creatures.

TECHNO TROUBLE

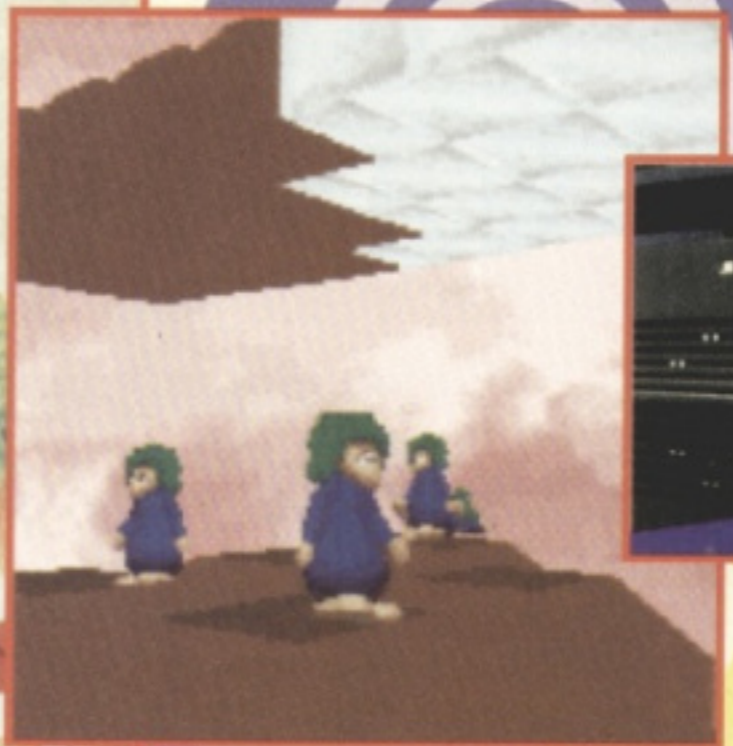
The most impressive new functions involve deployment of the teleporter (you'll need to dart from one side of the level to the other to find out how your Lemmings are getting on) and the rescue of marine style lemmings who glide down a rope from a high tower, marching to their doom on touch down. Elsewhere, suicidal Lemmings hop to their doom on a series of trampolines.





Lemmings

3D



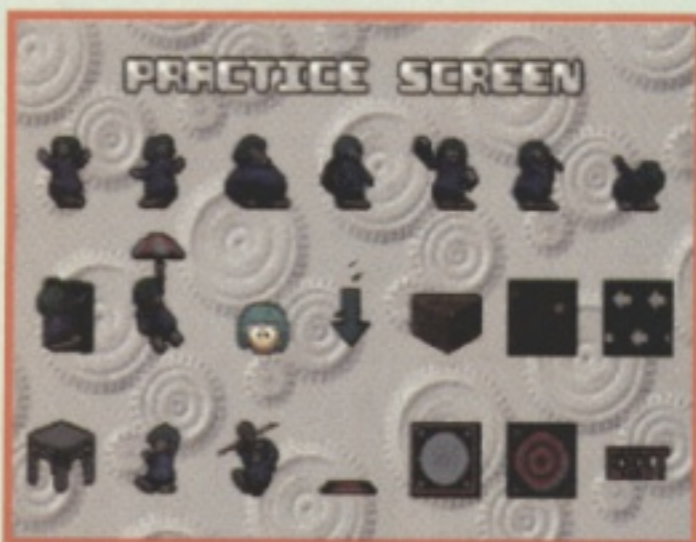
VIRTUAL LEMMING

Another of 3D Lemmings' souped up features is the opportunity it gives you to view the action from the first person (first lemming?) perspective of one of your troops. You can step inside their shoes and get a taste of the tricky terrain they totter along. This is especially useful when it proves impossible to solve puzzles partially obscured by the usual camera angles.



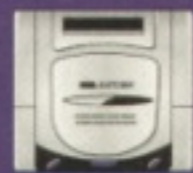
RANK AND FILE

The hordes of Lemmings themselves have their ranks swelled by the addition of some talented new creatures. Claustrophobic Lemmings join rope gliding alongside the more traditional climbers, builders and blockers. There are also new objects, such as springs, teleporters and quicksand to help or hinder you along the way.



"Fancy jumping off that cliff?" said one Lemming to another. "Who do you think I am?" he replied, putting a shotgun to his head.

There once was a spider who swallowed a fly, I don't know why he swallowed the fly!" Well I do, it's because I was hungry. Yes, it's that time of the month again folks - the Tips Bat morphed into the Tips Fly and then I decided to eat him. Now, as the tips spider, I have treble the tipping power. Here's a hint straight from the heart of the tips web: edge along the garden wall and squeeze through the small crack below the window sill. Follow the piping all the way along until you reach a hole. You'll emerge in the plug hole, and be stuck in the bath. Awesome. Address your spindly tips to: **THE TIPS SPIDER, TIPS WEB, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** As usual, a Saturn game is the prize for the best Saturn tip of the month.



SATURN

STREET FIGHTER ALPHA



SECRET CHARACTERS, DRAMATIC BATTLE

This is the best 2D beat 'em up currently doing the rounds in my humble opinion, so it seems only right that we should show you how to play as the boss characters. All of these should be done on the player select screen

BISON: Hold L and the highlight the Random box. Now press Back, Back, Down, Down, Back, Down Down, and then press Jab and Medium punch together.

GOUKI: Hold L and press again move over the Random box. Now press Back, Back, Back, Down, Down, Down, Jab and Medium punch simultaneously.

DAN: Hold L and R and press Medium Punch, Low Punch, Low Kick, Medium Kick, and then Medium Punch.

And to make the Dramatic battle option available, have a bash at doing this. Start a two player game in arcade mode. Leave the characters on Ryu and Ken, and both players Hold L button and press Up twice. Then, both players must release the L button and press Up twice again. Now player one should hold X and player two hold Z until the game starts. Phew!



WORMS

SPECIAL WEAPONS

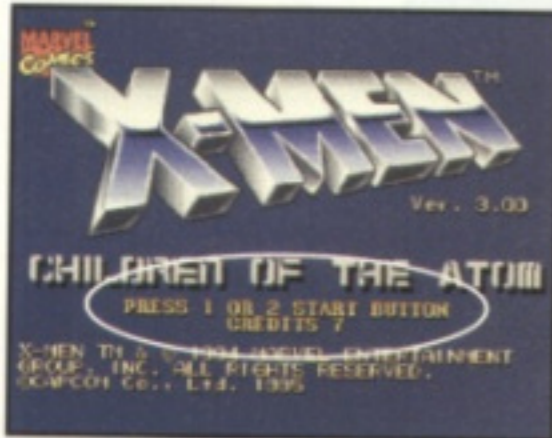
Having lasted only two games in the office Worms league, this cheat will hopefully make my future efforts a bit longer-lasting. Go to the weapon select option and move OFF exit. Now press C, Z, Z, C, Z, Z, C, Z and Z. This should bring up the Sheep, Mini Gun and the Banana Bombs.



X-MEN: CHILDREN OF THE ATOM

ARCADE MODE

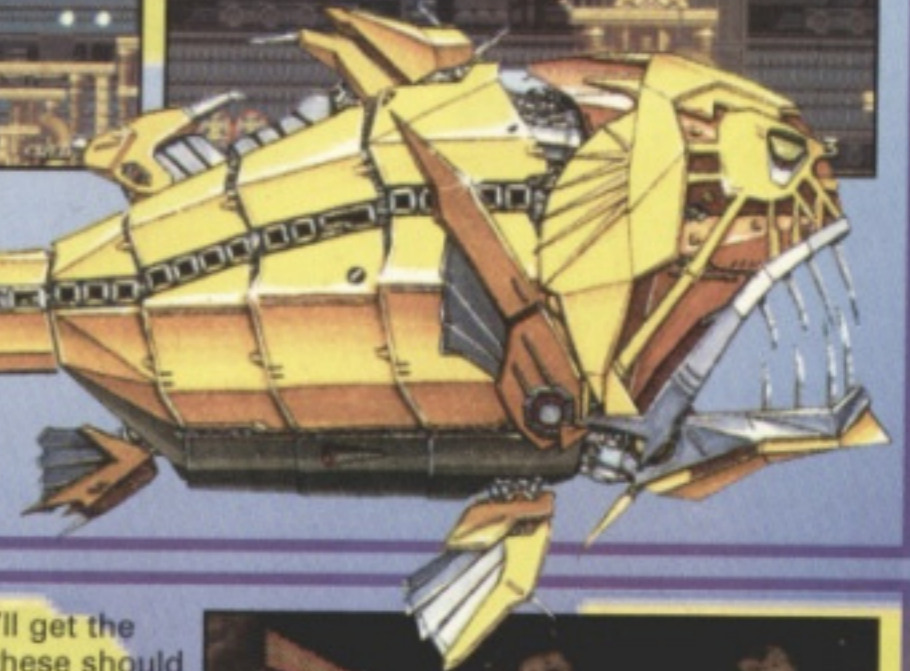
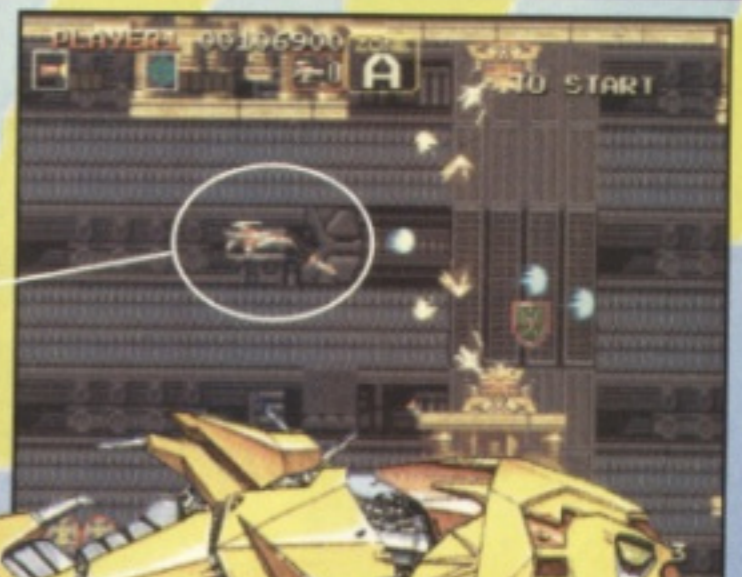
This is from the useless tips department, and although it doesn't actually do that much to the game, it makes for an interesting little quirk. To make the game look as if it were the actual arcade game, and bring up messages like 'Insert Coin' instead of the usual 'Press Start', simply hold **down A, C and Start** on the second controller when you turn on the machine, and then the arcade start-up screen will appear. Whilst you are playing **L** inserts another coin, and **R** becomes the start button. To perform Storm's Hail Shower, use start button instead of L or R.



DARIUS

RAPID FIRE

Just a quick one here, continuing on from last month's cheats. On the Start/Option screen **Hold X** and press **Z, C, L, B, Left, R and L**. This should give your ship a rapid fire option. A noise will sound to let you know it's worked.



TITAN WARS

CHEATS AHOY!

Crap game, lots of cheats. Well, I suppose it'll get the game a little extra coverage. Anyway, all of these should be entered when the game is paused.

Programmer Heads	C, Right, A, Z, Y.
Cloaking	Down, Right, A, C, Up, Left, A.
Death Star Trench	Right, Right, Down, Down.
Fade To Black	X, Y, Z, Z, Y.
Invincibility	B, Up, Left, Left, Y.
All Weapons + Shields	A, Left, Left.
House Hunt	A, Right, Down.
Nine Lives	B, Up, Down, Down, Y.



JOHNNY BAZOOKATONE

LEVEL SELECT

Crap game ahoy! Let us all pity poor G. Ritchie from Co. Antrim, who foolishly bought this game. But let us also rejoice that he sent in this cheat. Go to the password screen and enter aaaaa as your password. Now press Start and the game will come up in Debug mode, then you can select your level. If it doesn't work, you can all go round and duff him over.



32X

VIRTUA FIGHTER

PLAY AS DURAL

Again, this one is for the benefit of all the phone pests (we can have you locked up, you know), and it's a really simple thing to do. Highlight Akira, then keep pressing left and right, flicking from Akira to Jacky and back again. Repeat this several times between these two characters. After a few goes, Dural's head should appear. Thanks to Ryan Button from Leicester for that one.





MEGADRIVE

MORTAL KOMBAT 3

QUICK FATALITIES

Graham Hovell from Truro in Cornwall sent us in this sneaky way of performing the fatalities for MK 3.

First, activate the Killer Kodes cheat: (C, Right, A, Left, A, Up, C, Right, A, Left, A and Up), and select it.

Then highlight 'Quick End' and select 'Fatalities 1.' He says that you can now do each of the fighter finishing moves by doing the last two button presses in the sequence. To do the other fatalities you must do the same, but highlight 'Fatalities 2' instead. Super.



MADDEN NFL '96

HIDDEN TEAMS

Get ready for this tips marathon. Untold secret teams are coming your way, so this is for the benefit of all those people who keep phoning up wanting the codes. Now you can leave the dog and bone alone and stop pestering us.

'84 49ers: CABACCA

'82 Redskins: CBA AAC

'75 Cowboys: ACABBAB

'72 Redskins: CBAACBB

'75 Steelers: BCBCBB

'77 Broncos: ACBCAAC

'93 Cowboys: ABCBBAC

'76 Raiders: BABBACA

'63 Bears: ABBCABC

'68 Jets: BCABCBA

'69 Chiefs: ACCCCBA

'94 49ers: CAABCAA

'76 Patriots: BBCBAAC

'83 Redskins: CACCBAA

'86 Giants: BCAAACC

'88 Bengals: ABBCCCB

'77 Bears: ABBACAB

'79 Rams: BACBABC

'89 49ers CAACBAC

'71 Dolphins: BBACBCC

'91 Bills: ABAACAC

'95 EA Team: CCAACAB

'83 Raiders: BAACCAC

'84 Dolphins: BACCCEA

'91 Rams: BABCCAB

'91 Redskins: CACACBC

'78 Seahawks: CABCBAB

'66 Packers: ACCBACC

'94 Chargers: BCCBCAB

'78 Cowboys: ABCCCCA

'70 Colts: AABCACC

'89 Broncos: ACBABC

'77 Cowboys: ACAABCC

'81 Chargers: BCCCBBA

'81 49ers: CABBBCC

'84 Rams: BACACCA

'62 Texans: BAABACB

'85 Patriots: BBCABAA

'70 Cowboys: ACACCBC

'71 Cowboys: ACACABA

'76 Vikings: BBBABAB

'64 Colts: AACABCA

'82 Dolphins: BBAABAC

'87 Broncos: ACBBBAA

'66 Chiefs: BAAABBC

'92 Bills: ABAAAAA

'80 Raiders: BABABBB

'73 Vikings: BBBBCBC

'88 49ers: CABAAAB

'68 Rams: BACBCCB

'78 Steelers: BCBBCAC

'74 Steelers: BCCBBCA

'63 Chargers: CAAACBB

'67 Packers: ACCABCA

'62 Lions: ACBCCBB

'75 Cardinals: BCCACCC

All 50's Team: CCABBBA

All 70's Team: CCACCCB

Hall of Fame 2: CBACACC

NFLPA 2: CCBBBAC

NFLPA 4: CCBCCCA

AFC Pro Bowl: CBBACBA

'70 Giants: BCABAAB

'73 Bills: ABACACA

'60 Eagles: BCBAACB

'81 Bengals: ABCACAA

'80 Eagles: BCACBBC

'69 Vikings: BBBCBCB

'73 Dolphins: BBABABB

'90 Bills: ABABBBB

'74 Vikings: BBBBABA

'69 Vikings: BBBCBCB

'90 Giants: BCCBCA

'65 Browns: AACBBBC

'79 Buccaneers: CACAABA

'79 Saints: BBCBCBB

'80 Falcons: AABBBCA

'79 Steelers: BCBBAAA

'87 Redskins: CACBBCC

All 60's Team: CCACABC

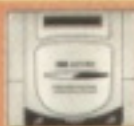
Hall of Fame 1: CBABBBA

NFLPA 1: CCBACAA

NFLPA 3: CCBCABB

All Madden: CBAAAB

NFC Pro Bowl: CBBBCC



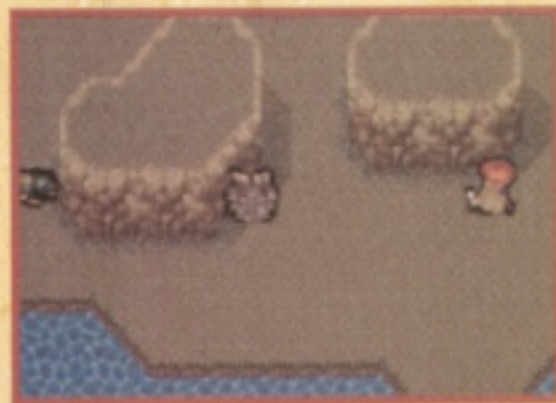
Now the early levels of Shining Wisdom have been successfully negotiated, it's time to get down to the nitty gritty of the game. No longer do you have to pounce about with your sword as stronger weapons become available. Starting where we left off, we kick off the second part of our guide at the Lost Forest.

and re enter for all of them to be restored to their original positions. Firstly, get to all of the islands and open any chests, and then try to get to the bottom left corner to gain a purple orb. Then you have to make your way far right, and up to the top right corner, where you'll find another log. This leads to a previously unreachable part of the Lost Forest.



THE LOST FOREST

Once you get to point 4 from the Vale of Gudo map (see last month's guide), no further progress can be made until you get the magical hands. To get these you must take a journey into the Lost Forest. From the start, equip your newly acquired slide boots and use them to slide under the logs, thus opening up the rest of the forest. You should head for the bottom left corner, which leads to the water section and the hands. Once outside, the water will prevent you from progressing, so re-equip your heavy boots and stomp next to the turtles, kicking them across the water, as shown below.



They now provide a stepping stone to the other islands in the middle of the lake. The turtles can be bounced on the corners of the rocks as well, deflecting them off at other angles towards different sections of the water. If one of the turtles doesn't go where you want it to, simply go back into the forest

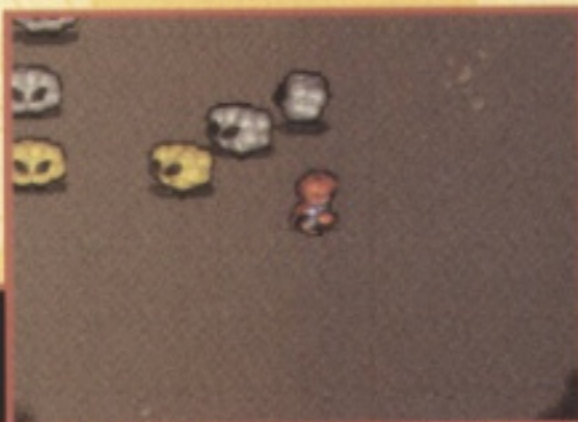
Now go through to the forest, and follow the path round until you reach the chest containing the magical hands. These hands will enable you to fire a boxing glove at medium range to hit the switches in the Vale of Gudo. You can now get to the boss.



