

OFFICIAL: The best Saturn mag known to humanity!

Rampage



Monster mayhem in the big city!

SATURN POWER

No. **8**

BUSTED AND TIPPED
WORLDWIDE SOCCER '98.
THE RETURN OF SOVIET
STRIKE AND OUR TIPS
OF THE YEAR!

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- Sega Touring Car
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- MK Trilogy
- Formula Karts
- FIFA: Road to World Cup
- The Lost World
- Tennis Arena



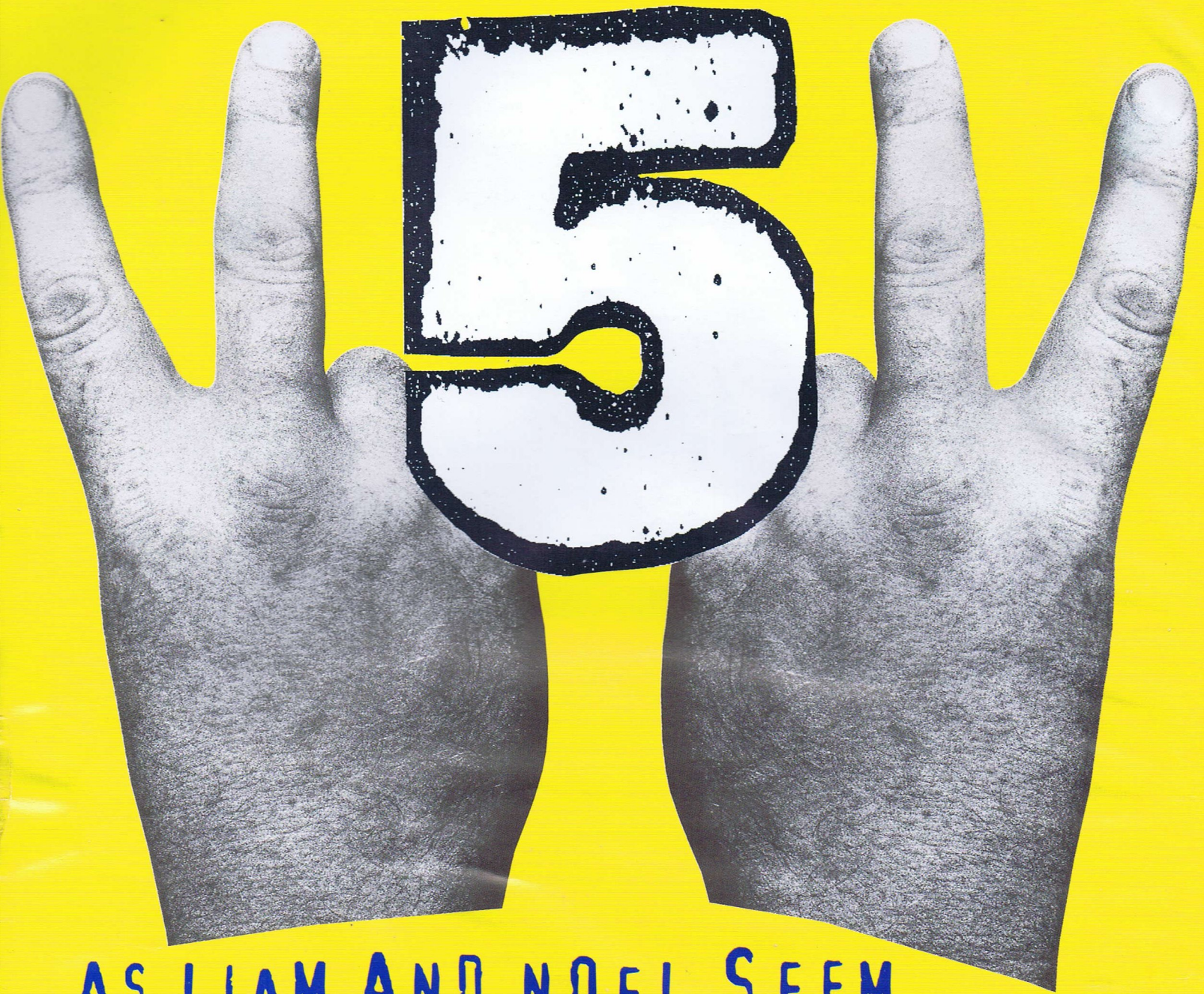
**FESTIVE 8 PAGE
CHRISTMAS
SPECTACULAR
INSIDE!**

INSIDE!

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





Quake: an apology

Saturn Power would like to take this opportunity to apologise on Sega's behalf for *Quake*. A format exclusive, it's another in a long line of Christmas and New Year software exclusives that push the Saturn, rival releases on other console formats and are, all other concerns aside, damn fine to play. While Sega's apparent inactivity this summer suggested to the world at large that the hardware and software giant had lost faith in the Saturn and was concentrating on a new machine and growth in the PC market, these new developments demonstrate quite the opposite. Inexcusable. We're sorry...

£5 off Quake at EB!



Electronics Boutique are offering £5 off the awesome *Quake*.
This offer is valid in all participating stores nationwide.
Offer valid up to and including 31 December 1997.
Ask in store for details.
For details about your nearest store, please call 0800 317778

£5 OFF SATURN QUAKE

quake

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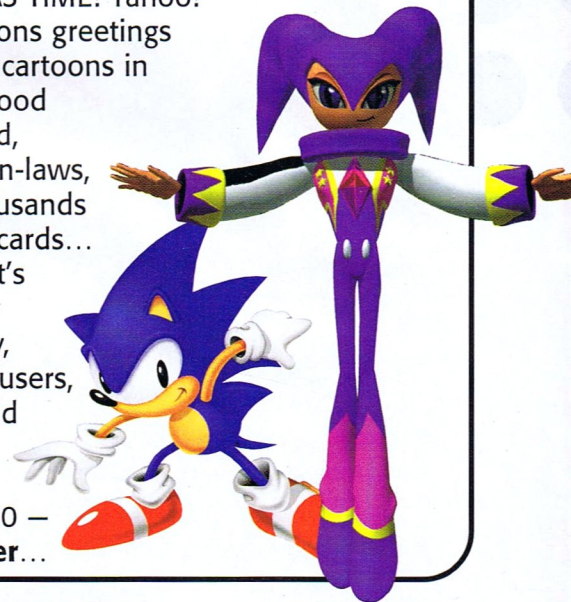


30

There's a lass in a Santa outfit on the cover. She's holding a present. And she's right next to this text here. It can only mean one thing. CHRISTMAS TIME! Yahoo!

God bless Christmas. Seasons greetings brought to you by Xmas cartoons in conjunction with fast food conglomerates, greed, avarice, rows with in-laws, the pulping of thousands of trees for tacky cards... and, best of all, it's apparently Baby Jesus's birthday, too! By my trousers, it's a merry old time.

Christmas starts on page 30 – only in Saturn Power...



Saturn Power Presents...



14

Street Fighter!

The *Street Fighter Collection* features *Super Street Fighter 2* and *2X*, plus an updated version of *Street Fighter Alpha 2*. It looks rather marvellous. And we preview it this month on page 14.



38

Warped mind!

WARP's innovative... nay, pioneering, use of sound make them a developer to listen out for. We spoke to Warp boss Kenji Eno about *Enemy Zero*, and shopping for furniture in London, strangely enough.



18

Rampage!

...is back! Remember the original Midway mutant-'em-up – smashed buildings, chaos, multiplayer mayhem? Well it's back, and it's better, and it's previewed on page 18. Monsters!

Game of the Month



68

Quake – game of the month, you know. It's great.



Quake! PC megagame, yet another feather in the cap of yank developers id. But do its complex PC visuals prove the undoing of Saturn gods Lobotomy? Have they produced a conversion of the same standard as the sublime *Duke Nukem 3D*? Turn to page 68 to find out in our EXCLUSIVE six page review...



74

Touring Car – not quite what we were hoping for...



78

Enemy Zero – great in places, awful in others.



80

Mortal Kombat Trilogy – looking a bit rough...



82

Lost World – more of a lost cause, gameplay-wise.



84

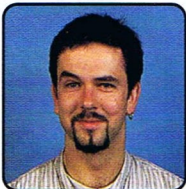
Formula Karts – enjoyable karting game. Or is it?



86

Tennis Arena – average tennis fare. But fun.

Team Power



Dean Mortlock
...comes from Frome, has a baby called Eliza and a lovely lass called Emma is his girlie. Ahhh...



James Price
...has scores of illegitimate children and 16 top model girlfriends living in his Bath flat.



Lisa Kellett
...has a bloke called Lee, a Corsa and a house in Bristol with 'er mum and dad.



Iain White
...has a violin with which to serenade. And it plays it well. And he's *single*, girls...

PREVIEWS

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Frontline

As always, *Saturn Power* delve into the underbelly of the Sega world to bring you the very best in the news we've been able to pull away from the grasping fingers of the computing world.

Sega 64 • Sega • 1998/99

Could this be Sega's new system?

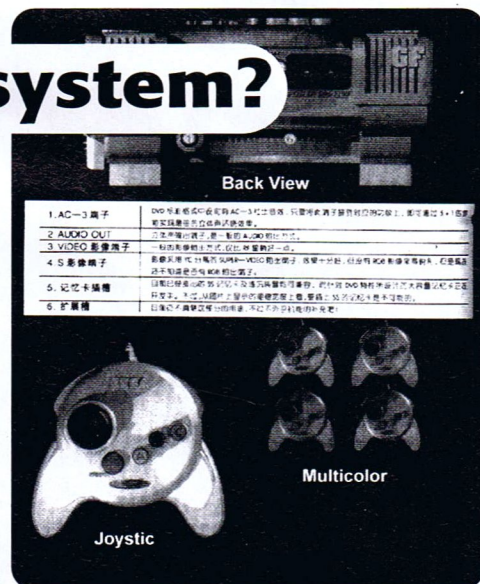
One of the most interesting stories we've heard this month concerns the possibility of shots of the 'Dural' Sega machine being leaked from Sega Japan, and these, for your perusal, are they. Many

thanks to Shidoshi, the Editor in Chief of *GameFan Online* in the States for allowing us the use of the pictures and information that was posted onto their Internet site recently.

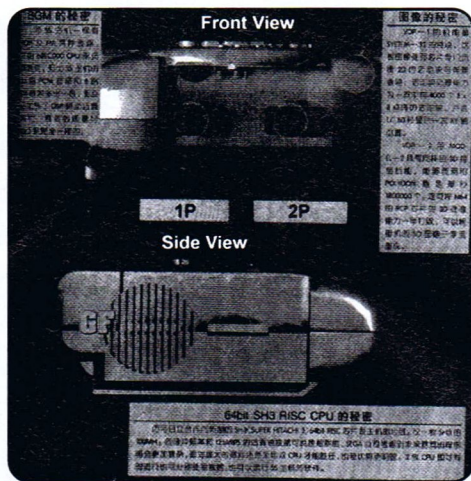
While we want to stress here and now that there's no real confirmation that these pictures are indeed from the machine (they could well be hoaxes), we thought, as we like to keep you up to date on every aspect of Sega's plans, you'd be interested to see them.

The origination of the pictures has to remain secret to protect their identity (let's just say that they're based in Tokyo, Japan), but we can tell you that the documents dated from September 13, 1997 and are part of a six-page package. These, though, are the only pages they managed to get. Thankfully, though, there's plenty of specs to go with the design — although many people have claimed these to be hopelessly optimistic for the system.

For a start, the system mentioned in these documents supposedly runs from DVD-ROM, as opposed to standard CDs. At the current stage in that players development, though, the price of DVD would



surely be too much to allow the system to financially use them. It carries on by saying that it has AC-3 sound installed (phenomenal, but very expensive) and could shift a staggering 1.8 million polygons (very tricky to imagine).