VALE OF GUDO 2

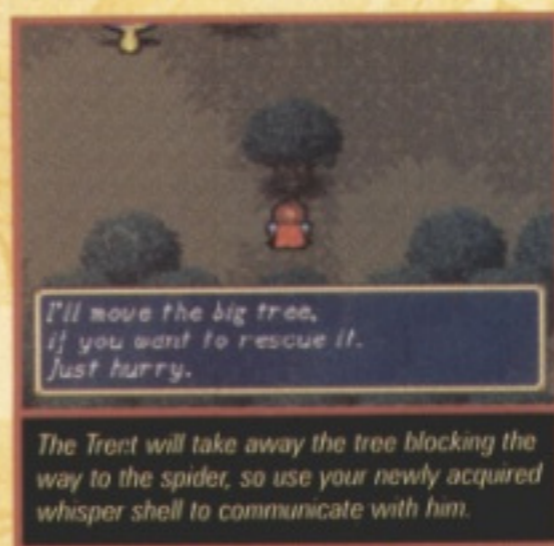
Now that you have the hands, go back to the Vale and, more specifically points 5 and 6. Stomp through the floor as shown, and use the hands on the switches. You'll now be able to go through to the boss. The rock monster is top easy really. Using the hands, fire at the worm-type thing as it swoops down to the floor. Each section of the beast must be killed, and if timed right the glove can hit all of them in one go. Stand in the middle of the floor, and the monster just circles around you, leaving you free to attack at will. Once defeated, the fairy will appear and give you the whisper shell.

Each part of the monster requires one hit to kill.



LOST FOREST 2

Now go back to the forest, find the tree pictured (it's around the centre of the map, just below the three blue mushrooms) and use the whisper shell on him. After getting over his surprise at being able to speak to somebody, he unlocks the way to the spider boss and, more importantly, the princess.

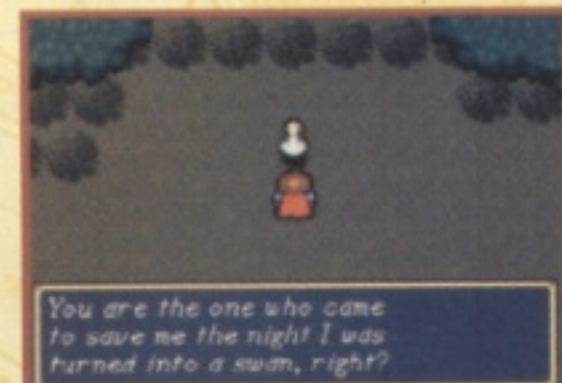


The Trent will take away the tree blocking the way to the spider, so use your newly acquired whisper shell to communicate with him.

To defeat the spider, you must always keep on the move. Contrary to what you may think, the sword is actually better for this guy, as you can get more attacks in quickly. Try to stay behind the spider as much as possible so you can attack and still miss his mini spider webs. Once defeated, the swan will be free, so use the whisper shell to talk to her. You'll then have to go to the Thousand Year Tree to see the hermit.



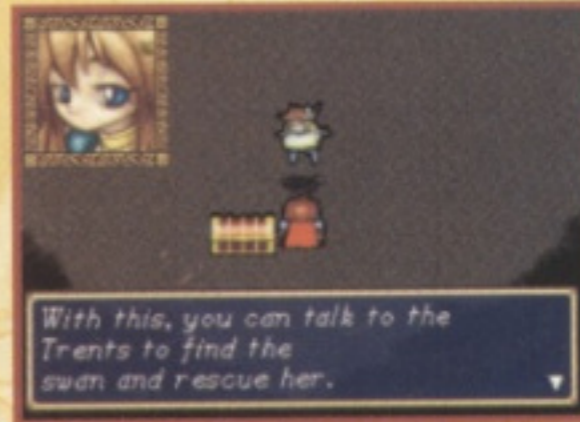
When the spider jumps it attempts to land in the spot you are standing in. Just keep moving.



The swan will follow you, so take it to the Hermit to get her back to her old self again.

THOUSAND YEAR TREE: HERMITS ABODE

This level isn't exactly tough, as there aren't many things to trouble you until you reach the boss. Basically, there are five levels inside the tree, and stemming out from each are branches that you are free to wander about on. The only things blocking your path are the patches of leaves that cause damage should you wander into them. To make



With this, you can talk to the Trents to find the swan and rescue her.



MINING



fight it, talk to the minister and Kaipa, who'll each give you a healing herb. Defeating it is simple – use your magic hands to hit the blob in the centre while avoiding the outer spinning rocks. When defeated, the minister will appear, and guide you back to the King, who'll tell you that the treasury is now open. Go there (it is straight up from the main entrance in the town) and you'll receive the Power Gloves for your troubles. The Sand Labyrinth is your next destination.



SLIDE RULE

Once you've obtained the slide boots, lots of secret passages become available to you. By walking up to an obscured piece of rock (shown) and sliding, you'll go through and into a mini-cave containing a chest. There are lots of these scattered about, and it's basically a case of keeping an eye out for the shape of the rocks and trying your luck. There are a couple of orbs to be found, loads of angel wings and record books, and, most bizarrely, a judo suit which seems to be completely useless.



them retract, you must stamp on the buttons and they will disappear for a short period of time.



When you enter the tree, go up as far as you can and take the first exit out from the left hand side as we look at it. Then follow the branch all the way left. Stamp on the button to retract the grass, and open the chest to get the monkey suit which will let you climb the vines.



Your aim is to get to the top of the tree and destroy the giant cactus which guards the hermit. To defeat the prickly fiend, you must destroy the mini-replicas of itself that it spits out (using the sword is best) and equip the slide boots once the giant plant is alone in bouncing around. Slide into him and he'll be thrown into the air, landing upside down on the floor. Now switch back to the sword, and hit him as many

times as possible until he turns back up the right way. Now repeat the process until he is finished. The hermit will appear to cure the princess – once she is back to normal, head back to the castle for the showdown.



OGEDAN REVISITED

By nipping back to the castle, you will be presented with a dilemma. There are two princesses, and you have to decide which one to kill and which one to keep alive. Here's a little hint – kill the one on the left. She will then turn into Karry, and you'll be instructed to follow her to the Royal Crypt, where you'll meet the rock boss thing. Before you





SHINING SOUL

SAND LABYRINTH

This is where it gets tricky. It's a pretty big labyrinth and is inaccessible until you have the mole gloves which are located on the second floor. Follow the labels on the map in number order...



Using the power gloves, pick up the statue...



And take it here to open the door to the worms.

Defeating the sand worms is difficult, but if you move quickly it makes it easier. Wait until you see the sand churning, and this will tell you where they will emerge from. Now move as near to the top of the screen as possible whilst keeping near the rumbles. When the worms pop up, hit them from behind with your sword. As long as you keep out of the way of their fire beams, you'll sustain hardly any damage. Keep repeating this to finish them off and get the spark orb.



9. Go back to here and tunnel through, hitting the switch with glove.

1. Use the power glove to pick up these bombs.



2. Touch this to turn the sand to stone.

7. Tunnel through here to get to this room.

6. Mole hands.

3. This bridge will stay solid whilst in stone, but will collapse while it is sand.



5. Walk over this part when it is sand, and you'll cause it to crumble, thus falling through.

4. Touch this to return the stone to sand.

THE OTHER SIDE

Hurrah! The first orb is under your belt, and the adventure really begins. Make your way through the caverns (if you aren't already there), and find the lightning symbol etched into the rock to the left of the thousand year tree. If you equip the slide boots and the newly acquired spark orb, sliding it into the panel will transport you to the other side of the lake. You are now free to enter the Hobbit village and the water labyrinth. At the moment, the village isn't of any use to you (if you are short on life however, find the well in the top right of the map and drink from it) so head straight for the water labyrinth.



WATER LABYRINTH

Despite its size, this doesn't provide the biggest of challenges. From the start, take the first right you come to (when the floor becomes ice) and go to the far end of the room. Using the power gloves, throw two bombs at each of the cyclops blokes in the wall to destroy them. Then, go through the gap in the right hand side and down the steps to find a chest. Go back to the gaps that were left by the 'clops, and down the other set of stairs. Then slide into the plate on the wall



8. Tunnel here and push the switch to fill up the room outside with sand.



again (with the slide boots and spark orb), and you'll be taken to another part of the labyrinth. Follow the path round, and push in the circular switch. This then opens the door straight up from the first icy room. Go through here, and into the room full of water. The thin path to the left leads to another chest. Once you've collected this, head back and take the path to the right. You'll emerge in a big icy room with cracked plates in the floor. Stomp on the one shown to fall down, and push the switch directly up from where you land.



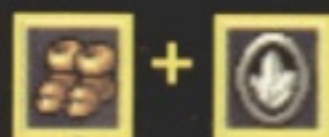
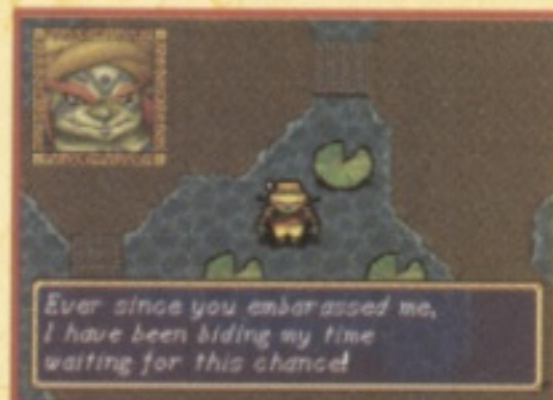
This should have now opened the door at the top of the watery room. Go through, and down to the next level. Go left from the start and touch the switch, quickly running across the crumbling tiles onto the temporary blocks the switch activates. Then head along the right path. Follow the rooms round (there is only one way you can go), through the big water room, and push the switch that you find. Now you have to track back to the crumbly platform and fall down, as there's no way of

getting back. Take the exit in the top right of the room you land in, and follow that round (ignoring the other cyclops for the moment) until you can go back up a level. When you emerge from the stairs, go left. You'll end up back at the start of the crumbling platform. Touch the switch as before and run across, but this time go left instead of right. Again, follow the rooms round, down a level and into a room with three panels in the wall. Each panel will warp you all around the level when you slide into them. Try to get to a room with a square 'pond' in it, and a door to the left. Come out of here, use the bombs again to blow up the two cyclops and then go through the door at the top to reach Banbo.



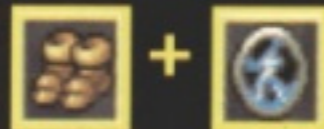
Defeating Banbo is easy, but the flying lily pads prov a tricky hazard. Equip the sword, keeping the accelerator fully charged, and run round the island until Banbo

appears. Then hit him a couple of times before he disappears and carry on running. The chances are that he'll appear in front of as you run round, meaning you'll be able to get more hits on him. He takes about 8 or so hits to defeat. Your reward is the freeze orb.



SPARK SLIDE

This is probably the weakest of all the magic featured. When you slide, a flurry of small sparks appear at the end of your feet. A bit poor.



ICE SLIDE

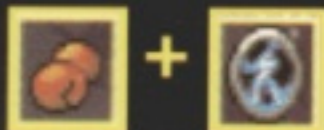
The better of the two slides, this has a shield of ice to protect you as you slide, and cause damage if it hits. The length and speed of the slide is also increased when this is equipped.

POWER OF ORBS



ICE SHIELD

By combining the Magical Hands and the Freeze orb, an Ice shield appears, blocking any laser beams preventing further progress.



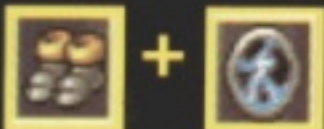
ELECTRICITY

This is the key to making tracks when you reach the Jump Labyrinth. By throwing the ball of energy into the rings, they'll disappear and create a path for you.



This is needed to get into the Mirror Labyrinth, and also to make it through

the Jump Labyrinth. Basically, it freezes any water that is too deep for you to walk through. It also freezes certain items, like bombs, increasing the length of time you can carry them before the fuse starts to burn down.



A barrage of small electricity particles come shooting out from your feet

when these two items are combined, causing anyone in close proximity, to be instantly destroyed. However, this has a long recovery time, if it misses.



Even if you've negotiated this mammoth part of the guide, there is still a way to go yet. So if you want to progress further, head for the Jump Labyrinth. Use the wisdom wisely, my child.



BY SNK

RELEASE

OUT NOW (IMPORT)

PRICE

£70 (INC CART)

GAME TYPE

BEAT 'EM UP

BREAK DOWN



ORIGINALITY



CHALLENGE



ACTION



STRATEGY



REFLEXES

BEAT THIS

GET TO RUGAL

56 MM SEGA

Hallo and welcome to the Unoriginality Oscars, here in Hollyoaks, the home of all crap actors and some the most unoriginal game ideas of the century. It's reached that time of the year again - that time when we honour the dross that is left out of the conventional Oscars, and leave behind the Capcoms of this world. So, without further ado, let the ceremony begin, and we start with your host, You Ain't Got A Bob Hope.

"Thank you ladies and gentlemen, and welcome to this, the fourth annual Oscars ceremony. Now I know you hate all this babble, so we'll move straight on with the first award. Most Unoriginal Game Concept. And the nominees are: King of the Fighters, for another one on one beat 'em up; SNK for churning up yet another beat 'em up; and the Neo Geo for being the only computer made for one-on-one beat 'em ups. I think you'll agree that it's a bit of tough one to call, so lets take a look at each of them. KoF: (cue numerous punching noises), SNK (I'm sure there should be a W and an A in the name) and Neo Geo (cue scrapyard noise) And the winner is, tension here, ALL OF THEM, because they are all, unoriginal, mindless pap.



THEY DUAL ROM, ROM, ROM

You probably know about the cartridge by now, (if you don't, why didn't you read the feature last issue?) but what exactly is it there for? Well, the bulk of the cartridge's memory is used for backgrounds. You see, when the Saturn loads a game it stores it in the internal RAM, and to fit a game the size of King of the Fighters on it, it needs some more memory, hence the 16bit ROM cart that comes with the game. When plugged in this gives the Saturn the opportunity to pick out bits of info as and when it needs it. Even though the game comes supplied with the cart, the price has stayed pretty low, being only 1,000 Yen more than VF2. If it appears here (no Euro publisher has been signed yet), the price will probably be around the 60 quid mark. The cart facility illustrates the flexibility of the Saturn, and the scope for future games to be bundled with carts, seeing as the price is pretty respectable.





THE KING OF FIGHTERS '98



ALL FOR ONE!

Probably the best thing about King of the Fighters is the opportunity it gives you to play in the team battle mode. Although the team battle is nothing new, it's the magnitude of this version that is attractive. There are 24 playable characters to choose from, and each of these is already split up into teams of three, each team with their own background. When you select the team battle mode, you are given the choice of keeping the groups the fighters are already in, or selecting any three to form a new team. The good thing about this is that you can obviously pick the three characters you are best with, to make an unstoppable outfit, rising to the top of the fighting ladder. Maybe.





NOW THERE'S A NOVELTY

There are two ways to execute the Super attacks that every character has. These are the ultra moves that can get you back into the game by draining away over half of your opponent's energy. If you can get a bit of time in the round, by holding down L, the character will charge up his energy bar until it reaches Maximum. This is the first place you can do the moves, and the other is probably where you are more likely to pull them off. When your energy bar gets below a certain level, it begins to flash red, and at this point you can use the super attacks as many times as you like, until either you are dead, or your opponent is. The moves consist mainly of a rotation following by a button press, meaning they are quick to slip in on the unsuspecting fighter.





ANIMATION IS WHAT YOU NEED

There is a wealth of animations and little poses that the characters do in the game. So many, in fact, that the R button is used solely for taunting your opponent during the match.



When the characters are in three player mode and are standing in the background, they respond to how their fighting team-mate is getting on by wincing every time he/she gets hit,

clapping and generally looking pleased when the character is doing well. They also look dejected when the character has been defeated, with some collapsing in a heap on the floor.



GRAPHICS

80

▲ Some of the backgrounds are really well detailed...
▼ ...yet others look like 16 bit alternatives.

ANIMATION

84

▲ The people in the back, and the general movements of the main characters, are all fluid and well drawn.

MUSIC

79

▲ Nothing overly special, but there are a few nice tunes.

EFFECTS

82

▲ Loads of sampled hits, speech and thuds accompany all of the game. And it's all clear as well.

PLAYABILITY

78

▲ The team mode is a very good idea...
▼ ...but its execution leaves a lot to be desired. No real satisfaction is gained from playing.

LASTABILITY

79

▲ Loads of characters and four styles of play mean there is a bit to find.
▼ Yet it still becomes boring too quickly.

OVERALL

Could have been a potential Capcom beater, but has fallen flat on its face. More like Chamber Maid of the Fighters.

79

COMMENT

Psssssssttttttttttttt. That's the sound of me being let down by this game. Punctured in fact. Having played the pre-production version before, and being greatly impressed, for some reason I am now greatly disappointed in this. I can't see this having any of the appeal and playability possessed by Street Fighter Alpha, X-Men or even Darkstalkers. The moves are all far too similar, the characters seem to lack the imagination to challenge the wonders from the Capcom games, and it quickly becomes annoying. Sometimes, it's even hard to see where the extra memory from the cartridge has gone. But, despite all my criticisms, I can sense that there is a good game here trying to get out, but in my hands, it just seemed to stick its head out before diving back in again. Some of you, if not many of you, will see this as possible alternative to the trundle of the Capcom beat 'em up conveyer belt, but others won't find it the least bit interesting. Much as I tried to like this, I'm afraid it just isn't good enough.



STEVE

COMMENT

It doesn't matter how many extra meg you use to spruce up your backgrounds, if your beat 'em up is a fundamentally staid and unimaginative punchfest lacking the imagination and humour of recent Capcom efforts then it just isn't going to make an impact. The extra details and animations in the backgrounds are rarely interesting enough to merit mention - I would have much preferred it if the extra memory had been used to enhance this perfect, if unremarkable, coin-op conversion.



MARCUS





BY **GT INTERACTIVE**

RELEASE
JUNE

PRICE
£44.99

GAME TYPE BEAT 'EM UP

BREAK DOWN

1-8 PLAYERS

ORIGINALITY

CONTROL JOYPAD

GAME DIFFICULTY HARD

CONTINUES ADJUSTABLE

SKILL LEVELS 6

RESPONSIVENESS EXCELLENT

ORIGIN

Created by the Williams pairing of Boon and Tobias, this is the fourth version of Mortal Kombat to appear on home formats. Originally a coin-op.

GAME AIM

We've said this so many times over the last few months that it's getting boring. Beat up someone. Ho hum.

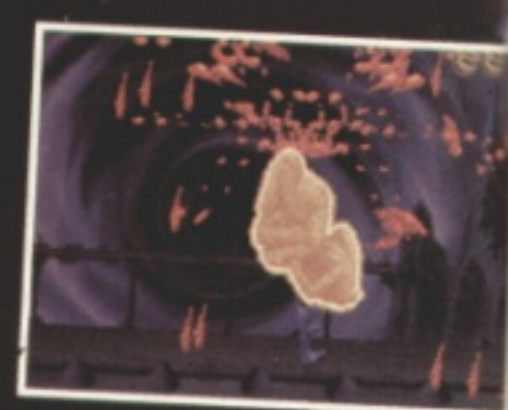
REFLEXES

BEAT THIS
REACH MOTARO ON WARRIOR

So there you are, faced with the monstrosity of a half-human, half-robot thing. It's a battle to the death, and no mercy will be shown (unless you choose to grant it). Blood is the order of the day, and ripping your opponent limb from limb is also strongly advised. Then you get the immortal words, "Finish Him/Her," and this is your chance to impress the onlooking Shao Kahn, so what do you do? Turn yourself into a snowman. Only in Mortal Kombat.

Yes it's that time of year when we dust off the the Dettox (for all those nasty cuts and scratches) and prepare to decapitate a few people as Mortal Kombat returns to torment Mary Whitehouse and sell bucket loads of games to the gore-loving public. This isn't any old conversion, however. This is the Ultimate version, and by far the best of the series. The difference between this and the other versions is that it features the most characters – an initial total of 20 to play as – and of course the obligatory secret warriors. And coupled with the greatly improved combo potential, the programmers appear at first glance to have thought of everything. But as we all know in the cliché business, never judge a book by its cover, so let MEAN MACHINES be your guide as we venture into the places no other man dare go. This is even more dangerous than the bin under Gus' desk – this is Kombat territory...

MORTAL KOMBAT



I'LL BE YOUR DOG

As we all well know, fatalities hold the initial appeal in MK, but for those wishing to humiliate their opponents a little more, friendships are here to rub your mates' noses in it a little further. Not only will you be able to give him flowers or other such loving keepsakes, but it means that you'll have beaten them without the aid of blocking. So roll up folks, as we take you through the friendship tour. Single file only, and have your money ready when you enter.



SEKTOR



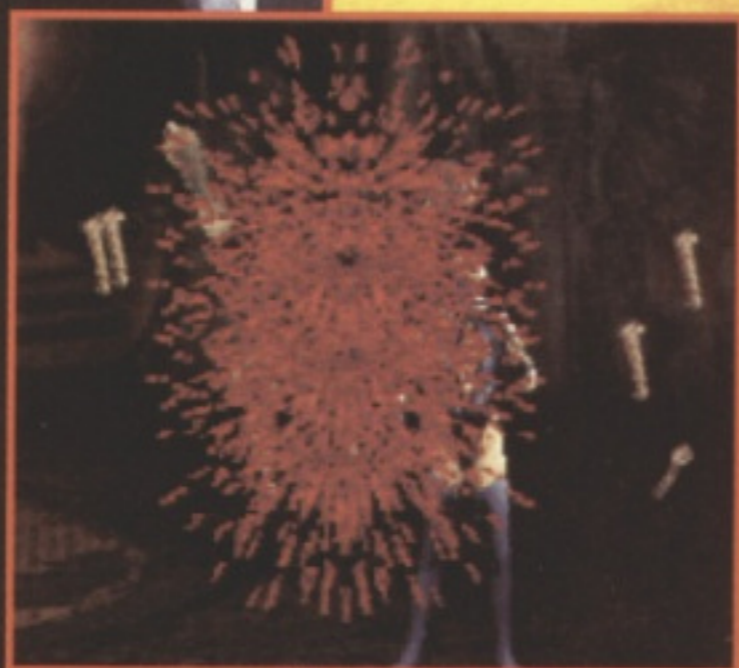
SUB ZERO



MILENA



COMBAT



MORE HITS THAN TYSON!

Let's talk combos. Many people were a bit peeved with the first couple of games because they lacked the versatility of Streetfighter in terms of combos. But in MK3, the programmers added a whole new combo engine, giving the chance to string together



loads of hits by simply hitting the buttons in the correct order. Admittedly, this wasn't the hardest of things to pull off, and it failed to offer the variations of SF. But for this version, it seems that the programmers have had another look at it and tweaked the engine once more, making different combos a lot easier. For a start, another hit has been added to everybody's combos - a jumping punch which can then lead straight into more hits. And now, special moves can be slipped into the proceedings with a lot more ease and grace than before.



MILEENA



KANO



JADE



NIGHTWOLF



JAX



THE FAB THREE?

As you will be aware, there are three empty spaces in the character select screen when you first start the game. And do you know who the three secret people are? Well you probably do, but we'll tell you again anyway. All of these are accessed by a Kombat Kode, but we won't spoil it by telling you just yet.



MILEENA

She originates from the same race as Baraka from MK2, and conceals a nasty set of teeth beneath her mask. As with that game she has a couple of wacky fatalities – for instance, she eats a packet of nails, and spits them at her opponent. Her normal moves are the same as in the second game.



ERMAC

A lot of confusion has surrounded him, and whether he was included in an earlier arcade version of Kombat. At certain points in the game, a message would appear along the lines of Ermac 094374020384987. Ermac actually stands for Error Mac, and was a bug, but now he's a full flung character.



CLASSIC SUB ZERO

Extend a hand as we welcome back the Old Subby from the grave. Thrown in to give the nostalgic among you something to cling onto, his primary moves remain exactly the same as the older versions of MK. He has acquired two new fatalities in the refurbishment process.



With her foghorn-shaped mouth, Mileena demonstrates the art of spitting nails. Just don't ask what she farts.



Now no longer a mere error in the coding, Ermac proves even more destructive in the flesh.



Sub Zero proves that you don't have to be a well-known brand of coffee to be regarded as 'classic.'



The Jodie Kidd awareness fund demonstrate their uncanny art of having no fat, and corrugated rib cages.



"All I did was lift my arm up in defeat, and then this bloke suddenly combatsted. Hands up if you need Right Guard?"



"Take that, and that, and that! And when I've finished, it's your turn to do the washing up!"



SONYA



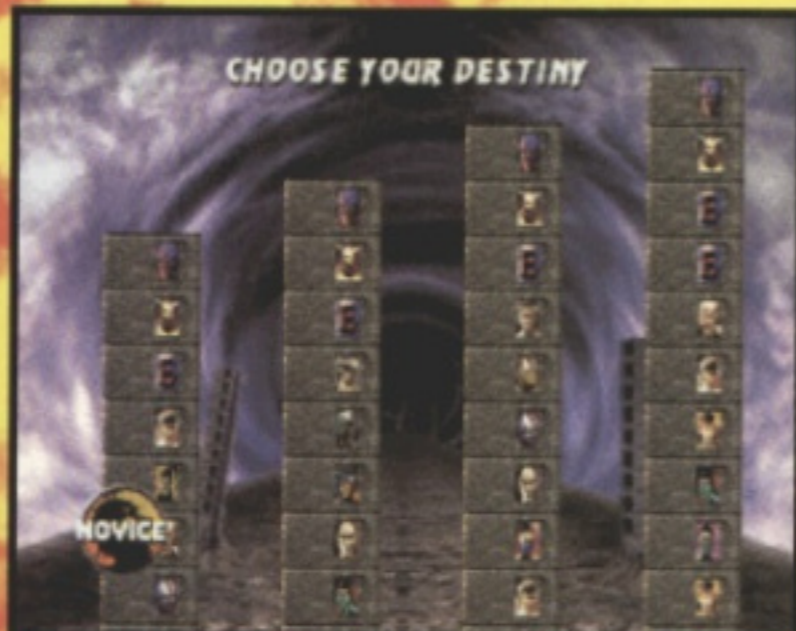
KITANA



SINDEL



STRYKER



Choose your destiny. A happy life, married at 30, with kids and a small semi-detached in Bournemouth. Or the bloke below. Tough one.



BRING OUT THE ANIMAL IN YOU

The strangest of all the finishing move possibilities are definitely the Animalities. These involve the player morphing into an animal, and then finishing off the opponent in one form or another. To perform these moves, you and your enemy must have won a round each. Then, in the final round, you must get the 'Finish Him/Her' message up, and then perform a mercy (move over half a screen away, and hold run, press D, D, D, then release run). Now kill the person again and perform the desired move to set the animal free! Maybe. Anyway, not all of the Animalities are blood and guts moves. Reptile turns into a monkey that chases the opponent off the screen, and just when you think that Kitana has turned into a cute little rabbit, it then promptly devours you.



8 PLAYER KOMBAT

As well as being able to participate in the one on one side for this gore fest, there are a couple of other opportunities for you to indulge in a bit of multi-player fighting. There is a four character, two player, mode which is like the Endurance from the one player game, where you take control of two players, and one takes over from another when defeated. Then there is the the EIGHT (count 'em) player knockout style battle, where two people fight each other for one round, and the winner progresses further until only one warrior is left.



SATURN REVIEW

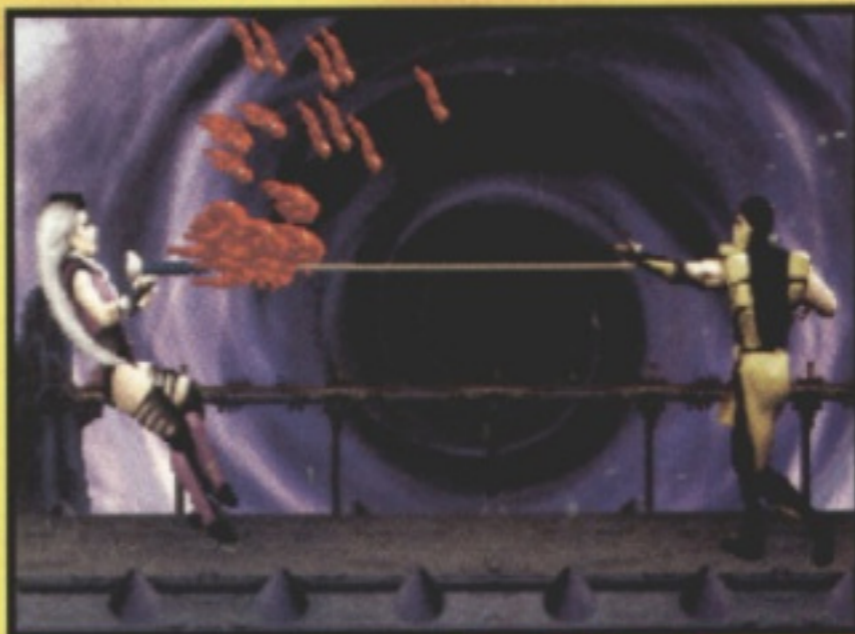


COMMENT

What is it about a bit of blood and guts that makes you lot go mental? The sight of someone's head being ripped off seems to appeal to almost everyone, judging by the sales of the other games. And, having played this version, I can now safely say that I understand why. It's hard to put my finger on exactly, but there is something about this game that keeps on pulling me back for more. It's not so much that I'm a crazed psychotic killer who needs the sight of blood to keep going, it's just that I really like this game. The other versions, which I played for many hours, were a source of many chuckles, but the novelty of the finishing moves soon wore off. And although this happens in this game, there is far more here to keep the interest level high. The graphics are really well drawn, and coupled with the extremely atmospheric music (which I think is one of the best elements of the game) make for the suitably Gothic setting a game like this requires. And, fatalities aside, there is a lot more in the way of combos and other finishing moves to warrant purchase if any of the other versions are owned. I initially harboured doubts over the quality of the coin-op surviving the conversion process. I needn't have worried - this is more than just another round of Mortal Kombat. Another top class fighting game has arrived for the Saturn.



STEVE



COMMENT

Steve's spot on when he contrasts this new UMK3 with the previous games. I've never been so much of a fan of Mortal Kombat over the Capcom games because the main fighting was subordinate to all the fancy finishing. Now every aspect of the game is of the highest quality, with a pace and variety to the player styles that is pretty breathtaking. There's an enormous amount of playing in Ultimate, even for the seasoned player, and the computer promotes a particularly vicious onslaught in one-player mode. Just a short period convinced me I'm going to have to practice like hell to match Steve. Suits me, sir.



GUS

GRAPHICS

92

▲The backgrounds and the presentation of the game are all very good, and contain lots of details.

ANIMATION

91

▲The characters' movements are fluid and smooth.

▼Some of the fatalities don't look as complete and 'real' as they could.

MUSIC

94

▲One of the strongest suits of the game. Played through the right system, the atmosphere comes booming across.

EFFECTS

89

▲Stacks of speech, linked with squeelches, spurts and bone crunches, are all you could possibly hope for.

PLAYABILITY

92

▲Easy to pick up, but tougher to get the combos and finishing moves down to a tee.

LASTABILITY

93

▲Over 20 characters to master, with three different game styles and lots of difficulty settings.

OVERALL

Easily the best Kombat of the series, and well worth owning even if the other versions are sitting on your game shelf. An excellent game.

93



SHANG TSUNG



LIU KANG



SMOKE



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RELEASE

MAY

PRICE

TBA

GAME TYPE BEAT 'EM UP

BREAK DOWN



1-2

PLAYERS

OPTIONS

CONTROL JOYPAD
 GAME DIFFICULTY MEDIUM
 CONTINUES UNLIMITED
 SKILL LEVELS 7
 RESPONSIVENESS BRILLIANT

ORIGINALITY



CHALLENGE

ORIGIN

Vampire Hunter is Darkstalkers 2. Capcom adapted the original arcade board. This is an amazing reproduction of their CPS II coin-op.

ACTION



STRATEGY

GAME AIM

Defeat the other Darkstalkers, hoarding power until you can unleash some demonic attacks.

REFLEXES

BEAT THIS

300,000

Every culture has its stories of the spirit world, every nation its spooky places. The dark forests of Eastern Europe were the birthplace of the vampire legends, which finally found famous form in Count Dracula. Switzerland was the more unlikely setting for Mary Shelley's man-made monster created by Victor Frankenstein.

In the east, stories of warriors rising from the grave as fearsome in life survived for centuries and contrasts with the fears of the Twentieth Century, when the science of ever more powerful and intelligent machines has spawned a genre of chilling fiction. And Rent-a-Ghost. That's the British entrant for the Eurovision Spook Contest. You remember Mr Claypole, Miss Popov and the pantomime horse. Ghostly japes with hilarious consequences and all that. Clearly not to be ridiculed, as the Japanese have used it as an inspiration for the wacky nature of Vampire Hunter. Some of the characters carry sharp weapons that admittedly would not be acceptable on teatime TV, but this latest beat 'em up is all comic, not gruesome.



SWINGING BLADES (ES)



REFLECTIVE SHIELD (ES)

LEI LEI

CHILD GHOST



THE GRINDER

Despite the impressive set of blades on the little Chinese ghost girl, Lei Lei has a gentler style of fighting. Her special moves tend to leave her vulnerable to aggressive players. Very feminine in the way she throws sharp objects the underhand way.



SPROUTING BLADES (EX)



QUAKE WEIGHT (EX)



FIRE ELEMENTAL (ES)



DONOVAN

VAMPIRE HUNTER



ICE ELEMENTAL (ES)



STORM ELEMENTAL (ES)



TITAN STOMP (EX)

Donovan, in his role as hunter of evil spirits, has three good elemental apparitions to summon upon, and a vast Titan when Donovan has amassed enough energy. Donovan carries the massive sword of the Vampire Hunter.

PIRE FIGHTER

IT'S ALL TOO GHASTLY

Finally, we reveal all twelve Darkstalkers characters and their unlikely fighting disciplines. Look out for attacks marked 'ES' which can be souped up by using two or more punch/kick buttons, utilising your special energy bar. 'EX' are devastatingly impressive 'finishing' moves.



HOUNDS OF HELL (EX)

Gallon captures the heart like no other character in the game. He's energetic, easy to get to grips with, and has the same vigorous, bestial style of Capcom characters from Streetfighter's Blanka to X-Men's Wolverine. The core of his special attacks are his multi-directional dashing moves. Becoming over-reliant on these, however, makes for dull matches.



GALLON WEREWOLF



FLASHING TOE UPPERCUT (ES)



ROLLING THROW (ES)



FIRE DRAGON (EX)



HOWLING DASH (ES)



SPINNING WINGS (ES)



HELLFIRE BALL (ES)

DEMITRI VAMPIRE

The game's most debonair character, very quick on his feet and easily able to disorientate opponents by vanishing in a puff of smoke. Let us not forget that, despite his handsome bearing, he is a minion of The Beast. He also possesses the one 'classic' Capcom fireball attack.



DRIVING STAKE (ES)



TOUCH OF DEATH (EX)



BATS OUT OF HELL (EX)





MORRIGAN

SUCCUBUS



ENERGY BOLT (ES)

Succubus is an attractive feminine demon who steals souls with her charm. Morrigan is slight and shapely and pretty fast on her feet. She has the honour of a distinctly Dragon Punch move, and a great drop throw. This partly makes up for her bizarre 'finishing' moves which are hardly that. In two of them, she creates a mirror-image of herself to join in the attack, but neither will work if the opponent is blocking, so often her EX moves fail to come off.



PLUMMET THROW (ES)



ROCKET ATTACK (EX)



MIRROR ATTACK (EX)



DEMON PUNCH (ES)



VICTOR

MANMADE MONSTER



POWER CLOTHESLINE (ES)



FIST DASH (ES)



SMASH THROW



EARTHING CHARGE (EX)



SHOCKER LARIAT (EX)

The Victor of Vampire Hunter is more of a cuddly lovable giant than the creepy creature of Shelley's novel. He is pretty lumbering next to the frisky Gallon or Felicia. Victor's strength doesn't come from his specials (which include a very tricky close-range throw). Instead, you're able to charge his normal punches and kicks by holding onto the buttons longer, stimulating an electric charge.



ZABEL

FASHION ZOMBIE



HOOKING SWORD (EX)



GOUGING THROW (ES)



SLAM DUNK (EX)



SHOCKER TOP (EX)



JACK ATTACK (ES)

Zabel has the same lust for flesh as any Romero zombie, but he's slightly zippier than any of that lot. His special moves are unspectacular but Zabel is good for those who like fast, uncomplicated characters who can string together combos of ordinary moves. His EX specials are easy to pull off and, though they rarely bring the action to a conclusion, do a fair chunk of damage.