Hot Gossip

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

Two bits of sad news this month (of varying degrees) in the form of more games that have now 'deceased to be' on the Saturn. The most important of the two, Core's *Ninja*, has had its production cancelled, while *Reloaded* from Gremlin has just dropped off the face of the Earth.

After Core made big noises about *Ninja* (remember, the game was originally developed on the Saturn and had some amazing graphical effects), the title has been plagued with all manner of horrible delays and Eidos now feel (wrongly, naturally) that the



game wouldn't sell enough units.

Reloaded, on the other hand, suffers from the same problem to a certain degree (Gremlin claim it also wouldn't sell enough units) but, between you and me, it was probably going to end up being a bit of a stinker anyway, so the reviews would have almost certainly killed it off.

While it cannot be denied that third-party support for the Saturn is at a low, you must remember that there's still more than enough quality product coming out through Sega to keep us busy through the next year. They reckon there will be at least forty Saturn games next year...

Ever wondered what happened to the licenced games from Psygnosis...

y'know, *ADIDAS Power Soccer*, *Tenka*, *Sentient* and the rest? Well hopefully *ADIDAS Power Soccer* has been left to fester in the bin where it should never have been allowed to crawl out from but we've heard mutterings that both *Tenka* and *Sentient* could be released through Sega in the new year.

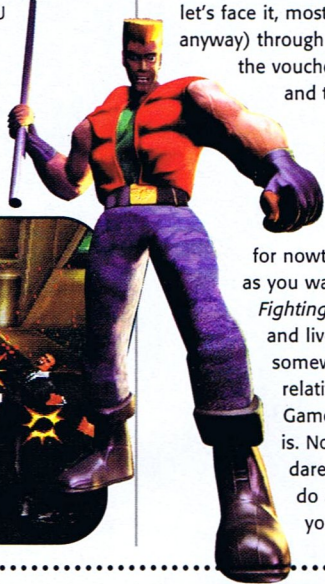
Tenka is a space-age *Doom*-clone with certain promise (it definitely had its fans) that did contain a worryingly large amount of lighting effects (it had to, it's a Psygnosis game) that might effect the



Free pad offer – next issue!

Free Sega pad • with every copy of *Fighting Force* • Coupon next month

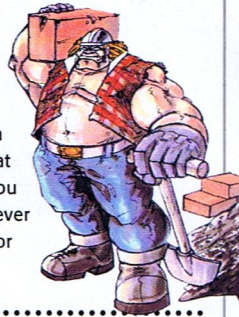
Next issue we're actually paying YOU money to take it away. Not a piffling 'few quid off a game' offer here, though, we're offering you the chance to get an extra Saturn joypad absolutely free. All you have to do is buy a copy of *Fighting Force* (which



let's face it, most of you were planning to do anyway) through any store in the Game chain with the voucher we'll be supplying next month and they'll give you a nice new pad.

There's no catch. No 'buy every issue for three years and forsake all others 'til death do us part' ultimatums here, just the opportunity to get something

for now... as long as you want *Fighting Force* and live somewhere relatively near a Game store, that is. Now don't you dare say we never do anything for you...



The controller appears to come in a variety of colours but with only A, B, C, L, R and start buttons. Whether or not there's anything tucked away underneath the pad is unclear, but we know no sensible reason to get rid of the extra three buttons (X, Y and Z). Also, despite early rumours, it would seem this machine only has the two controller ports (plus a memory and expansion slot – which you'd expect).

The size of the machine is smaller than the Saturn. Its dimensions being 265x220x85mm (about the size of a piece of A4 paper) and the actual design looks very much like a cross between a PlayStation and a N64.

Again, we want to stress that you could well be looking at something that's completely made up as a joke for the rest of the computer industry – or even something created by Sega themselves to throw people off the scent. But maybe, just maybe, you could just be looking at the new system there. Interesting, isn't it?



conversion to some degree but it should be a playable enough title all the same.

Sentient, on the other hand, is a highly strange and more than slightly dull graphical adventure game with loads of speech.

Neither title is likely to set the Saturn world alight, but could be pleasant enough at the right price. More news (hopefully) over the next couple of issues. And oh yes, what ever did happen to *Destruction Derby 2*?

After exclusively featuring it months ago in our Coin Slot section, Sega's latest Model 3 racing game, *Le Mans 24* has finally made it over to this country and it, as we speak, residing happily in (amongst other joyous youth-filled places) the Segaworld park in London's Trocadero complex in Leicester Square.

The AM3-developed game is based on the famous race of the same name and is, as Sega claim,



far more of a simulation race than any other before. The race is continual (it carries on even if there's one playing it) and you can join in at any point. Extra time is earned by good racing (obviously, I suppose) but also by overtaking other cars.

Although it tends to get overshadowed by the more dominant *Scud Race* (still an awful title, no matter how many times I hear it), *Le Mans 24* is a very fine title and certainly worth checking out if you're in the area.

One of the more interesting rumours we've heard this month (and we're still waiting for confirmation from Virgin on this one) is that it might just be possible to use the Japanese Sega RAM cartridges on UK Saturns. This means, of course, that *Marvel Super Heroes* would suddenly take on a whole new dimension as you'd now be able to play an almost arcade-perfect version of the game. But, and let's be brutally honest here, does it really make that

That was Then...

A new bit **ANOTHER ONE**, where you show you what was happening this time last year – because we think you might be interested, see? (Taken from *Sega Power* issue 87)

Game of the month: *Tunnel B1*
Other reviews: *Daytona CCE*, *Command & Conquer*, *Street Racer*, *Hardcore 4x4*, *Crimewave*
Cover feature: *Tunnel B1*

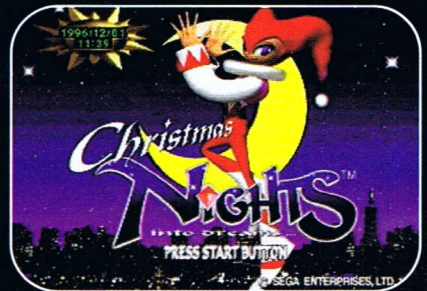
Previews: *Batman Forever*, *Krazy Ivan*, *Tetris Plus*

Main news story: *Christmas NIGHTS*

Best thing about the issue: Hearing about James Ashton's exploits in Frankfurt getting the info for *Tunnel B1*.