The slowest monster imaginable becomes the slowest character feasible. Anakaris' responses are so delayed that every move must be timed perfectly. Thankfully, he's a good defensive character, and has some amusing moves worth perfecting, including an airborne cloud of gas reducing foes to cuddly toy-size! These include three bizarre specials, two of which take quite a bit of button-pressing to pull off.



BURIAL ATTACK (EX)



PORTAL ATTACK (EX)

ANAKARIS EGYPTIAN MUMMY



SARCOPHAGUS DROP (ES)



INFANTILE BREATH (ES)



BANDAGE GRAB (ES)



SCRATCH TWIST (ES)



FELINE FRENZY (EX)

FELICIA FELINE SPIRIT



ROLL AND POUNCE (ES)



DUST SCRATCHER (ES)



PLAYMATES ATTACK (EX)



Mischievous Felicia, a joy to play. Not only one of the most responsive characters, but graced with some of the best moves. She has a range of jolly, bouncy attacks, including a full screen roll which can develop into a leaping punch combo. Vary this with her spinning pole scratcher throw move and two fun finishers, one of which brings two playmates on screen to scratch the opposition to death.

In our humble view the most vicious Darkstalker, Bishamon's star turn is his sword moves. He is able to throw this like a dagger and then collect by running through his opponent. The powered-up version of this displays a ritual suicide! Otherwise, Bishamon has his own minion spirits that will restrain opponents for a short time and a couple of ghostly finishing moves.

BISHAMON SAMURAI SPIRIT



HINDERLING SPIRITS (ES)



UPWARD SLASH (ES)



GHOST LEGIONS (EX)

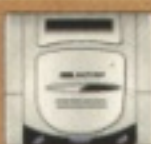


SUICIDAL SWORD (ES)



CRUSHING HAND (EX)





SATURN REVIEW

Phobos, like X-Men's Sentinel, is a heavy-duty character. His throwing moves are bone-crunchingly severe, and his missile attacks rock the playfield. He also has the benefit of laser specials that cover all areas of the screen, including the air. His weaknesses are a delay in attacks being performed and a couple of pretty weak EX moves.



ICE LASER (ES)



AIMING LASER (ES)

PHOBOS TERROR ROBOT



LOW LEVEL BAZOOKA (ES)



ARTILLERY BARRAGE (EX)



MAGNET TOSS (ES)



RIPPLE RAY (ES)



TIDAL WAVE (EX)

AULBATH LAGOON CREATURE



GAS ATTACK (ES)



WATER JET LEAP (ES)



BUBBLE TOMB (EX)

Aulbath is a suitably slippery customer, and makes it difficult to come close with some superb close-range attacks, including a ripple ray and a stunning poison gas attack. His throwing attacks are not bad, but his most photogenic attack is a tidal wave finisher that is as effective as it looks. Neither of his other two EX moves come close.



The fearsome boss at the end of Darkstalkers is now a selectable character. Pyron looks fantastic, with animated wisps of flame rising from his body. His attacks are useful, but mostly lack lustre to watch. He is the sole character with a measly one EX move, though this is a wonder of abstract art, forming in the air.

PYRON FIRE ELEMENTAL



CATHERINE WHEEL (ES)



FIRE TOP (ES)



FIREBALL (ES)



SPHERE THROW



ENERGY FIELD (EX)



WALL OF ICE (ES)

SASQUATCH

ABOMINABLE SNOWMAN

Ice, as you might expect, forms the backbone of his arsenal, with a slow-moving snowball easiest to employ and a nasty wall of icicles quick to come into place. More fun is had using the two big foot moves and the gobbling throw. Both of Sasquatch's finishing moves are worth seeing, especially the comic thin-ice, which is a trap set for opponents.



GOBBLE THROW (ES)



SNOW BALLS (ES)



ICE BEAM (EX)



THIN ICE TRAP (EX)

GRAPHICS

95

▲ Gorgeous settings and intricate character design, with some of the most amazing move ideas ever.

ANIMATION

93

▲ The loss of frames from the arcade game is barely noticeable. The range of animation is huge.

MUSIC

90

▲ Decidedly unhip, even easy-listening style orchestrations — but suited to the game's comic appeal.

EFFECTS

91

▲ The quality of the thumping effects is best appreciated on a TV with a good bass. Even the backdrops provide a source for sound effects.

PLAYABILITY

94

▲ Superlative, with so many speed and difficulty settings. Brilliant range of character control.

LASTABILITY

92

▲ An undeniable and instant classic, with huge scope for refining your gameplay.

OVERALL

As good as any other beat 'em up, Vampire Hunter is an awesome coin-op conversion.

94

COMMENT

Capcom are the unchallenged exponents of the 2-D beat 'em up, and the Saturn is the most proficient machine on which to recreate their arcade games. Vampire Hunter is the supreme demonstration of this, with a conversion of such utter grace, anyone into combat games should consider it a must-have. It's true that we've raved about X-Men and Streetfighter in turn, but Vampire Hunter strikes a good middle ground between the two. There's much more in it than X-Men — more specials, and the potential to charge these into extra specials, more characters and a greater range of backgrounds and fighting styles. It's also less 'wham-bam' than X-Men. On the other side, it's easier to grasp than Streetfighter, with lots of comic touches and some outrageous animations. In terms of sound and graphics it's impeccable, indeed sets new standards. It's my personal favourite of the Capcom three. Congratulations to Virgin for signing it.



GUS

COMMENT

The confrontations that Streetfighter Alpha engendered last month are cropping up again here. Whereas I loved Streetfighter, but Marcus didn't, Gus loves this and I don't. Don't get me wrong here — I have spent quite a bit of my spare time playing this and I'll agree that it is definitely worthy of 'mega game' status. But I didn't derive as much satisfaction from this as Alpha. In fact, the gameplay seemed a little shallow to me. Some of the moves are tough to pull off, but there are so many to incorporate it doesn't matter quite as much. But one thing that does appeal to me greatly is the humour in this game — especially Zabel's slam dunk move. This is definitely a new angle for Capcom to take with their fighting games and, from the looks of this, a very successful one. And if you compare it to the other big fighting game reviewed this issue, King of the Fighters, it frankly dumps all over that. It just goes to show that Capcom are indeed masters of the genre.



STEVE



BY SEGA

RELEASE

JUNE

PRICE

£44.99

GAME TYPE FOOTBALL

BREAK DOWN



1-4

PLAYERS

ORIGINALITY



OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY AVERAGE

CONTINUES SAVE GAME

SKILL LEVELS 1

RESPONSIVENESS GOOD

CHALLENGE



ORIGIN

Originates from PC and Playstation Actua Soccer, and is in fact Actua 2, with all the faults from those versions having been removed.

ACTION



GAME AIM

Compete in a detailed, and well researched, simulation of the European Championships.

STRATEGY



REFLEXES

BEAT THIS

WIN WITH HOLLAND

Here's a guide to the average life of a footballer. He'll start young, usually about 8 or 9, and join a local team formed by his best mate's dad who thinks his offspring is the next Maradona. This team will have moderate success, before they all get bored with each other and split up. Then he'll join the school team and kid himself that they can't do without him. Then, when he keeps getting left out, he'll get his dad to complain to the PE teacher.

After a few years out, he'll have become so overweight that he'll have to do some sort of sport on the orders of his irate dad. At this point, our budding Lineker has two choices - he can heed his father's warnings, star with a non-league side and have a brief trial with a pro club before seriously discovering alcohol and losing track of everything. Or, he can discover alcohol, and be forced to play out what-could-have-been through games like Euro '96. Which, tear-jerkingly, brings us to...



SUNDAY MORNING PARK FIELD

In keeping with the level of realism maintained throughout, the game has all of the 8 stadiums featured in the original championships for your playing pleasure. For those of you not quite familiar with the domestic football scene, here are the things you'll need to know.



WEMBLEY

Situated: LONDON
Home To: ENGLAND
Euro Teams visiting: HOLLAND, SCOTLAND, SWITZERLAND.



OLD TRAFFORD

Situated: MANCHESTER
Home To: MANCHESTER UNITED
Euro Teams visiting: GERMANY, CZECH REP, ITALY, RUSSIA.



ANFIELD

Situated: LIVERPOOL
Home To: LIVERPOOL
Euro Teams visiting: CZECH REP, ITALY, RUSSIA.



STONE ME, IT'S BARRY DAVIES

Yes, as mentioned before, the one and only Barry Davies is the man behind the voice of this footballing treat and, frankly, the programmers have done a far better job with this commentary than Motty's repetitive FIFA debacle. The range of phrases and sayings that Mr Davies comes up with makes for a veritable cornucopia of commentary classics. When an audacious shot is attempted, he'll respond with cutting remarks like "Even the linesman had to move out of the way of that one!" If one of your passes is easily intercepted by an opponent, he bites back with "Well, he was on the next page he read that so early!" Cheeky git.



"Choo Choo Choo, C'mon and do the conga." Or maybe... "Everybody's doin' a brand new dance now. C'mon baby, do the locomotion." Maybe.



I think I'll just lay down here for a while and watch the amazing levitating player as he hovers above the ball. "Oi, ref. D'you fancy taking a walk to the shops for us?"



HILLSBROUGH
 Situated: SHEFFIELD
 Home To: SHEFFIELD WEDNESDAY
 Euro Teams visiting: DENMARK, PORTUGAL, CROATIA, TURKEY.



CITY GROUND
 Situated: NOTTINGHAM
 Home To: NOTTS FOREST
 Euro Teams visiting: PORTUGAL, TURKEY, CROATIA.



ELLAND ROAD
 Situated: LEEDS
 Home To: LEEDS UNITED
 Euro Teams visiting: SPAIN, BULGARIA, ROMANIA, FRANCE.



VILLA PARK
 Situated: BIRMINGHAM
 Home To: ASTON VILLA
 Euro Teams visiting: HOLLAND, SCOTLAND, SWITZERLAND.



ST JAMES' PARK
 Situated: NEWCASTLE
 Home To: NEWCASTLE UNITED
 Euro Teams visiting: BULGARIA, ROMANIA, FRANCE.



PICK ME A WINNER

The teams that are in the game are all replicas of their real life counterparts. And it's not just the first eleven that are real - all the squads can be selected and juggled about with until you find your perfect formation. The rosters for the teams are more or less going to be the final squads who go with the teams (we say more or less because, despite our footballing knowledge, we cannot vouch for the Croatian team, as there may have been a few last minute additions). So if you are outraged that Ferdinand is not in the starting line up, then don't worry because it's all changeable.

TEAM SET-UP



- 1. K. Jovanovic
- 2. K. Jurek
- 3. L. Simac
- 4. M. Jankovic
- 5. S. Bilic
- 6. A. Kramaric
- 7. K. Prosinacski
- 8. Z. Sakan
- 9. A. Bekic
- 10. Z. Sakan
- 11. Z. Sakan
- 12. Z. Sakan
- 13. Z. Sakan
- 14. Z. Sakan
- 15. Z. Sakan
- 16. Z. Sakan
- 17. Z. Sakan
- 18. Z. Sakan
- 19. Z. Sakan
- 20. Z. Sakan



Mama Mia!
I come to England to playa de footballa, and all they wanta me to do is sing "Just one Cornetto, give eet to me."
Tsk.



Is it a bird? Is it a plane? No, it's one of the players Eric Cantona has just kicked out of the Stadium in Manchester. Oi! Froggy! NO!



All that talk about me not liking Chris Armstrong is rubbish. All I said was that he is a pillock and can't play football to save his life.



AND FOR VIEWERS IN GERMANY...

Just to add a little more for our fellow European friends, the programmers not only enlisted Barry Davies to commentate on the English version, they have also grabbed the top commentators from around the EC to lend their talents to the exported copies of the game. It still remains to be seen if the hour long chants of Gooooooooooooooooo!!!!!! (you get the idea) will be included.





DOWN FROM ABOVE

As we have now come to expect from these new-fangled 'virtual' games, there are untold amounts of views for you to play under. By using the L and R buttons during the game, the view will switch to any one of 6 perspectives. The thing with this game is that it can be easier to see what is approaching by quickly switching the view to a more isometric, or distant view. This will allow you to avoid oncoming slide tackles, and see if any of your teammates are in better goal-scoring positions.



Go on my son! He's standing in front of the goal, with no defenders to beat and the goalkeeper is helplessly stranded. Even a granny with no sense of vision and all the co-ordination of a drunken donkey could score.

COMMENT

At last, a truly decent football game on the Saturn. Victory Goal was pants, FIFA was good, but wasn't good enough to avoid relegation after long-term playing. Now this has come along to secure a place at the top. This certainly catches the eye in many ways - it has realistic player movements and attributes, and can produce some excellent-looking moments and moves that are strung together nicely. And the coup de gras is undoubtedly Barry Davies. I'm personally glad to see that someone has actually spent a bit of time with the commentary, and not simply added players' names to a couple of stock phrases. Barry's comments are always varied and always relevant to what is happening on screen, thus making the game that little bit more special than its fading rivals. However, no football game will ever be perfect, and the same can be said of this. It's a little too easy to go around players, and the camera sometimes struggles to keep up with the play, but these are overlooked when you really get into the game. A top footy sim, and make no mistake about it.



STEVE

COMMENT

Maybe we were a bit easy on FIFA back in January. But then we were desperate for a half-decent footy game. Gremlin have now served up something with a bit more class. It's a smooth, fast, exciting to watch and exciting to play rendition of the beautiful game, and made special in no small measure by the occasion of Euro '96, which has been covered by good profiles on the players and national teams. There are some gameplay weaknesses - the ability to hold onto the ball from end to end, and the over-enthusiastic cameraman. Despite that, I haven't had so much fun since Archie Gemmell scored for Scotland against Holland in 1978.



GUS

GRAPHICS

89

▲ Good presentation, and the use of all the official logos has been milked to the limit.
▼ Some of the stadiums look a bit ropey.

ANIMATION

90

▲ Players chest, head and kick the ball with ultimate realism.

MUSIC

91

▲ A few Barry Davies phrases have been mixed in with some tunes to a suitable effect. The main game tunes are also good.

EFFECTS

93

▲ Barry Davies. - Awesome.
▼ The crowd are sometimes samey, their cheers occasionally unrealistic-sounding.

PLAYABILITY

90

▲ Really grabs you once you've got around the initial control problems, and there are plenty of teams to play as.

LASTABILITY

91

▲ In multi-player mode, you'll be playing for ages.
▼ Still only 1 skill level.

OVERALL

Easily the best Saturn football game so far, and the next game for all of you who are bored with, or didn't like, FIFA.

91

THE HORDE

BY **BMG**

RELEASE

MAY

PRICE

£44.99

GAME TYPE

ADVENTURE

BREAK DOWN

1

PLAYERS

OPTIONS

CONTROL
JOYPAD

GAME
DIFFICULTY
HARD

CONTINUES
SAVE GAME

SKILL LEVELS
1

RESPONSIVENESS
CLUMSY

ORIGIN

It's programmed by kings of the 3DO, Crystal Dynamics, who initially produced this game for the system.

GAME AIM

Set up a thriving community, earn some cash, and protect your little village from the attacks of the Horde.

BEAT THIS

GET TO 3RD YEAR

Stereotypical peasants, an evil sheriff and a gullible king. The king spoils himself by going through life eating feasts, and ordering people about, while the sheriff makes it his duty to order the king about. If this isn't the perfect opportunity for us to once again mock the appalling acting of hammy old thespians (gleefully noting the 'uncanny' resemblances to members of the MM team) we don't know what is.

You are the king's servant, and are serving up some grub at a big nosh up held in the curiously pokey banqueting hall. Amidst all the hilarity, you're the only person to realise that the king is choking on his food. Being the decent bloke that you are, you rush to his aid and make him spit out the contents of his clogged throat. The evil sheriff, however, is not best pleased at your heroism and promptly tries to throw you in the slammer. The king is having none of this though, and pulls you back, exclaiming you're a national hero for saving his life. He knights you there and then. Your first task as a knight of the realm is to guard the village and protect it from 'the Horde'. Ho hum.



YE OLDE SHOPPE

If you manage to stay in credit with the tax man, and keep yourself and the community alive, you'll be rewarded with a trip to Le Shoppe (The mediaeval version of WH Smith). Numerous items are available to purchase at this first shop, all of which will aid you in one form or another.

HAUNCH SECRET RECIPE

It costs 50 crowns to buy, and only 5 to use, a piece of disease-ridden, mad cow-infested meat. It attracts the Horde, taking their concentration away from the town, giving you a chance to collar them. It only takes them around 5 seconds to eat the stuff, so be quick.



RING OF TELEPORTATION

Speaks for itself, this. You know the Star Trek Transporter Room? Well this is the same thing, only you wear it on your finger. Beameth me up ye olde Scottie. Most expensive item at 300 gold crowns.



LE BOMBE

Apparently, this is the latest device from overseas, and it packs a hefty punch. This one weighs in at an overdraft-bulging 250 gold crowns, so use these wisely, unless you can poo money.



KNIGHT CONTRACT

This is more like it. Hire a few rock 'ard bodyguards who duff the crap out of any Hordlings who happen to get in your way. These blokes mean business, so they are definitely worth getting for a measly (!) 250 big ones.





HORDE



FRENCH CROPS

Of course, there are other ways to make some cash, and the most profitable of those is by looking after your crops. They expand and grow of their own accord, meaning that all you have to do is tend to them with a bit of loving care. The most effective way of doing this is to build spikes around them, but this does tend to waste a bit of money. For every patch of field that you manage to keep secure there is a 20 crown reward. The only bummer to this is that the Hordlings only have to walk over a bit of crop to destroy it.



Your village is puny to start with, but the further into the year you go, and the further down our sequence, the bigger the area to build in becomes, and the more trees and rivers get in your way. Survive three years, to move to other areas.



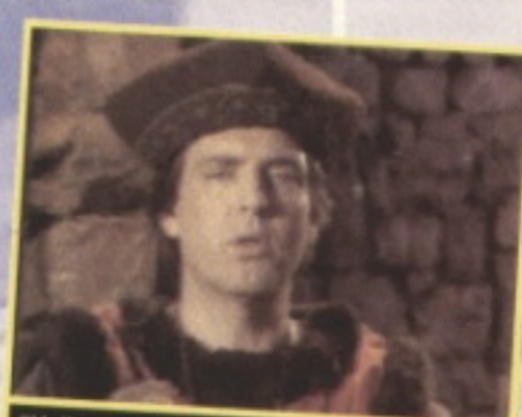
"Look I can hold a sword in my gob and balance a bowl of fruit at the same time!"



"Who ate all the pies? Who ate all the pies? You fat git! You fat git! You ate all the pies!"



"Care for a waffer-thin mint sir? "No I'm stuffed!" "But sir, it is only waffer-thin."