Worse thing about the issue: The bloody *Blazing Dragons* review.

Quote of the month: "Hello Earthlings. I am Peter Beelzebub, and I heartily welcome your guts to my voodoo sports show" – *NHL '97* review, Simon Crook.



much of a difference? No, of course not. If you're Richard Leadbetter then maybe but for humans like yourselves and us, we're more than happy with our zippy fast version of the game we play... thankyouverymuch.

The only real issue here, though, is with the new 4MB RAM carts coming out and whether or not those will be compatible too, but read our story over the page for more info on that chestnut.

Sega successfully patents technology



Sega win patent for arcade view system • Japan

Five years after applying for their patent (the patent was originally applied for in Japan in June 1992, and was finally granted on August 22nd 1997), Sega Enterprises in Tokyo have just announced a successful application in patenting their 3D graphic technology.

Virtua Racing was the first game to use this technology (it's the different view system that they designed and patented) and since then it has appeared in virtually every other next generation racing and fighting game.

The patent is only valid in Japan but still, Sega could stand to make a lot of money in licensing agreements from this decision and subsequently a company spokesman said that Sega would start talks with other makers such as Sony and Namco to negotiate

fees for the use of Sega technology in their games machines. The spokesman was unable to confirm how much or in which manner Sega plan to charge the other manufacturers, but that negotiations were underway. It was reported in the Japanese daily financial paper over the weekend of September 29th 1997 that charges would be equivalent to 'several percent' of the price of game machines per developer.

Sega invest in Visual Concepts

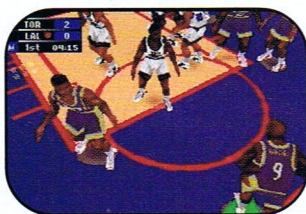
Sega 'flash the cash' • Visual Concepts • America

Sega of America recently announced it had purchased a 'significant minority share' of Visual Concepts Entertainments Inc. VC are based in California and, since being founded in 1988, have developed games for most leading publishers – including Electronic Arts, Konami, Interplay, Namco and Sunsoft. They're responsible for many top quality games, such as the *Madden* series, *Clay Fighter*, *Taz-Mania*, *Desert Strike* and the infamous *EA Hockey* titles.

As part of Sega's masterplan it's hoped that they'll continue to develop for the Saturn and begin developing for Sega's PC early next year (not to

mention Sega's new machine).

"Sega is building the best sports video game team in the business, combining the



proven talents of Visual Concepts with our new in-house development team," said Bernard Stolar, chief operating officer at Sega Of America.

"Sega defined the sports gaming category on the Mega Drive. We're taking the right steps to carry that momentum forward into our PC development, guaranteeing that Sega will offer the leading sports line-up heading into the future."

20 Questions

This is the last ever edition of Twenty Questions. After entertaining Saturn Power readers with its tricky brand of trivia for eight issues (as well as giving the office a few chuckles as we shove in a few impossible posers), this wonderful section is finally being replaced. By something new, like. It's question-oriented, rest assured, but you'll just have to wait until next month to find out exactly what it is and the prizes it involves...

- 1: Name the next Warp game to be released for the Saturn after *Enemy Zero*.
- 2: Which format was that game originally intended to be released for?
- 3: PC favourite *Civilisation 2* is currently being converted for the Saturn. True or false?
- 4: Dean's young baby daughter is called Dural, after the codename for the new Saturn machine. True or false?
- 5: *Saturn Power* readers will be able to get a free joypad with a special coupon next issue. True or false?
- 6: How many games do Sega have pencilled in for release next year?
- 7: Name three weapons used in *Quake*.
- 8: *Death Tank* is hidden in the code of which game?
- 9: If a leaf falls in a forest and there's no-one there to hear it, does it make a sound?
- 10: What is the new 'move' in *Worldwide Soccer '98*?
- 11: And how do you perform this move?
- 12: Why is does the new *FIFA* game called *'Road to World Cup '98'* rather than simply *FIFA '98*?
- 13: Why is the timing of this release rather bizarre?
- 14: What was last year's version of *NASCAR '98* called?
- 15: Repeat: "I'm going to buy a *Saturn Power* subscription."
- 16: What's the worst game of the year so far for the Saturn?
- 17: What was *Mystaria* called in Japan?
- 18: Does it have a sequel?
- 19: Name three Microprose games for the Saturn.
- 20: Is this the last question?

Answers can be found on Last Orders.

Japanese News

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

Ever fancied going to University to study videogame development? Well, in Japan, you can do just that at the Human Academy Evocational School, in a course designed to help people who have ideas for games plan and develop them.

Entry to the course is by twice yearly audition and a spokesman for the school explains, "What game publishing companies in Japan are looking for at the moment is a pre-created plan for a game instead of hiring employees and hoping they'll come up with something. However, the audition process can't usually be done by smaller companies because the financial cost of putting them on is so high. That's why the companies come directly to us." Classes are held in December and April each year.

Students attend the class once a week for a total of sixteen days and have the opportunity to sell their work directly on to publishing companies when they graduate. If accepted, royalty agreements, a sales contract and gainful employment are probable results. Fancy that, do you?

The latest problem on the Saturn market concerns the translation of three of Capcom's latest beat-'em-up wonders to the machine. The dilemma starts when Capcom Japan announced that the only way that *X-Men versus Street Fighter*, *Marvel Super Heroes versus Street Fighter* and

Darkstalkers 3 would work on a Saturn is with the new Sega 4MB RAM cartridge. Now Sega America are unsure as to whether or not they will be releasing the cartridge over there and you can be sure that the same would be true with Sega Europe.

A group of executives from Capcom America are currently in Japan negotiating as to whether or not this will be a problem and seeing if there's any way the possible anguish can be resolved. At the very worst, though, it would appear probable that the RAM cartridges can work on UK Saturns, so you should be able to buy both the cartridge and the game from importers.