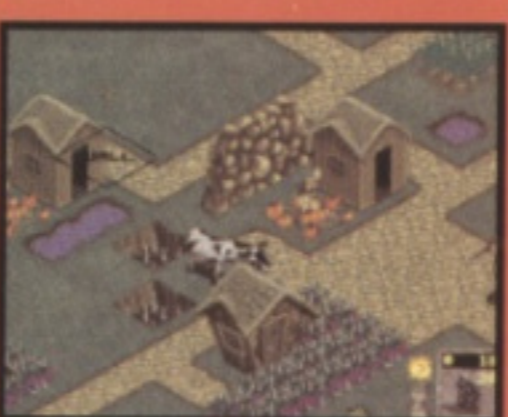


"Hello, I'm the infamous Tea Cosy Man! Mess with me, and I'll pour you a cuppa."

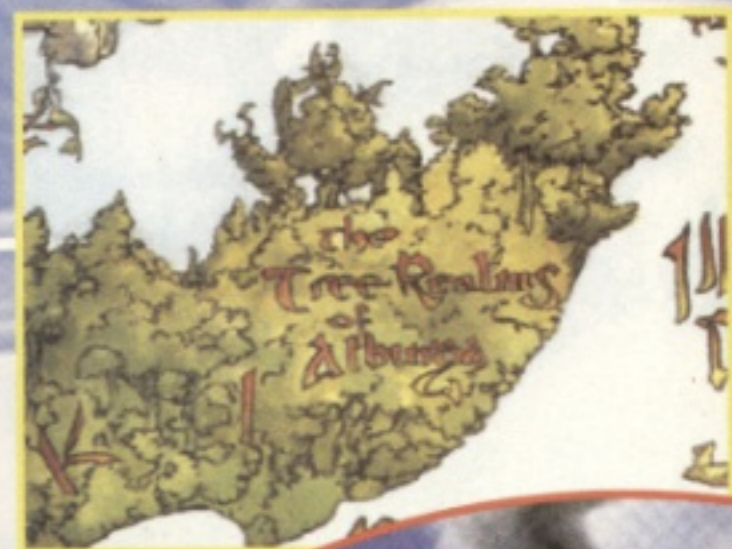


MASONIC SECRETS

The fences may be pretty good, but they don't keep out the Hordlings for long enough, so stop all the messing about and slap in a proper brick wall for more protection than an Always Ultra. Even one with wings.



THE HORDE



GARDENERS' QUESTION TIME

If green fingers and getting dirt under your nails is your type of thing then this game might be for you. You begin with 25 gold crowns and a bunch of available options. Each of these costs money though, so they have to be used accordingly.



DIG

For every grown tree you dig up, you get five crowns for your troubles. You can also dig up small patches of water, and any old fences and small obstacles that may be getting in your way. Be warned however, as all the non money-spinning items you dig up will cost you 10 gold crowns.



SPIKES

Of all the things you start with, this is the best for protecting the houses and so forth. Placing some of these around any cows or buildings will disintegrate any Hordlings foolish enough to step on them. They do disappear once trodden on, however, and they'll set you back 10 crowns.



COWS

These are a sound investment, as for every Horde invasion you manage to survive, 25 crowns will head your way. It's best to put these in the centre of the village or where they are less likely to succumb to any attack. They are a costly loss if killed early on.



FENCE

Quite cheap at 5 crowns per length, but you get what you pay for, and what you get here is crap. They manage to delay the advancing Horde for all of 3 seconds before they break through and attack anything in their way. Mainly for aesthetic pleasure.



TREES

These are the main source of income when you first start, so should be treated with due care and attention. To plant a tree only costs a single crown, yet if you dig up a fully grown tree you'll acquire 5 for your troubles. The more you can plant, obviously the more cash you can make.



CALL HORDE

This is most used when you've spent all your hard-earned and are just waiting for the Horde to arrive. If this is the case, select this, and the rest of the timer will instantly disappear and the Arrrrroooo! will signal the beginning of an invasion. This costs nothing, as it could be potentially harmful to you.



"Why Sire, that's a jolly large sword you're poking at me there!" "All the better to fell you with my son."



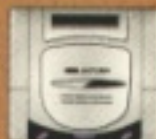
To disturb the mothers meeting take one sword, and one human. Now approach slowly, and in a cunning attack, take the biggest, most almighty swipe you could possibly muster...



And BOOM! More pieces of mashed tomato than a Linda McCartney bake for two minutes and serve with a slice of cucumber and a sprig of parsley microwave meal. Maybe.



"Mom" You keep this small portrait of your adoptive mother by your heart at all times.



Let's look at the evidence. A cobblers patio, an outside toilet door, one flower patch and a pathetic fish pond. So who lives in a house like this? David, it's over to you.



A voice from the forest speaks...

*I, Jaia, the Queen
Of all Tree Spirits
Give Thee this Warning...
Thee and the Trees
Are as One.
Harm the Forest
and thee defeat thyself...*

And I am thee Spirit of thee Lumberjacks. If I wish to chop down thee trees to make thyself some casheth a think that thy will. You are a ploboth of the highth degree. Sod offeth.



COMMENT

Strange old bird this. On the one side, there is a pretty in depth game, which, when you know exactly what you're meant to be doing, can be pretty addictive. The enticement of buying all the mod cons to progress further works well, and the bodyguards are particularly funny if you can get them to work in the right places. But The Horde's strongest feature for me is the depth. Everyone who has been bothered to play this for longer than the standard 20 minutes-this-is-crap-turn-it-off period will find that there is a good game underneath here trying to get out. The initial problem is working out what you are supposed to be doing. It's not so much that the controls are the problem, it's more to do with the actual planning and the building of the town. I didn't realise at first that, like the cows and the crops, the trees give you money. But, once the initial year is negotiated, the rest of the game becomes quite compelling. I can't see everyone going for this, and it's definitely not a classic game, but I feel it is well worth a look if you have the patience.



STEVE

FROM THE POOR TO THE RICH

At the end of every year, taxes have to be paid, in order to keep you out of the nick. Failure to meet with these deadlines without the required sum of money causes an instant 'game over'. However, the game does throw up a few surprises. At certain points, the game selects a random effect to throw in a bit more variation on the proceedings. Sometimes, the tax collectors go missing and therefore you've no need to pay any, and other times the local magician casts his flood spell because of a drought warning and your village suddenly is overcome by miniature lakes. Prior warning of all of this is bought to you in the form of tacky FMV screens.



COMMENT

The Horde is Crystal Dynamics best game of the last couple of years, and works far better on Saturn than Solar Eclipse or Gex. The game's strengths are its originality and depth. The mixture of short action sequences and pretty involved strategic planning periods make it play like a Sim City with balls. The whole affair centres round money, rather than lives, and the player feels totally free to make spending decisions to add another couple of crown to his coffers. The interaction between the two distinct gameplay sections is neat — as a player gets more proficient at killing Horde, he can spend less on defences. To spice up what can ultimately become a bit repetitive, there's all manner of random occurrences, brought to you by a newsreader, which force you to be less complacent. The game's greeny appearance speaks for itself, but The Horde is far more attractive than its visuals let on.



GUS

GRAPHICS

88

▲ They may look fairly basic at first, but the village is actually quite detailed.

▼ Didn't need the crappy FMV really.

ANIMATION

89

▲ The men, cows and Hordings are all surprisingly well done, and actually look like time and effort has been spent on them.

MUSIC

79

▼ One in-game banjo ditty, and it's extremely annoying. Not at all good.

EFFECTS

80

▲ The Horde make amusing noises.
▼ Shame the Horde horn isn't more than Arrrrroooooo.

PLAYABILITY

85

▲ Give it time, and you'll be reaping the benefits.
▼ Don't give it time, and you'll unwisely discard it.

LASTABILITY

88

▲ It's a big ol' game, and make no bones about it.

OVERALL

Not as instantly appealing as we'd like, and the goldfish among you will hate it. However, just scratch away the surface...

86

SATURN REVIEW



BY GAME ARTS

RELEASE

OUT NOW (IMPORT)

PRICE

IMPORT (£70)

GAME TYPE

SHOOT 'EM UP

BREAK DOWN

1

PLAYERS

OPTIONS

CONTROL
JOYPAD

GAME
DIFFICULTY
HARD

CONTINUES
INFINITE

SKILL LEVELS
3

RESPONSIVENESS
EXCELLENT

ORIGIN

Game Arts made one of the few half-decent Mega CD games – Silpheed. Now they've moved onto Saturn.

GAME AIM

Taking control of a super-powered Manga-esque killing machine, you must destroy other mechanical menaces in a blasting frenzy.

BEAT THIS

COMPLETE 4 MISSIONS

The Japanese have drawn heavily from robot imagery for such classic Manga/Anime stories as Guyver, Bubblegum Crisis and Applesseed. So it seems pretty strange that it has taken so long for any games of this style to appear on the Sega format (no doubt some gaming anorak out there will write in to point out otherwise, but who cares). However, with the arrival of Gungriffon, the ultra high-tech, heaving slabs of machinery finally make it onto the Saturn, in a blaze of WD 40 and Ronseal No Rust Metal Protector. Remember, "It does exactly what it says on the tin."

Gungriffon lets you take the controls of the aforementioned robot geezers, as you are thrust into the all-out warfare of a futuristic Eurasian Conflict. It's mass destruction ahoy, with your prime objective being to blow the crap out of everything bearing the slightest resemblance to an enemy fighter. Of course, being the ultimate in fighting technology, you have an impressive range of moves and weapons available to you, giving you the all-important edge over the other 'griffons in the battle field. Except for the fact that there are loads of other identical robots desperate to kill you. Now, where's that Ronseal...?

SHOOT TO KILL

This is Motherbase to Gungriffon. Do you read, over? Stand by for weapons analysis and safety check. Over.

GUN

This is the standard weapon that is automatically selected when you start. It kills the tanks with one hit, and other griffons and helicopters with a couple of shots. Supplies of these are pretty limited, so use them wisely.



MACHINE GUN

Seeing as all your other weapons are limited, this one had to be infinite, but it does overheat when used excessively, demanding a cooling-off period. The overheating is shown by a small energy bar at the bottom of the screen.



RPG

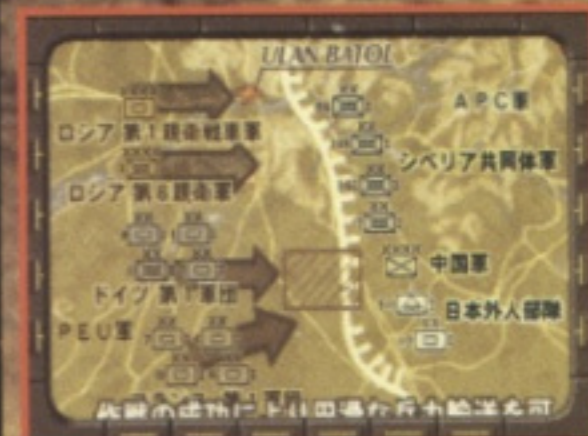
Shining Force and Landstalker make a surprise appearance! This is a lie. In this case RPG stands for rocket propelled grenades, and these are pretty hot stuff. 6 or 7 grenades launched at once mean total carnage.



ATM

Anti-tank missiles. These are the most powerful weapons you have, but you only a few of them at your disposal. They are most useful for the airborne opponents, as they have homing capabilities. However, they may miss the quicker opponents.

GUNGRIF



Oh, Beanhead. Did you spill my pint of cleaning oil? If I had my way, you'd be melted into a mingyng pot, and auctioned on the Great Antiques Hunt.



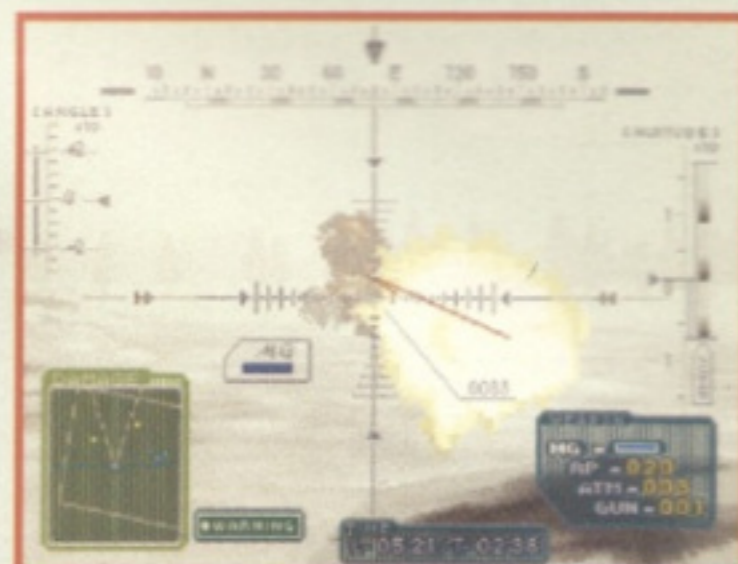
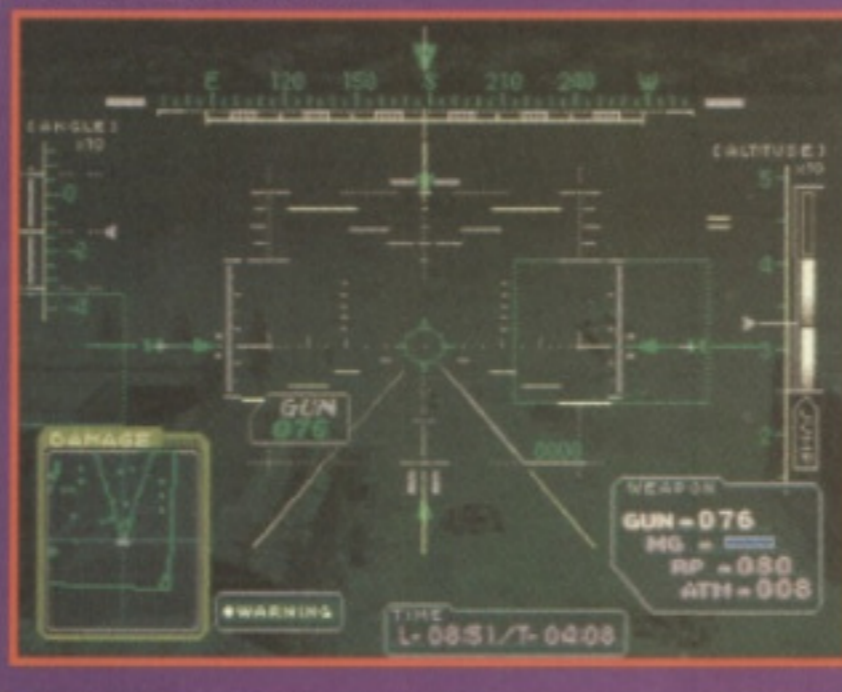


GRIFFON



THERMAL IMAGERY

It's a well-known fact that robots can't see in the dark. So to counter this problem, each of the griffons have been fitted with a thermal sight vision adaptor type thing. What it basically does is make all the enemy robots stand out. The only downside to this is that the rest of the screen turns a decidedly dodgy green colour, which means that viewing everything else becomes much harder.



RADAR RATRACE

It got the attention of all the retro freaks anyway. Located in the bottom left corner of the gaming area is the radar, which plays an integral part of your process to get further into the game. MEAN MACHINES gives you the vital info you need to know.



DAMAGE

Blue dots show friendly craft.

Turret view. Shows the direction you are facing, and what you should be looking at.

Red dot indicates priority targets. Kill them at once.

This is you.

Yellow dots highlight ground-based enemies. If they start attacking, they turn to red dots.

Flashing yellow dots show airborne enemies.

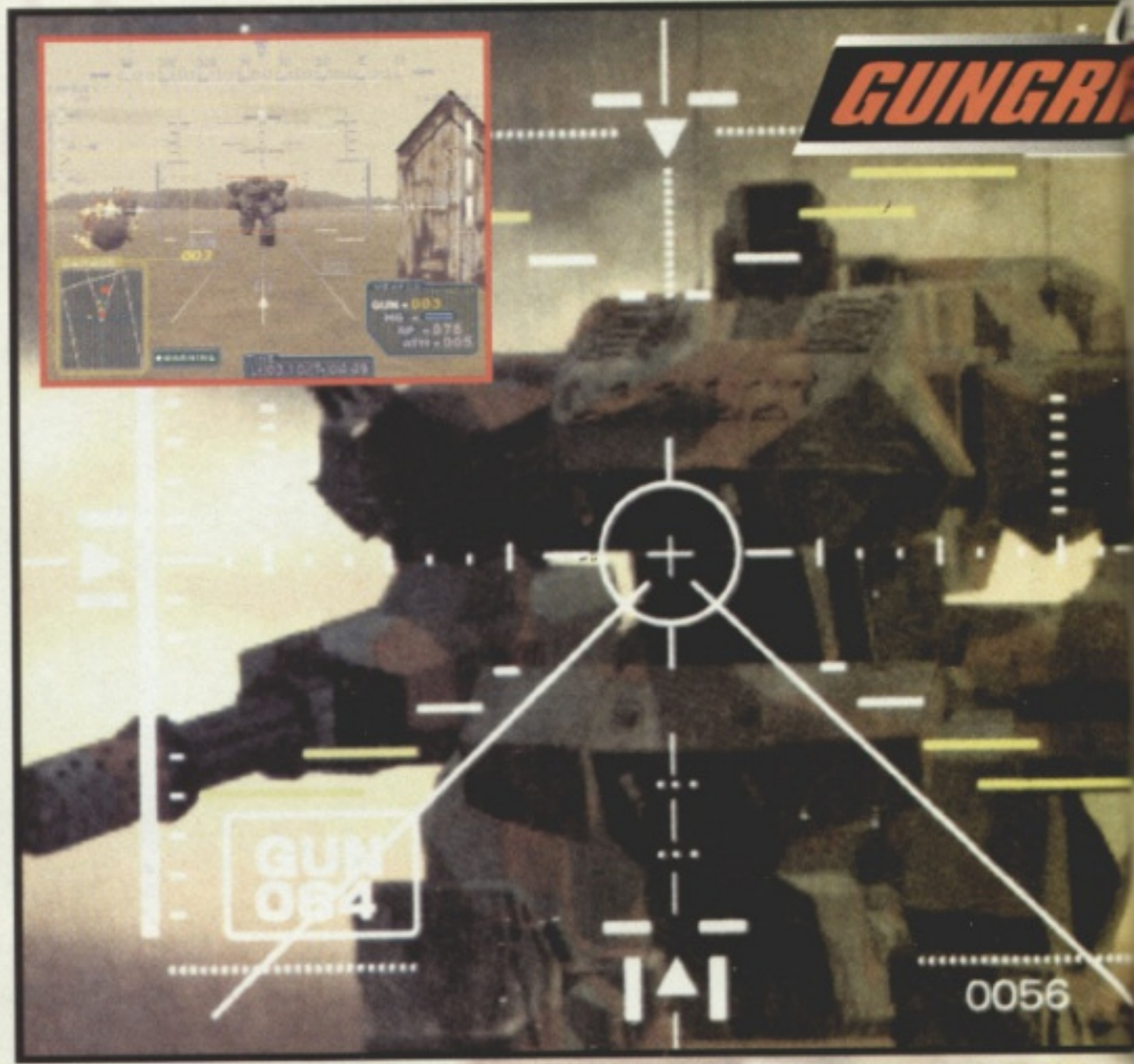
This line shows the boundaries of the battle area.





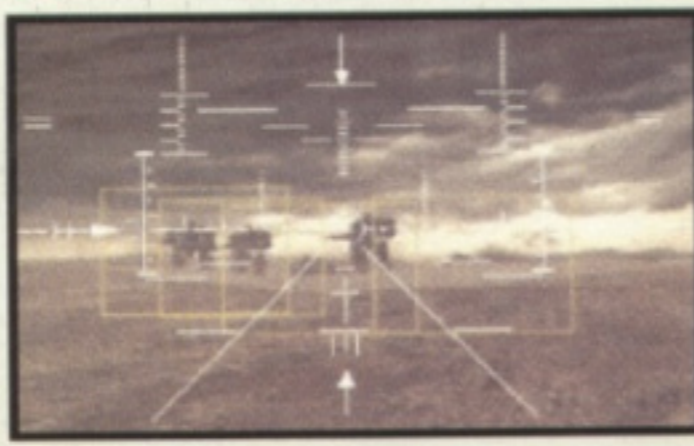
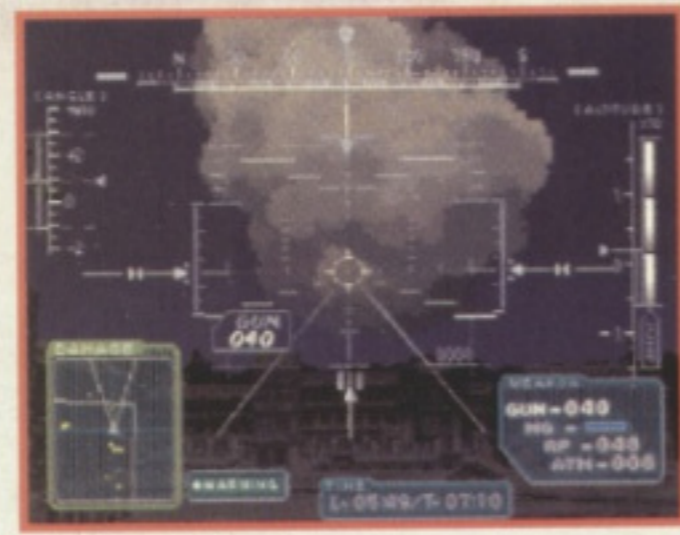
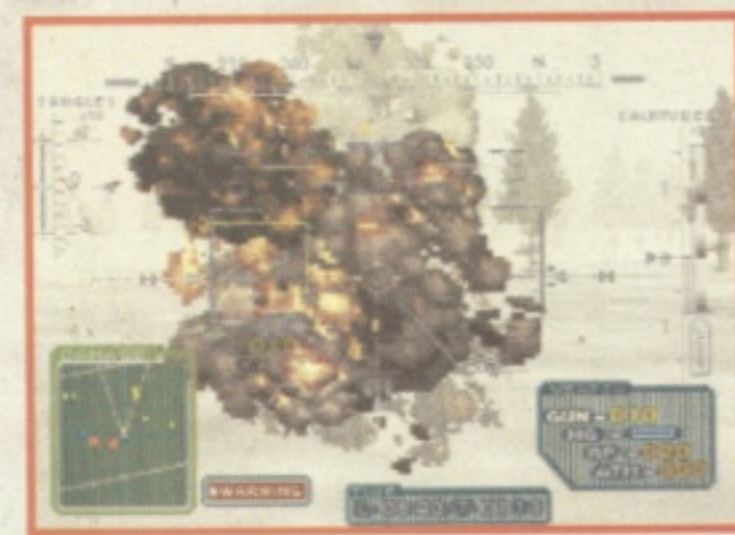
THERE'S NO LIMITS

If the game area was an unlimited size, then the games would last an age as the bad griffons would simply wander around and you'd never be able to find them. Games are therefore limited by time and geography, meaning any wandering rogues will be punished as that particular go will end. The game does warn you when you are getting too near the boundary, as a series of beeps will get quicker and slightly louder the closer you get.



COLOURS ARE WILD MAN!

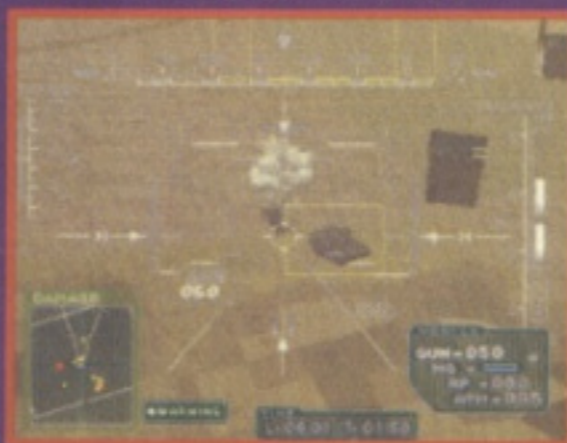
In the normal game mode (without your thermal sight on) the game has three forms of targets. When an enemy is really far away, and barely in sight, the target is really wide, meaning a hit is harder to achieve. The closer you get, the smaller the target, and the clearer your opponent becomes. When the actual sight is over the enemy, the target starts to flash, and that is the time to let rip with the artillery. If hunting using your radar, don't shoot anything in blue as they're your buddies, but pummel anything that appears in a red or yellow target, because they're out to get you.





JUMP AROUND!

Bored with your standard single direction movements? Tired of going the same old way all the time? If the answer is yes, then try new Boost-O-Matic. Available in an unrepeatabe offer, this super attachment plugs onto the side of your robot and gives you the ability to leap vertically, and hover in the air for a few seconds. This gives you time to survey the surrounding area at a lofty altitude, and still attack any pesky helicopters that might be in your way. Buildings can also be leapt in a single bound as well, should the need arise.



COMMENT

The more I play this game, the more it grows on me and the more I realise what a quality piece of coding this is. The fantastic intro sets the scene for what you think will be an awesome graphical tour de force, but I was left with a slightly let-down feeling in that respect. The playability, however, more than makes up for the occasionally dodgy graphics. The game is really addictive, and once the controls have been mastered (which may take a few goes anyway) the ultra-smooth nature in which the game runs become apparent. The pace of the action never lulls, as there is always something to kill, or at least hunt down. The sounds are best experienced through Dolby Surround, but for the standard TV owners out there, the thuds of machinery and robot beeps are still suitably impressive. If the graphics and potential repetition don't worry you, then you'll enjoy this highly polished piece of software.



STEVE

COMMENT

I agree with Steve that Gungriffon's graphics never quite live up to the promise of the extraordinary intro sequence, but that's where my gripes end. The highlight of this unusual combat game is becoming immersed in cat and mouse games with enemy artillery - it can get frustrating trying to hit fast-moving tanks, but strafing something until it explodes with spectacular effect is very satisfying. The varying terrains disguise the similarities between each mission, and the hover facility allows you to go head-to-head with helicopter gunships in Thunderhawk 2 style. Don't be dissuaded by the rough-around-the-edges look of some of the screen shots - this definitely plays better than it looks.



MARCUS

GRAPHICS

85

▲ The intro is one of the best seen anywhere.
▼ But other sections let the overall feel down.

ANIMATION

88

▲ Some of the quicker robots are particularly well animated, and look very realistic.

MUSIC

80

▼ No in-game music to speak of, which is disappointing, but other music is good.

EFFECTS

89

▲ The beeps and explosions are all from the top drawer.

PLAYABILITY

88

▲ Get over the initial control problems and this becomes really playable.
▼ Not really enough variety.

LASTABILITY

89

▲ Even on easy this represents a pretty stiff challenge.

OVERALL

An excellent game, only slightly spoilt by occasionally lacklustre graphics.

88





Virtua Fighter

Virtua Fighter Animation

PRESS START BUTTON

BY SEGA

RELEASE

TBA

PRICE

TBA

GAME TYPE BEAT 'EM UP

1-2

PLAYERS

8

MEG

BREAK DOWN



ORIGINALITY



CHALLENGE



ACTION



STRATEGY



REFLEXES

BEAT THIS

BEAT DURAL.

Last month's Virtua Fighter preview gave us a taste of what to expect from a game no-one thought they'd ever see. OK, the Game Gear version of the world's greatest beat 'em up doesn't quite bring you the full coin-op experience, but it goes some way towards making up for this by providing a 'story mode' which knits together each bout in a woolly tale of honour, snogs and scraps.

Progression to the next stage is only possible after knocking out your opponent in your current 'Act'. If all this seems a bit too strenuous, then there is also the option to play a straight version of the game (in a 'zooming' or static view) either against the computer or another player in link-up mode.

ACT I - BIG TROUBLE

Pai Chan is in Hong Kong, being chased by a street gang called the Crazy Dragons. Their leader, Liu Gaolun, wants to take the unwilling film starlet as his wife. Pai dashes into a restaurant and bumps into Akira - who promptly kisses the astonished girl. Unfortunately for him, he's caught her on a bad day...



ACT II - THE BOUNCER

The restaurant's bouncer spots Pai and, hoping to claim a reward from Liu, tries to abduct her in his car. Meanwhile, a frankly inexplicable misunderstanding leads Akira into a scrap with Jacky.



ACT III - FATEFUL CLASH



Jacky tells Akira and the rescued Pai that his sister, Sarah, has been kidnapped by the Crazy Dragons. Kage-Maru, a member of the Crazy Dragons, tells them that Sarah will be released when Pai gives herself over to Master Liu. Needless to say, such provocative behaviour can't go without a smack.

ACT IV - THE WOLF'S DEN

An ex-gang member tips the team off that Sarah was taken to an underground fighting arena. Desperate for information, Jacky threatens the arena's owner. The man tells him "If you can beat my champion, I will tell you where she is." His champion is one Wolf Hawkfield...





ACT V - THE EUROPEAN CONNECTION



The beaten Wolf joins the group in travelling to Europe, and a castle which is guarded by Kage-Maru. Pai is disgusted by the Ninja's loyalty to the Crazy Dragons. "I sense you are a man of honour - why do you work for someone as despicable as Liu?" But Kage is not for turning...



ACT VI - THE AWAKENING



...At least not until he's had a kicking off the VF boot squad. The defeated Kage takes them to Sarah - who has been brainwashed. "Die! Die! Die! Everybody die!" she screams, attacking her brother.



ACT VII - WEDDING BELLS

Sarah is beaten, and snaps out of the mind control. At the Crazy Dragons' HQ, Pai's arms and feet are shackled as she is forced to become Liu's unwilling bride. Lau Chan, Liu's former instructor in the martial art Koen-Ken, arrives and challenges Akira.



ACT VIII - ENTER: DURAL

The defeated Lau joins forces with Akira, Jacky, Sarah, Pai, Kage and Wolf against Liu. The Crazy Dragons' leader is desperate and, against the advice of his staff, sends in his secret weapon - an experimental robot called Dural...



COMMENT

Another 8 meg Game Gear cartridge, and a big improvement over last year's so-so Garfield platformer. Of course, there's no way the Game Gear could ever present a true facsimile of Virtua Fighter, however many meg were packed into the cartridge, but what we have here is something that plays like a quality 2-D beat 'em up and looks a bit like VF, with a few of the moves preserved from the original. Although it might sound a bit daft, you're left with the impression of a having played something surprisingly faithful to the original. At the very least, this has got to be the finest traditional beat 'em up available for this ailing format.

MARCUS

COMMENT

I'm sorry, but I couldn't bring myself to like this really. It's not that I'm comparing it to the Saturn version, which is pointless, it's just that I didn't find this any fun at all. The story mode provides a few chuckles when you play it first time around, but after that it becomes decidedly boring. And although a few of the moves that are part and parcel of the original are in here as well, a 2-D version of Virtua Fighter just doesn't work in my opinion. I can see why a lot of people will go for this, especially the Game Gear owners who feel let down by Sega, but the diehard gamers out there might find Streets of Rage better value.

STEVE

GRAPHICS

88

▲ Varied backgrounds, plentiful comic-strip style pics in the story mode and the clever 'real time' zoom function are all plus points.

ANIMATION

87

▲ The Game Gear struggles with such a complex game, but the opponents kick, punch and spin round fairly convincingly.

MUSIC

72

▲ Obviously annoying...
▼...but the some of the story mode tunes are OK.

EFFECTS

80

▲ You're occasionally rewarded with snatches of speech from Akira and Pai (at least we think it's them).

PLAYABILITY

90

▲ Difficult to fault, taken on its own terms.

LASTABILITY

89

▲ The story mode is too easy to complete, and you won't want to play it through twice.
▼ The other options have much greater long-term appeal.

OVERALL

As Game Gear beat 'em ups go, this is top of the tree. But it's not Virtua Fighter.

89



SATURN REVIEW

REVOLUTION X



BY **ACCLAIM**

RELEASE
NOW

PRICE
TBA

GAME TYPE **SHOOT 'EM UP**

BREAK DOWN

1-2
PLAYERS

ORIGINALITY

OPTIONS

CONTROL
JOYPAD

GAME
DIFFICULTY
AVERAGE

CONTINUES
14!

SKILL LEVELS
3

RESPONSIVENESS
SLUGGISH

CHALLENGE

ORIGIN

Based on a Bally/Midway coin-op of 1994, in which Aerosmith star.

ACTION

GAME AIM

Trash the entire place. 'Free the world'.

STRATEGY

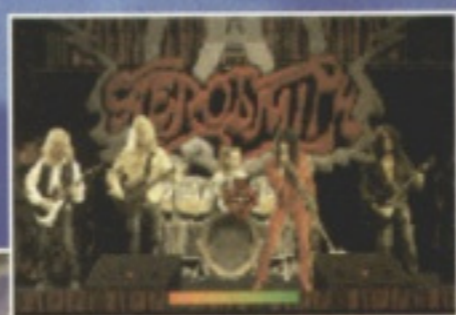
REFLEXES

BEAT THIS
Millions and millions.

Aerosmith must have seemed like a good idea at the time, the time being the Seventies. But so must have platform heels, flares and Afghan coats. We've moved on from that now, but Aerosmith — part of a select club including the Ramones, Status Quo and Supertramp — continue to 'rock on' well past their shelf life.

The marketing idea of having Aerosmith front a shoot 'em up coin-op must have been a joint love-in. It gets the greasers into the arcade, thinking that at last video games are all 'rawk 'n' roll', and it updates the rather saggy spandex image of Steven Tyler and co. by going digital, man.

All that's left to do is concoct a ridiculous men-in-gas-masks-led-by-bolshy-Brit-bird-take-over-the-world plot, gratuitous images of busty blondes and have the player destroy everything on screen. You now have Revolution X.



CARRY ON KILLING

The best bits are when Aerosmith appear in crudely digitised form, or appear on a video left for you. Most of the sprites give a better performance, but there's one classic moment when Tyler throws the keys of his car to you. Aerosmith's motor — cool!

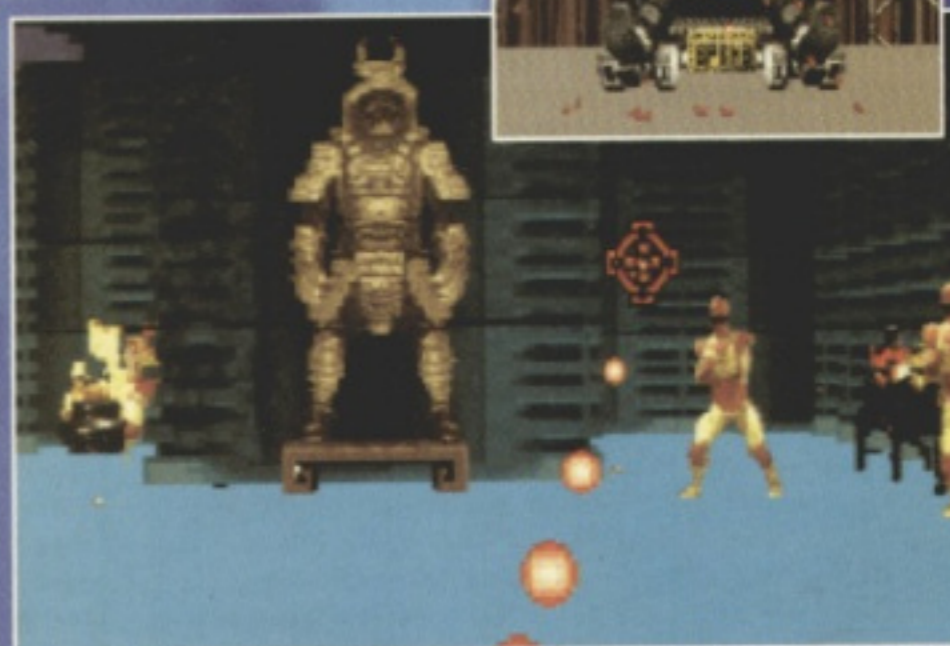


TRACKER

Now and then you're given a choice of routes. These take you on subtly different paths through the level, some ways more difficult or time-consuming than others. Just shoot the CD controls.



See this, right? Well this option screen is perhaps the highlight of the game.





GIRLS ON FILM

Aerosmith have always been infamous for their unashamed bimbo worship. Revolution X is gals, gals, gals, with blondes held captive on many levels. Free them of their bonds and they'll teeter off-screen in their heels and you'll get a bonus.

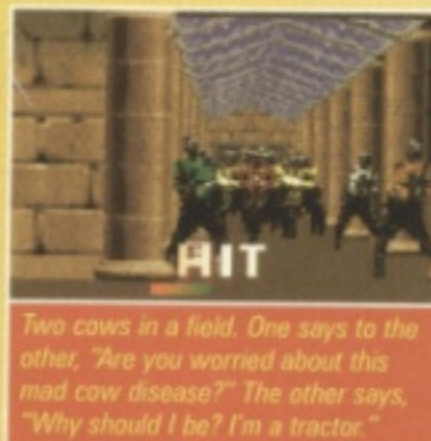


Please don't be fooled into thinking that this game is in any way good, fun, or worth buying. Spending an evening at the Anoraks Anonymous Society, as they discuss the nominations for their forthcoming awards for most rubbery costumes and best waterproof coats, would be a better evening's entertainment.