Focus

If you're looking for what to expect in-store this month, this is the section to take a gander at. November Saturn action... at a glance.

The Charts

| | | | | |
|-----------|-------------------------|----------------|-------------------|------|
| 1 | Resident Evil | Capcom/Sega | 95% • Top 100: 3 | (◇) |
| 2 | Sonic Jam | Sega | 92% • Top 100: 17 | (◇) |
| 3 | Soviet Strike | EA | 87% • Top 100: 26 | (▲) |
| 4 | Athlete Kings | Sega | 87% • Top 100: 41 | (▼) |
| 5 | Die Hard Trilogy | EA | 91% • Top 100: 12 | (▲) |
| 6 | Virtua Cop 2 | Sega | 92% • Top 100: 11 | (▼) |
| 7 | Alien Trilogy | Acclaim | 83% • Top 100: 35 | (▲) |
| 8 | FIFA '97 | EA | 74% • Top 100: 91 | (RE) |
| 9 | Wipeout 2097 | Sega/Psygnosis | 91% • Top 100: 9 | (NE) |
| 10 | Warcraft 2 | EA | 88% • Top 100: 34 | (NE) |

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



Game of the month

Marvel Super Heroes • Virgin/Capcom • 93%

The 2D beat-'em-up still has a huge amount to offer, as *Marvel Super Heroes* proves beyond doubt. With its incredible array of special moves, superb visuals and finely tuned characters, it's a title that simply wouldn't work in 3D.

Marvel Super Heroes offers a brand of aesthetic extravagance that elevates it above almost every other fighting game on any other format. During, say, the first few hours' worth of play, it's possible to make the mistake of thinking that *MSH* lacks the fine tuning of the *Street Fighter* games; that the incredible specials gift certain combatants with an unfair advantage over their superhero rivals. Wrong. Wolverine can counter Iron Man's projectile attacks by way of speed, Blackheart can keep Captain America at bay with his weak, but effective, long-range specials... and so on.

The addition of horizontal scrolling – with players capable of launching themselves skyward at the tap of a button – adds a great deal to proceedings, as do the new Infinity Gems. These endow fighters with increased performance for a short period of time, and can be gained by hitting an opponent sufficiently hard.

To Summarise...

Capcom yet again demonstrate that, outside Sega offices, they're arguably the most accomplished Saturn developers around...

Buy it if you like...

Beat-'em-ups, especially the 2D variety.



Most Wanted



Steep Slope Sliders

Sega • January

The Saturn may have missed out on much-liked *Cool Boarders* but, early next year, we're set to get something considerably better. *Steep Slope Sliders* places special emphasis on tricks and jumps, is incredibly fast and smooth and plays like a dream. We can't wait...



Street Fighter Collection

Virgin/Capcom • December

We all know and love *Street Fighter Alpha 2*, but the revised version on *Collection* has a lot more to offer. With the added bonus of two versions of *Super Street Fighter 2*, we're virtually drooling in anticipation...



Actua Soccer 2

Gremlin • Spring '98

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



Burning Rangers

Sega • Easter

Oooh, blimey. We got our first go on *Burning Rangers* at ECTS as well. It looks, in short, stunning. The engine powering the scenery and movement is very impressive. When you see it erupt into action with a huge explosion, well... wow.

The best of the rest...

Games you need. Games you should own, no matter the cost. Games that, without a shadow of a doubt, should be the staple diet of God-fearing Saturn owners everywhere. And they're here, like.

Worldwide Soccer '98

How we loved *Worldwide Soccer '97*. But, after love, the horrors of parting. For, as fond as we were, its goalkeepers, slow PAL speed and poor one-player game were just too much for us to bear. A divorce was, sadly, inevitable. But, with months having passed since the decree nisi was granted, a chance meeting. And *Worldwide Soccer* is no longer of the '97 variety. It's a sleeker, faster, fitter '98 incarnation. Fond memories flood back which, comprised with admiring glances at improved looks, lead to an inevitable conclusion. We end up in bed together. Mmmm.

Bust-move-3

"I'm forever blowing bubbles. Pretty bubbles iiiiin the aiiiiir. They flilly soo high, nearly touch the sky. Then like my dreaaams, they faade and diiiiie. Erm. Laaa la-laaa la bubbles. Daaa da-da da-da daaa daaa.



Laaa laaa laaa laaa. Laaa. Erm. Preeeeettyyy bubbbblees eeeewverrryyy wherereereere... (cough)."

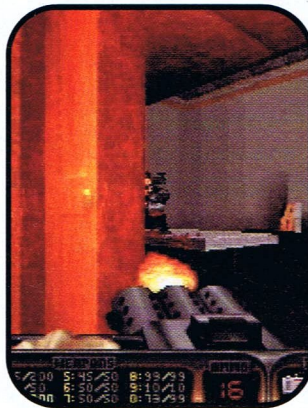
Magic, that. I've always wanted to sing on the Focus page. It's like a dream come true, I tell you. I've got two dreams, like. The other one's to actually own the sequel to *Bust-a-Move 2*, but... hang on... it's here! And it's fab! It's a bit too much like its predecessor! But it's great regardless! And I'm using exclamation marks as if I'm some kind of SSM chimp! But I can stop any time I like! Talent, see? I can feel another song coming on...

"Iiiiiimmmmm
foooooerrrrereerrere blowwwing buuuubles..."

Duke Nukem 3D

Game of the month in the last SP, highly recommended once more this issue. *Duke Nukem 3D* is, without doubt, the best one-player game its genre has ever spawned. *Doom* is awful on the Saturn, *Alien Trilogy's* too short and rather uninspired... there are only *Exhumed* and *Quake* to challenge it. But, try as they might, the best one-player shoot-'em-up on the Saturn is *Duke Nukem 3D*. And it's official, I say. If anyone would care to argue, SP would like to invite them to step outside.

Right, that's got rid of those idiots, then. So. Duke. Buy it. But only if you're over 18, mind - it's rather rude and nasty in places...