RELEASE YOUR LOAD

You don't have to reload your weapon at all in Revolution X. It's not even a sensible idea to take your finger off the trigger. The only limit in your firepower is the supplementary CD weapon. These 'platters' slice through most things and are good for bosses, but must be replaced by recovering bonus discs from crates or the scenery.



Two cows in a field. One says to the other, "Are you worried about this mad cow disease?" The other says, "Why should I be? I'm a tractor."

COMMENT

Part of Acclaim's charm is that they're quite capable of throwing up the odd stinker once in a while, and this is surely one. The coin-op was bollocks, with no skill demanded and no sensible way of avoiding most of the enemy fire thrown at you. It was a money grabber. The Saturn version doesn't keep gobbling coins, but it does retain the gameplay faults which are of San Andreas proportions. The graphics, particularly the video images of the band, are considerably cruder. If you already like Revolution X you're probably insane enough to ignore these comments. I can't deny that it made us laugh for a bit, but then we didn't pay forty quid for it.



GUS

COMMENT

While slumped, zombie-like, before this monumentally misjudged game, I pondered a number of thoughts. For example, does there come a point where truly excruciating games, like truly excruciating films, become so bad that they're actually quite compelling? Revolution X briefly elicits a strange curiosity about what lies around each corner - more babes? more blokes in gas masks? Or, thrill of thrills, will Mr Tyler actually talk to us? Needless to say, all such curiosity soon wore off and I was left with what can only be described as the most abysmal Saturn game it's ever been my misfortune to play. Avoid.



MARCUS

GRAPHICS

52

▼ Crude scaling, brutalised sprites, crappy backgrounds. Consistent, at least.

ANIMATION

45

▼ Terrible, just when you thought the idea of wobbly sprites was a historical one.

MUSIC

79

▲ It's hardly the greatest hits of Aerosmith, but they chug along nicely.

EFFECTS

70

▼ Poor explosions and spot effects.

PLAYABILITY

39

▼ Virtually unplayable is an apt assessment. There's no way to tackle the game with skill.

LASTABILITY

37

▼ Becomes tedious very quickly, despite the humour value of its crassness.

OVERALL

Revolution X is monkey dung. The choice is yours.

38

CUTTHROAT ISLAND

"A hoy there, shipmates, here's a rum scheme to make us rich!" growled the salty sea dog. His battle-weary crew gathered round to hear Captain Film License speak. "This 'ere Cutthroat Island - I reckon there be a pretty penny to be made off the back of that."

"But it's pants!" shouted Roger, the cabin boy. "Shut up!" bellowed the Captain, silencing his men. "We're going to attack this one from all sides - bit of platform stuff, a minecart level and some Streets of Rage-style brawling. How can we lose?" His men gazed up in disbelief. "How long have we got?" asked one of them. "I want the game out in March," growled the Captain. "But that's no time at all!" protested the man. "And with barely a ha'penny between us, how can we make the plan work?" The Captain trembled with rage, the corners of his mouth foaming as he spat out his orders. "You scurviest sea dogs will do what you're told. It's a fine film, and it'll be a fine game. Get to it!" Reluctantly, the sailors hoisted the Jolly Roger and the good ship Acclaim set sail for another voyage. "Well," one of the crewmen mumbled to another, "that's us scuppered."



The Cutthroat Island movie sank its production company, Carolco - here, our flame-haired heroine Geena offers some friendly financial advice to the company's angry debtors.



SHIVER ME TIMBERS

Although Cutthroat Island is a game of several different styles and a number of different locations, most of the gameplay sees you beating up a procession of dim-witted opponents that stroll on to the screen and mill about in a fairly daft fashion. You can punch them up by selecting 'brawling mode' or skewer them if you choose to play in 'swashbuckling mode'. Whether you're in swashbuckling or brawling mode, you'll find the 'special moves' you earn after successful completion of each level come in handy.

RELEASE:OUT NOW
PLAYERS:1-2
BY:ACCLAIM

MEG: 16
PRICE:£39.99
GAME TYPE: ...SLICE 'EM UP

GRAPHICS 19
Shoddy, repetitive, backgrounds and very basic characters.

EFFECTS 10
Erm, now let me think...

ANIMATION 16
Not nearly fluid enough to cope with the sprites' demanding movements.

PLAYABILITY 14
An endurance test that requires hardly any skill.

MUSIC 15
Accordian-style sea shanties that are very basic by current standards.

LASTABILITY 12
Well, what do you think?!

OVERALL 14
A half-baked film tie-in of the very worst order. Appalling.

COMMENT

Aaahhh! Real Monsters, Power Rangers and VR Troopers used to be my least favourite Megadrive games. That was until I saw Cutthroat Island. I'd like to cut the throats of the people responsible for this. Just what were they thinking? In fact, this game is so bad that I don't even want to talk about it anymore. So, did anyone watch the Brit Awards Uncut then? Bit of a let down really, other than Jarvis's bit. Oh and what about...



STEVE

COMMENT

This must be my lucky month. Not only have I had to play Revolution X, a truly abysmal Saturn title, but I've had to endure Cutthroat Island, undoubtedly the worst Megadrive game I've ever had to review. Where to start on this one? Frustrating game design, dreadful animation, dull graphics...the whole sorry affair adds up to a real mess of a game that must surely rank as one of the Megadrive's all-time stinkers. That this tatty throwback should have been released by a company of Acclaim's stature is very worrying indeed.



MARCUS

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SEGA SATURN

OUT NOW

May. Month of local elections and dancing around large phallic poles in ancient fertility rituals, the celebration of labour and the warm kiss of approaching high summer. And, surprisingly, a few video games. This month we round up some absentees from 'Out Now' covering the last couple of months of shop-type activity.

VALORA VALLEY GOLF
VIRGIN
£44.99
1-8 PLAYERS GOLF



Golf is a select interest in the video game sphere, limited we suspect to those who are NOT VERY GOOD at Sega Rally,

Virtua Fighter and Panzer Dragoon, ie, dads (and to a lesser extent) mums. Squares they may be, but they're entitled to know how the latest simulation fares in comparison to the others. Valora Valley is at once wildly different and utterly conventional. The interface and graphic styling are almost exactly like those of Pebble Beach Golf – because the same company made both. The wild side resides in the bizarre fantasy hole designs, some of which are mortally hard, and the strange selection of 'special moves' experienced players are capable of. The result? An almost jovial on-course experience.

STREETFIGHTER ALPHA
VIRGIN
£44.99
1-2 PLAYERS
BEAT 'EM UP



Capcom have not put a foot wrong since the temporary fall from grace of Streetfighter: The Movie. Now they have more than made amends for that slur on the 'legend' by producing a pristine conversion of their acclaimed arcade game of the same name.

The basic action, graphic-style and a good few of the characters go straight back to the 1992 SF2 coin-op, but with a level of game complexity that only prolonged play and a fair amount of skill uncovers. If ever there was a game for the proficient beat 'em up specialist, Alpha is it.

Virgin are releasing the game as the affiliate label in the UK and it should do no harm to their reputation. The slickness of the options interface alone confirms that Capcom know exactly what they are doing within this field. We can now hope for some more variant titles of an equal quality.



OVERALL

As exciting as golf gets, but more than one course is required for true greatness.

84

TOHSHINDEN
SEGA
£39.99
1-2 PLAYER
BEAT 'EM UP



Sega's main reason for releasing this is to broaden the Saturn's fighting game canon yet further. It was the first decent Playstation game of 1994, and recently converted, but is left looking miserable by this year's Virtua Fighter 2. In Tohshinden's scant defence, you can point to some

gameplay differences: Tohshinden relies more on magical attacks than close combat, and is generally easier to grasp. But by any reasonable estimation there is no contest – get VF2.

OVERALL

Streetfighter Alpha more than fulfils the imperatives of a home conversion. It's damned near perfect.

94

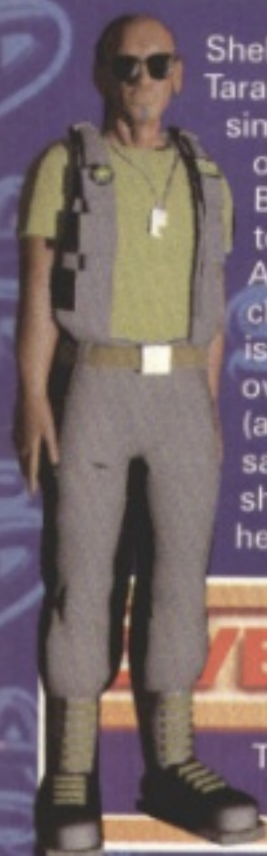
OVERALL

Takara's fairly anaemic rendition of fleshy 3-D fighting action. Few bangs and plenty of whimperings.

74



**SHELLSHOCK
CORE
£44.99
1 PLAYER
SHOOT 'EM UP**



Shellshock ambitiously sets out to meld Tarantino-movie coolness with retro gaming simplicity in a tank-powered destructo-quest owing much to ancient coin-ops such as Battlezone (and less than you might expect to Core's big hit Thunderhawk).

All the groundwork put into creating a team of charismatic characters, with a hip-hop soundtrack to match, is fair enough, even if they whole thing has been left in the oven at gas mark 10 for a little too long. The main gripe is (and must always be) the gameplay, which is simply less satisfying or developed than Thunderhawk, even if it does share the same multiple mission structure. Short-lived 35mm hedonism.

OUT NOW

OVERALL

75

There's something ultimately unsatisfying about this long-awaited artillery epic.

**TITAN WARS
BMG
£39.99
1 PLAYER
SHOOT 'EM UP**



In 1000 years someone will open up the BMG time casket, find Titan Wars, blow the dust of ye ancient Saturn in the Temple of Sonic, load it up, play it and say: "ee, if this aint a reet load of old cobblers". The mists of time will be unable to disguise the crassness of this old 3DO port over.

Now the 3DO isn't all bad. It hardly deserves to be the laughing stock it is, but its reputation was done no good by Crystal Dynamics' Total Eclipse. It's a one-pace, one direction space shoot 'em up staggeringly short on interest or character. And now its been inflicted on the Saturn in the form of Titan Wars.

OUT NOW

OVERALL

51

Should be retitled Titanic Wars, as this is a vast waste of anyone's time.

**WIPEOUT
PSYGNOSIS
£39.99
1 PLAYER
RACING GAME**



It's done and out for some time, but there's no excuse for not buying Wipeout. If only for that glorious release from the feeling that having a Saturn denies you the best of the Playstation. Now you truly have it. If only, Sony owners, it were vice versa. Wipeout is a great racer, with its own classic character and an exceptional audio-visual prowess. There are some minor differences between the formats - we won't pretend - this version is less taxing, for one. But it's just as much FUN.

OUT NOW



OVERALL

91

The Pammy of racing games, and you can be Tommy Lee for just £40. Get your kit out.

**GEX
BMG
£39.99
1 PLAYER
PLATFORM**

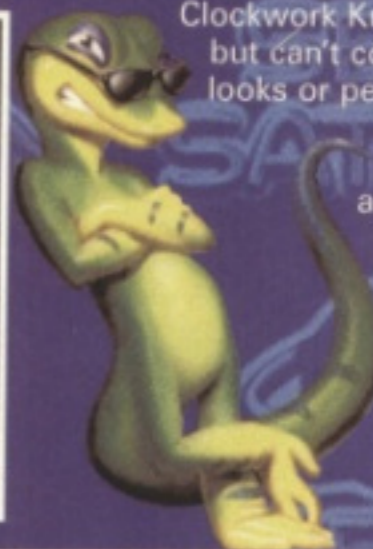


Crystal Dynamics win the video game green award yet again, by recycling this 3DO platformer, for the 'eager' Saturn masses. There aren't a lot of platformers on the Sega machine yet, but a couple: Rayman and Bug! are pretty good. Gex is sandwiched between these proper purchases and the true abomination of Johnny Bazookatone. It's more varied and entertaining than the

OUT NOW

Clockwork Knight games, but can't compete in looks or personality.

Gex himself is an aggravating little reptile.



OVERALL

57

Vermin often make good platform game characters, but this only Gex on our nerves.

MEAN YOB

Attention: if the Prince Harry/Chris Eubank soundalike who keeps ringing up happens to be reading, we are getting very annoyed with you. Not only did this bloke fall for C&VG's Pedro/Ultimate MK 3 April Fool (they said you could get Ultimate on the Playstation version of MK3), he also called the deputy editor (Tom Guise) an idiot and slammed the phone down. Then, to top it all off, he phoned us up, having seen our next month 'Gamespotting' page in Saturn mag, and asked whether Mean Machines was making a new magazine called Gamespotting. So, if you are reading, then heed these words of advice. Get a degree in common sense at Eton or wherever you go, and try phoning up with something original.

Everyone else, send your letters to **PONCE ROYAL MAIL-BAG, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

HAVING A BAB

Dear Yob,
You are a little-monkey spanker whose life has amounted to the equivalent of a pile of baboon crap in the corner of a round room. In the May No. 43 copy of MMS, you admitted to knowing what happens to crud after it has come out of that hole that I call my arse and you call your mouth. So you must be one of those sad trainspotters that turd into their hand and watch in excitement as it goes dry and flaky. Well if you are not insulted yet, hear this. When you were born, Lassie (I mean your mum) was doing a bab when you plopped out and she accidentally mistook you for a bog brush because of that sad bit of arse fluff you call 'hair.'
P.S. If you take the p*ss out of my name, as people often do, the I'll hunt you down, rip off your balls (if you have any), feed them to next door's rabbit and post them back to you after it craps them out. Even then they probably wont be any bigger.

Adam Lowe, Wakefield, Yorkshire.
YOB:I could start getting into insults about you and your mum, and how I saw her being washed down the drain with all the other bits of clag. Oh, I forgot, you haven't got any water in Yorkshire.

ANGRY READER FIGHTS BACK!

Dear Yob,
How much I laughed whilst reading the turd encrusted letters of Chris Purdie, David Jenkins and er, the 'sex god.' Do life forms and scum like this really exist? I really did want to start this letter off politely with frolicking bunnies and the like, but oh no. I can't pass up on the opportunity to take the p*ss out of some of the more vomit-inducing readers of yours.
Hello Mrs Chris Purdie (a big fan of



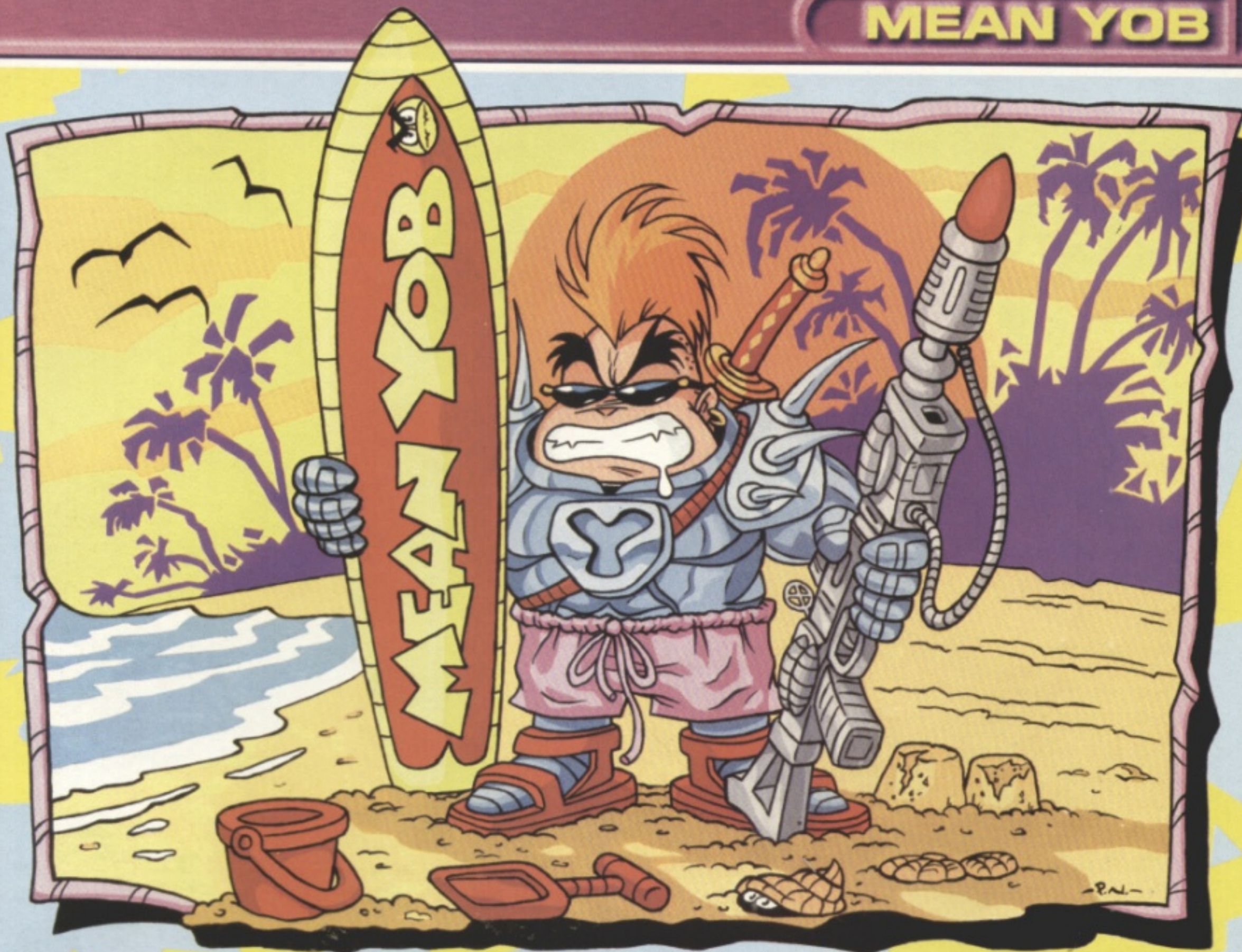
Another awesome drawing sent in by the talented Paul Johnson. This was on the envelope of his letter to Mean Yob. Keep them coming in!

the Avengers are you?), or should I say Mr Festering Turd stuck to a donkey's (probably his mum) hot and sweaty rectum, who has a severe diarrhoea problem? Anyway, how dare you send a letter of 'utmost importance' talking about yourself to the hallowed, sacred pages of MMS. I bet if you found a dog turd on the pavement you'd probably eat it thinking it was a Mars Bar. Just sod off to whichever radioactive sewer you came from. Next on my hit list is an anorak fiend who hides under the title 'sex god.' Yeah, right, in your dreams. Shame it can't tell that that your face looks like the crusty bits of a baboon's hairy butt, can it? Birds don't crap on your flea pit, as it's not worth crapping on. Now be away with you, you sad pimply git. Now, David Jenkins. Did you ever go to school? I doubt it. You were probably stuffing your greasy face with chips whilst simultaneously (look it up, monkey face) giving the mannequins in the windows dirty looks. Bring back happy days does it? You are beyond help and should be duly fed to the to your brother (you know, the thing your mother grew in a petri dish alongside you). At least Mean Yob and everyone else can have a good laugh at your pathetic attempts at trying to string three letter words together unsuccessfully. Now bloody well sod off before I shove something VERY painful up each of those oversized rectums of yours. Oh, yeah if you EVER venture out of your crappy hole, just watch your backs...
Neil Ramsden, West Wickham,
YOB:Are you the Rectum inspector

or something? You seem to have quite a fixation for them. Anyway, I referred this letter to the National Examinations of Rectum Disorders (or NERD for short) and they agreed that you have a serious problem. The people from ANUS (Association for Nerds Under Stress) will be round for you in the next few days, Live long and prosper, plebbo.