Cheap Games

Sneakily, without prior warning, Sega have sneaked out what looks suspiciously like the budget range Saturn Power was told they'd never launch. Twelve Saturn games are currently available in stores - in their original packaging - for the amazingly cheap price of £19.99. Titles include *Destruction Derby*, *Wipeout*, *Fighting Vipers* and *VF2*, all of which are more than worth a look for twenty quid. Most impressively of all, though, is that *NIGHTS* and *Virtua Cop 2* are also available at this budget pricepoint.

For more information on these curiously underpublicised price drops, read this month's Christmas feature. And, once you've read that, get your cashcard out and go shopping...

In the shops now

Wipeout 2097

Psygnosis • 92%
An excellent conversion of the PlayStation original. *Wipeout 2097* is a challenging racing game... and you can blow people up, too.

Dragon Force

Sega • 90%
Engrossing, unusual strategy/RPG hybrid. *Dragon Force* won't appeal to everyone, but it has a lot to offer.

Resident Evil

Sega/Capcom • 95%
Along with *Tomb Raider*, this is a must for any Saturn owner with a hankering for adventure. This isn't the uncult version Saturn owners were promised, though...

Warcraft 2

EA • 88%
An accomplished port of the PC favourite. Without a multiplayer option, it's not quite as impressive, but it's still a bloody fine strategy game.

Madden '98

EA Sports • 88%
Rugby, American style. Another update from EA and, typically, it's not at all bad. But if you own last year's version, the changes aren't all that significant...

Frankenstein

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

Discworld 2

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

Actua Soccer Club Edition

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

Jonah Lomu Rugby

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

Independence Day

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

Shining the Holy Ark

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

Sonic Jam

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

Tetris Plus

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

King of Fighters '95

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



Grandia

Sega • Easter

After over two years in development, *Grandia* is finally nearing completion. Pencilled in for an Easter release in the UK, it looks to be one of the most engrossing (and beautiful) RPGs ever created. Our fingers are firmly crossed...



Sonic R

Sega • December

Saturn Power was chatting with John Edelson (an important bloke at Croc developers Argonaut) and he reckons *Sonic R* is excellent. And, you know, he has a point. Sega expect big things from this. It'll sell, you mark our words...



Winter Heat

Sega • January

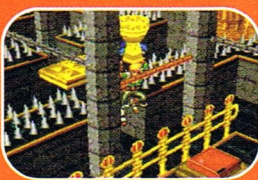
The sequel to *Athlete Kings*. Exchange the Olympics with... well, the Winter Olympics, and you have *Winter Heat*. Despite mutterings that the game may be held back, we loved the first one so much that we can wait. Oh yes we can.

Shining Force 3



You might also like...

So, what's already on the market? What are the games that *Shining Force 3* will have to battle against? Here's a run-down for the uninitiated on what games currently swell the role-playing game market – four of the best, in other words.



Dark Savior
Sega • 91%
A masterful cross-over with action and role-playing statistic-based gameplay. Maybe too arcade-based for some purists but you

could argue that a game like this attracts a much wider audience and thus attracting a whole new group of people to the RPG.



Dragon Force
Sega • 90%
Again, less of a standard role-playing game but more of a strategy/battle simulator. You send an army into battle and,

by careful placement of your troops, get the opportunity to win land and castles. A truly excellent RPG.



Shining the Holy Ark
Sega • 89%
Ah, now this is more like your traditional RPG. Lengthy turn-based battles, magic, runes, character development...the works.

Sadly, *STHA* is just too slow-moving for its own good. And its combat sequences are, quite frankly, tedious. Unlike the following game...



Mystaria
Sega • 82%
A true strategy RPG. Excellent combat system, ingenious puzzles (there's one that got James stumped for good) and a good solid

storyline to back it up. Also, the best news of all is that is should be available at a pretty reasonable price – if you shop around.

Saturn Power lowers its binoculars and scrutinises the scrawled parchment masterplan that is *Shining Force 3*.

Along with the much awaited *Grandia* (tasty) anticipation, in some parts of the country, actual bouts of fever runs high at the thought of *Shining Force 3* appearing.

There are several good reasons for this. Firstly, *SF3* is coming out in three episodes, each a complete story and a complete adventure in its own right. Secondly, the discs are set to be released at regular intervals, thus pulling the player deeper into the RPG universe in which *Shining Force* is located.

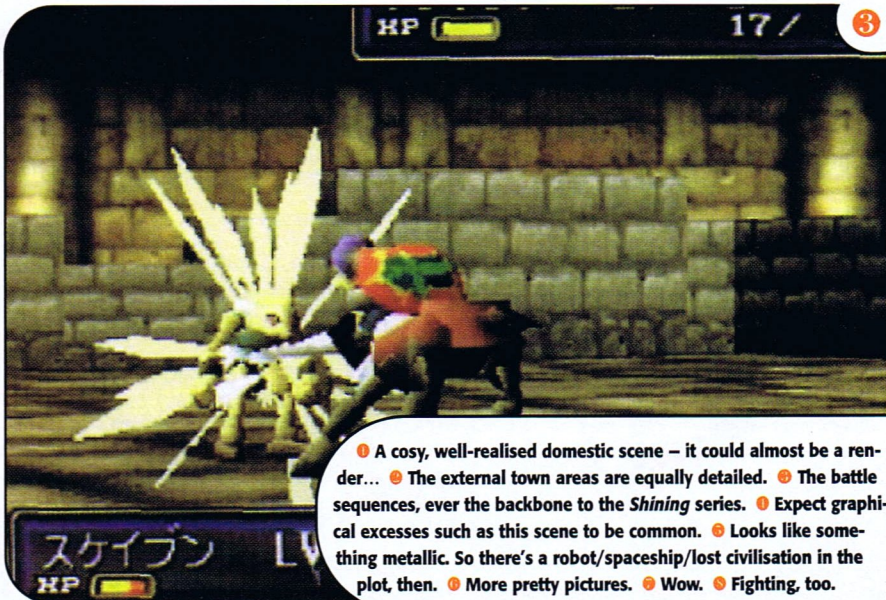
Thirdly, it's no run of the mill role-player either. The word 'epic' springs to mind. More unique features include many secrets on the battle maps introducing split-screen battle modes. Let me explain.

"Shining Force is no run-of-the-mill role playing game, either. The word 'epic' springs to mind..."

Each map will be loaded with debris which can actually be searched mid-battle.

Imagine you're smack bang right in the thick of the action. A few feet away from the main building is a suspicious looking building. It's a little messed up, since the enemy forces have routed the area and should be corpse littered, smoking and deserted.

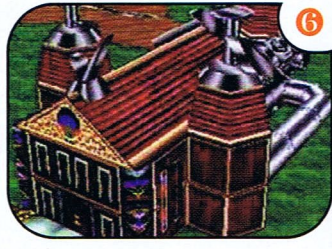
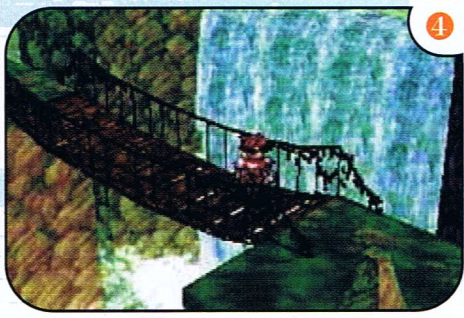
So you decide to check it out. Send a party member over for a search and suddenly you encounter a swarm of thieves, pillaging the building of all its treasures. Now the battle gets interesting. The scenario quickly shifts into a split thief battle map as opposed to the standard map. You'll want to stop the thieves, scoop some goods for yourself and continue to fight in the process. But how do you do that? Make a strategic division of your forces for one thing – one group to keep the main enemy contingent under control, the



● A cosy, well-realised domestic scene – it could almost be a render... ● The external town areas are equally detailed. ● The battle sequences, ever the backbone to the *Shining* series. ● Expect graphical excesses such as this scene to be common. ● Looks like something metallic. So there's a robot/spaceship/lost civilisation in the plot, then. ● More pretty pictures. ● Wow. ● Fighting, too.

A blast from the blast

The first two *Shining Force* games originally appeared on the humble Mega Drive and were widely regarded as the best of their type. Graphically primitive (by today's standards) they shone through, though, with exceptional and addictive gameplay. Another major bonus point of the games was the excellent combat system. Everything should hopefully translate perfectly from the old games (with the exception of the graphics, which will be utterly stunning).



other to face the thieves and grab the goods. The only way to meet up again is to win both fights and subsequently, you'll be required to keep an eye on both fights simultaneously. Hurrah! To cap it all off, the battle scenes are fully polygonal, using an incredible floating point treatment of active polygons for the characters and landscapes.

Although Sega Europe don't seem to have any firm knowledge of a European release, you can bet this will be one game that's converted across to English and will almost certainly make the UK market. More news as and when.

Iain White



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Street Fighter



Collection

Now that's special

SSF2X introduces the 'super' specials to the SF series. With a full bar, they can be fired.



Zangief gets a five-hit super fireball from Ryu – straight in the pants...

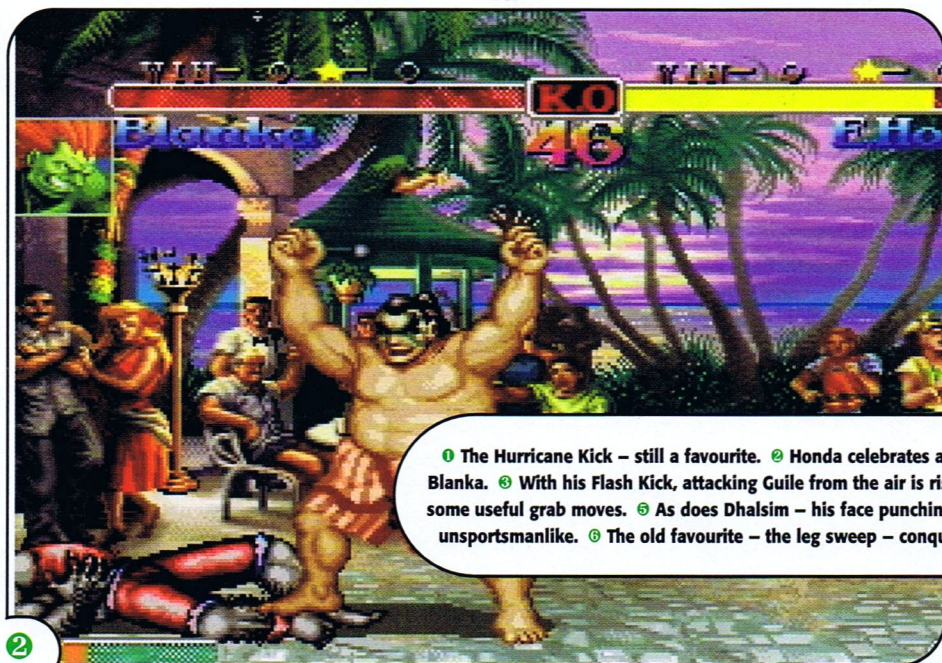


Not enough for a KO (with the pretty effects that entails) but it does knock him over.

Street Fighter, the evergreen Capcom cash cow. A series with a history, as SFC proves...

I find it astonishing when I read opinions in western games magazines stating that 3D is 'better' than 2D – for example, that 2D beat-'em-ups have been superseded by 3D efforts. This is utter nonsense. There's still an enormous amount of scope for 2D games of any kind; there are still many things you simply can't do in 3D. Capcom's arcade-based *Street Fighter EX* uses polygon characters, but that's its only real nod towards 3D gameplay; matches are still played on a horizontal level. It is, for all intents and purposes, the same game... but it lacks the excellent artwork and sharp definition of its 2D equivalent. If you can see the irony in that, read on. If you can't, you're probably not much of a *Street Fighter* fan... so why not skip over to the *FIFA* preview?