JOHNSON IS BACK!

Dear Yob,
Oi! If you want someone to bore you to death, ask our beloved Prime Minister to write an article on frozen peas. Anyway, I was looking back over my copies of MM to the good old days when people used to actually write interesting letters, not just the usual "Yob, you are fat and smell and my mummy said you're bad." Yes there were a few insults, but at least they were amusing (and even funnier when the Nintendo owners wrote in saying "tell my mate that Mario's better than Sonic 'cos all my friends like Mario and I do too.") So come on kids! No wonder the letters page has shrunk when no-one writes anything worth tearing up and making a papier maché, CD32 out of (Heh, that was funny too... the good old Amiga/Sega wars...). Besides, I'm sick of people turning out the same old festering putrid crap all the time. Infinite clones on VF1 and SF2 are really getting annoying now, and the word 'originality' doesn't seem to be in the 'Ye olde Dictionary of Games Designers' anymore. That's why I'd like to pay homage to 2 software houses: Treasure and Core. Impressive track records don't you think? All they do is release brilliance and originality all of the time, without even stopping to go to the crapper even after a particularly hot chili. Treasure haven't released a bad game, and Core have only made one bad game in their history (Shellshock). Bleedin' damn good jobs all round, so lets have a round of applause! (Clappa-Clappa-Clap).
One more thing, Toy Story. Well, we always knew that Disney weren't very good at drawing by hand (No shading at all. Oh well...) but cheating completely and doing the whole sad thing by computer, just shows even more lack of talent. And to finish, I say this. You want computer graphics? Watch Ghost In The Shell. James Cameron recommends it saying "The first truly adult animation." If however, you're 6 years old, go and see Toy Story. If it doesn't clash with Home and Away, or Playbus.
Paul Johnson, On board the train to reality.
YOB:Zzzzzzzzz. Huggmpp. Tup, tup. Sorry, I just nodded off there reading this essay. I thought something nasty had happened to you (like you got a life), as we hadn't heard from you for a while 'PJ' -



by the way, how's Duncan? We didn't realise you'd gone solo.

CONCERNED BEEF EATER

Dear Mean Yob, I would like to know why your hair is so naff. And why do you always dribble in your pictures? I would also like to know all the cheats for MK1, MK2 and



I think this guy has been drinking more than just cups of tea! He looks well jellied!

MK3, and if you don't give me them, I'll rip your arms and legs off, then I'll rip all of your insides out and show them to the whole wide world!!! Lastly, I'll put a gun to your head and blow your brains out. I'll write back soon, you fat git!!! P.S. Have you got Mad Cow disease?

Mark Henshaw, Walton, Peterborough

YOB: Mr Henshaw. Please stop writing in. Ever couple of weeks we receive a batch of letters from him, some for Q&A, and others for me. All of them are asking the same sort of thing (apart from this one) and are worthless. And you have the writing of a lobotomised pig with a nervous twitch in its trotter. Sort your life out pal.

FREE LITTLE WILLY

Meanest Yob, I am writing to you as I have a lot in common with you. I am a sad, surf mad, drooling midget with a bog brush for a head (ha, ha). I've got some questions you can answer for me.

1. Why are your flunkies always showing Saturn reviews, and for the past few months only a couple of Megadrive, 32X or CD games?

2. An American sociologist once said, 'A man with a big toy is boasting, or trying to imply he's got a big todger.' Which is your reason?

3. Why are you so small? I suppose it could be handy for looking up girls skirts, or butting your enemies' shins.

4. Do you insult people for fun, or are you so dumb you don't know any answers?

5. Do you go on nature trips, or are you afraid you might get swallowed like the bug you are?

I.Q. Llanfairfechan, Gwynedd.

YOB: Here's a surprise.

Someone from Wales trying to be funny and failing dismally. 1. The reason is that there are far more Saturn games coming out at the moment than Megadrive games, pillock. 2. And you're the sort of bloke who goes round telling everyone that quality and not quantity is what matters. The sure sign of a minute willy. 3. I bet the girls ask you the very same question. 4. I'd answer your questions if you were clever enough to come up with any. All you can manage is some babble about an American Sociologist. Who cares? 5. Funny.



Mortal drunk and in Kombat. Itsch a luvverly, hick!, drawwing of the tuff guys, hick! I could have the lot of 'em, hick!, 'coz I'm THAT hard!

Ended on a bit of low note there, but I can't always have the perfect page. Something Welsh always seems to creep in. Never mind. Baaaaa.

Q & A

I'm doing my best to answer all your questions this month, and with our contractual contacts at Sega, I'm best placed to do that. Some of the maybe, possibly answers might be annoying, but the industry gets quite secretive at this point of the year - just weeks before the big Spring show. I'll be at the Los Angeles E3 show in May, when the true line-up on Saturn and Megadrive up to Christmas will be revealed. Meanwhile send your missives to **STRESS Q&A, MEAN MACHINES, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.**

JANICE

Dear Gus
Could you answer my questions.
1. Will there be a Sega Rally 2?
2. Will UMK3 come out on the Megadrive?
3. Will there be an EWJ 3?
4. Will there be an X-Men 3 game?
5. Will the Sonic Fighter game come out on the Megadrive?
6. Will there be a Super Skidmarks 2?
7. Will there ever be a 64 bit Sega?
George Cox, Hereford.

GUS:1. It's very doubtful. The AM divisions have never done sequels of their racing games. Manx TT will be the closest in style to Sega Rally.
2. No, GT, who have the license are concentrating on Saturn.
3. Possibly, but it's unlikely that Shiny would do it.
4. We haven't seen the last of the X-Men, but there are no firm projects.
5. No.
6. No plans.
7. I'm sure the Saturn isn't the end as far as hardware is concerned.

ZOOT

Dear Gus
Please answer my questions or I'll rip your head off.
1. How long do we have to wait until Daytona 2 comes out? It looks smart.
2. When is Doom coming out for the Saturn and how much will it cost?
3. Will a Road Rash game be released for the Saturn?
4. Have you heard any plans for Theme Park 2 for the Saturn?
5. Is Virtua Fighter ever going to be released on the Megadrive? If not, why not?
6. Do you like Michael Jackson?
7. Any more news on 'Roll Cage,' the Daytona challenger?
8. Do you like the group 10CC (Godley and Creme)?
Barry Bowles, Peterbrough.
GUS:1. You mean Daytona Remix. Will probably slip out this summer.
2. At the moment I can't be any



more definite than this year, though I'm meeting Id Software soon.
3. In June, turn to the preview.
4. There are no plans.
5. The Megadrive can't handle Virtua Fighter.
6. Let's just say I'm a member of the Jarvis Cocker fanclub.
7. It's a Playstation only project at present.
8. 10CC are at once a sign of the chicness and the crapness of the Seventies.

WALDORF

Dear Gus
It's good to see that you are at long last progressing out of printing those continual "What is best?" and "Put these in order," requests.
1. At the end of Light Crusader there is a hint of a further 'adventure.' Do Treasure have any plans for a sequel on the Saturn?
2. What happened to Darkseed on the Mega CD? Does anyone have any plans to release a 32 bit version of the game?
3. Do Sega still plan to release Desert Tank on the Saturn? If so, do you have any information regarding a release date?
4. I like the look of Core's Tomb Raider very much indeed. Do you have any more information on the game?
5. Do you have any more information on Sega UK's possible release of a Shining Wisdom/Rayearth double pack?
6. When will we see the Saturn version of Snatcher?
Duncan McCullie, Leigh-on-Sea.
GUS:1. I have no idea of Treasure's Saturn plans beyond Guardian Heroes, but I figure they'll have three or four dynamite projects planned for late this year/early 1997.

2. What indeed - the game did appear in Japan, but Cyberdreams obviously couldn't get a deal for the UK. It's now well out of date, anyway.
3. Sega never had a definite plan to do Desert Tank. It's not a bad idea, though.
4. None, apart from the fact that Core were most upset that some PC shots intended for Gamesmaster found their way into a crapola Sega mag without their consent.
5. Mark (at Sega) was p'd off when I said that in News! It was only a tentative suggestion, and won't happen for now. Both games are considered for individual release (and both are very good).
6. Probably never in this country. A completely useless Japanese version has just been released.

STATLER

Dear Gus
I am an old warhero who fought on the beaches of Normandy. It would really make my grandson's day if you print the questions he gave me for you.
1. Would it be a good idea to buy the memory cartridge for the Saturn?
2. I could not play a season on NHL



Hockey because there was not enough memory. When I looked on the memory manager, it showed only one other game saved, but this took up over half of the memory. Is this correct or is there something I've done wrong?
3. What is the best game to buy at the moment?
4. Can you send me all of the Saturn games you don't want anymore, 'cos I can't afford any games. Cheers.
5. If I put my goldfish in the Saturn and turn it on, will I be able to play James Pond?
6. If your not gonna send me your games, why don't you send me new games to review? This way you get a punter's view on games as well.
Martin Pants-fill, Slough
GUS:1. If you do a lot of game-saving, it soon becomes pretty

much essential.

2. Depends which game. Games use up a certain amount of the RAM memory units, according to how much data they require to save a position. Games like Sim City need vast amounts of memory, whereas Virtua Cop details, for example, require a smidgen. Most games use small amounts to record high scores.
3. Of the newest games, I'd get Wipeout, Magic Carpet or Streetfighter Alpha. Watch out for Vampire Hunter and Panzer Zwei - there's tons of brilliant stuff out there!
4. We keep them in a library, sorry.
5. Is that an attempt at humour?
6. Thanks, but I like to draw a paycheque.

PROF. BUNSEN

Dear Gus

1. Is there going to be a fourth strike?
 2. Is there going to be a Theme Hospital, if so is it going to come out on the Megadrive?
 3. Is there going to be a Super Skidmarks 2 for the Megadrive?
 4. Should I get a Saturn or should I wait for the Ultra 64?
 5. Do you know how I can get Nov No.37 mag, because I lost my one?
- Oliver Simmonds, Guildford.*

GUS:1. Yes! I gather you've seen our news exclusive.

2. Theme Hospital is nearly complete on PC, so a Saturn version should be on the cards.
3. No plans from Codies.
4. Get a Saturn - look at Nights, Fighting Vipers, Virtual On!
5. See our back issues number on the Editorial masthead. Simply phone and ask.

KERMIT

Dear Gus

1. How much does the Action Replay Pro for the Game Gear cost?
 2. Have you played the Nomad? If so is it as good as the Game Gear?
 3. How long has the Game Gear got left?
 4. Which is better: the Game Gear or the Master System?
 5. How much does it cost to make a cartridge?
 6. How many games are available for the Game Gear?
- Robert Hogan, Wicklow, Ireland*

- GUS:1.** About twenty quid.
2. I haven't played it. I should think it is. It's not coming out here.
 3. About thirty minutes.
 4. Both are dazzlingly mediocre.
 5. About £6-£10 in raw manufacturing terms (depending



on memory size).

6. About 120 have been released, but you'll be hard pressed to find a selection of more than 20 in most shops.

MISS PIGGY

Yo Gus

1. Will Total NBA '96 ever be out for the Saturn?
 2. Are there any plans for Virtua Striker in the near future?
 3. Can you beat a 123 Hit combo with Ice Man from X-Men: Children of the Atom?
 4. My mate Daniel wants a Playstation for Christmas. Will you tell him that he's a nutter, and that Sega are the best?
 5. Do you like NBA basketball, if so which team do you support?
- Robin F. Berry, Centre for Chicago Bulls.*

GUS:1. Possibly!

2. No, but IVG '96 has intriguingly Striker-esque qualities.
3. I cannot.
4. He isn't a nutter, but he is being misled. Daniel - I'm telling you - the Saturn has much more potential to develop than the Playstation.
5. I'm not a big fan.

BEAKER

Dear Gus

1. A boy I know said that Nintendo bought out Sega in a court case. Is this true?
 2. In issue no 41, in the editorial Lover or Loser answer, the answers add up to a minimum of 17, so what was the point of putting 0-15?
 3. Which do you think I should get? Toy Story or Mega Bomberman?
- 'Dave', Branksome*

GUS:1. This is an untruth of pantular proportions. 2. Erm (thinks rapidly) that's because girls have to start with a minus 10 for being girls. 3. Toy Story.

ANIMAL

Dear Gus

1. Could I copy the moves from the Virtua Fighter 2 player's guide in issues 41 and 42?



2. Is The Mask coming out for the Megadrive?
 3. Do you think Mortal Kombat 4 will be a 3-D beat 'em up game?
 4. Will Bug! come out on the 32X?
 5. Could I get a Saturn for my new playroom?
 6. What is your favourite game on the Saturn?
 7. Is Mortal Kombat the movie coming out for the Saturn?
- Charles Schofield, Badlesmere.*

GUS:1. Be my guest (?).

2. Not any more.
3. No.
4. We reported this rumour, but Sega have sadly produced nothing resembling a 32X game for months. We don't like that.
5. What kind of playroom is it?
6. Sega Rally, I'd say.
7. No, there's no such game.

ROLF

Dear Gus

- Get rid of that silly goatee beard and let me pick your brains.
1. As I am impatient, I bought a CDX Plus Converter for my Saturn just so I could play VF2, Sega Rally, F1 and so on. About a couple of months later my on board memory on the Saturn would not work, so I changed the battery. But it still wouldn't work, so I sent it back to be repaired, and they replaced the whole board. Do you think the converter caused the problem?

2. How much do you get paid to look like Hitler?
 3. Is NHLPA '96 ever coming out on the Saturn? I think NHL Hockey is crap.
 4. If the Playstation is getting Wipeout 2 very soon, then will the Saturn get it?
 5. Will there be an Ecco the Dolphin coming out for the Saturn as I think it will make a brill RPG?
 6. F1 on the Playstation looks smart, so why didn't Sega do it?
 7. How come you can be so ugly with only one head?
- Wayne Smith*

- GUS:1.** Very unlikely.
2. I beg your pardon!
 3. Wait for Powerplay from Virgin, expect NHL in the autumn.
 4. I expect No.2 will also be Saturn bound.
 5. No Ecco plans.
 6. That's a stupid thought to surmise. Developers develop games, they don't just copy others.
 7. It's an art I've been practising for the last 25 years. Pardon me, I thought your surname was Kerr.

Let's hope there's nothing there to upset our friends at Hedgehog Towers. Even if there is, stuff them all, I say.

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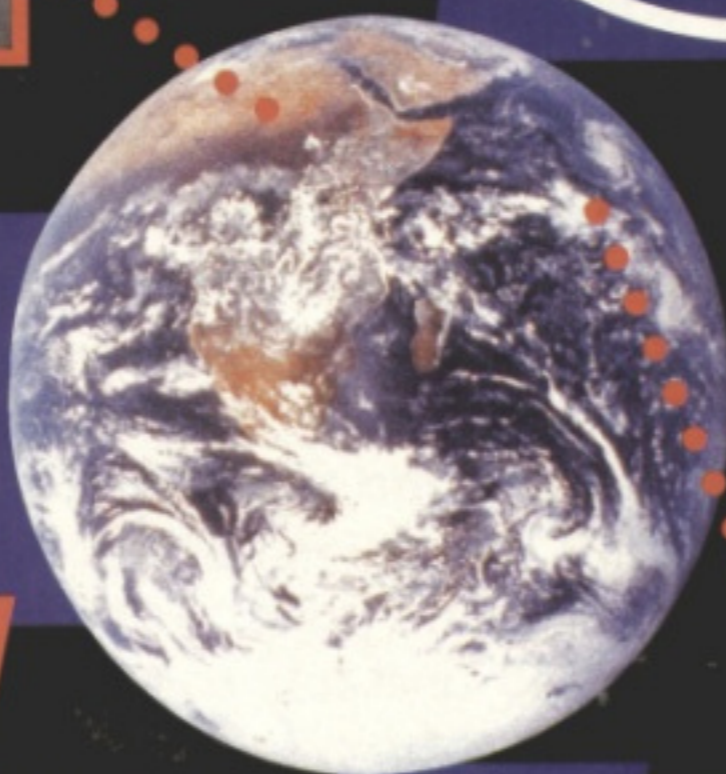
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BRINGING YOU THE E3 SHOW IN ISSUE 45: SIMULATION OF MEAN MACHINES INTERNATIONAL DATA TRANSMISSION SYSTEM



Hi Claire, darling. It's absolutely baking here in LA. I'm at Tom Kalinske's gaff at the moment. Yes, he says we can do Sonic 3-D on Megadrive this month. So make sure you leave room between the Loaded review and the Die Hard feature.



NEXT MONTH

MEAN MACHINES IS AT THE BIG ONE: E3 IN CALIFORNIA, GUESTS OF SEGA. NEWS ON EVERY MAJOR SATURN AND MEGADRIVE PROJECT FOR THE REMAINDER OF 1996. ALSO TOMB RAIDER, NINJA, ACTUA GOLF, SPACE HULK, JEWEL OF THE ORACLE AND MUCH MORE.

ON SALE 3RD JUNE GMT

Gus, sweetie, it's so good to hear from you. Have you written your show report yet? What's happening with Virtual On and Fighting Vipers? Right, I'm off to design Destruction Derby. Prince Harry's on the other line.



BATSMAN RETURNS.



BRIAN **LARA** ★ **96** CRICKET.

THE VIDEO GAME SEASON BEGINS MAY 17.

Hit and run through all-new County, World Cup and Historic Cricket complete with Practice nets to get in shape for an International Test. Featuring 300+ cricketers, the full team and player editing facility lets you pick the squad and save info to the massive NVR Back-up; even save games during play! Up to four-players can pad-up for the box-busting gameplay and get hit for six!



"AS CLOSE TO A PERFECT CRICKET GAME AS YOU COULD POSSIBLY HOPE FOR" 90%, MEAN MACHINES.

Sportsmaster
WORLD CLASS PLAYERS

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pure gameplay **MEGA DRIVE™**

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