Street Fighter Collection includes the Saturn debut of *Super Street Fighter 2*, *Super Street Fighter 2 Turbo* (a reworked version of the original with more speed settings, options and moves, called 2X in Japan) and *Street Fighter Alpha 2 Gold*. *SFA2G* (a mouthful, I'm sure you'll agree) offers new moves,



1 The Hurricane Kick – still a favourite. 2 Honda celebrates a crushing victory over Blanka. 3 With his Flash Kick, attacking Guile from the air is risky. 4 Blanka boasts some useful grab moves. 5 As does Dhalsim – his face punching grab is decidedly unsportsmanlike. 6 The old favourite – the leg sweep – conquers once more...



Collection

Stars of the Stage

Street Fighter Collection features, in all, a huge number of characters. The following, taken from *Super Street Fighter*, give you an idea of what to expect...

characters and play modes.

I used to play the *Super Street Fighter 2* arcade machine and, quite frankly, it's a bloody marvellous game. But some *SF* purists never really fell for its charms; I've spoken to people who feel the American-designed 'newcomers' — Cammy, Fei Long, T Hawk and Dee Jay — lack the substance and style of the Japanese originals. But this, in my opinion, is mere nit-picking.

Playing it again after many, many games of the Alpha titles, it's amazing how reliant I'd become on air blocking. The removal of the ability to leap into fireballs and flying kicks is a harsh reminder that, these days, *Street Fighter* players have it easy. I've heard the series described as almost chess-like in its complexities; with feint within feint within feint breaking through a solid defence, varied combos confusing all but the most adept. And it is. Approach it with cynical pre-conceived ideas about it being a mere aged series of 2D beat-'em-ups and you're missing the point by a mile.

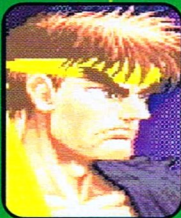
Testament to the pulling power of *Street Fighter: SSF2* arrived in the **Saturn Power** office two days ago at the time of writing. As I took great delight in pummelling Dean into submission, a crowd gathered. And, without exception, all comments passed were



RYU

Special moves: *Fireball, Flaming Fireball, Hurricane Kick, Ariel Hurricane Kick, Dragon Punch, Vacuum Hurricane Punch.*

Ryu is arguably the most popular of the *Street Fighter* characters. In *Super Street Fighter 2X* his Dragon Punch is less powerful than Ken's (a big change from *SF2*). However, to counter any potential imbalance, Ryu has a better mastery of fireballs.



E HONDA

Special moves: *100 Hand Slap, Sumo Head Butt, Butt Slam, Ohicho Throw, Super Head Ram.*

Sumo wrestler Honda makes his Saturn debut in *SSF2*; his absence to date is strange, considering his popularity in *SF2*. His Hundred Hand Slap is a potent attacking move; difficult to jump past and deadly in corners. Not the fastest of players, he's a good choice for beginners.



BLANKA

Special moves: *Electricity, Forward Roll Attack, Vertical Roll Attack, Arching Roll Attack, Hop, Ground Shave Roll.*

Blanka is a very powerful character who suits a defensive style of play. With his fast Roll Attacks, he can counter air attacks, forcing players to attack him from the ground. Here, he can catch them unawares with his Electricity move.



GUILE

Special moves: *Sonic Boom, Flash Kick, Double Somersault Kick.*

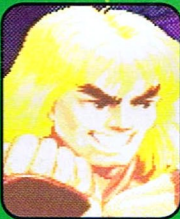
Guile was reportedly 'powered down' for *SSF2* — Capcom felt he was too powerful in the *Street Fighter 2* games. His two main moves — the projectile Sonic Boom and the air attack-foiling Flash Kick — both require a second to power up, making him a tricky character for new players.



KEN

Special moves: *Fireball, Hurricane Kick, Scythe Kick, Hatchet Kick, Turning Kick, Violent Dragon Punch.*

The release of *Super Street Fighter 2X* saw the abilities of Ken and Ryu subtly change. Whereas before they were virtually identical, in *SSF2X* Ken has a better dragon punch. Like Ryu, he's fairly easy to master but hard to perfect.



CHUN LI

Special moves: *Fireball, Spinning Bird Kick, Lightning Kick, Rising Kick, Thousand Burst Kick.*

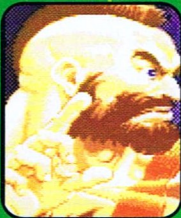
Chun Li is perhaps the best character for the *Street Fighter* virgin to choose. She's fast, has a wide range of arial attacks and also boasts the effective Lightning Kick. *SSF2* marks the debut of her Fireball-throwing abilities — a power-up move best used as a form of defence.



ZANGIEF

Special Moves: *Spinning Clothesline, Turbo Clothesline, Banishing Punch, Spinning Pile Driver, Final Atomic Buster.*

Zangief is a character for the *Street Fighter* expert alone. Slow and lacking jumping height, he's easy fodder for the speed and agility of the other characters. However, once mastered, he's a superb close-range fighter, with excellent (and powerful) throws.



DHALSIM

Special moves: *Yoga Fire, Yoga Flame, High Yoga Flame, Teleport, Yoga Inferno.*

Dhalsim's a strange, almost unwieldy character. But his ability to attack from range makes him the ultimate defensive character, capable of stopping attacks before they begin. His teleport move is unique, but tricky to master. And he can stretch loads, too.



T HAWK

Special moves: *Hawk Dive, Thunder Strike, Storm Hammer, Thunder Storm Hammer.*

Hawk, like Zangief, is a slow, close-range fighter. One of the four American-designed characters, he's perhaps the weakest; it's almost as if they felt the need to add another large character just to make up the numbers. The Hawk Dive is bloody annoying if you're playing against him.





favourable. *SSF2* is, indeed, a practically arcade-perfect conversion. People from PC magazines, PlayStation magazines... all stood by and watched a port of a five-year-old fighting game with undisguised fondness. And rightly so.

The differences between *SSF2* and *SSF2G* are, to the untutored eye, fairly minimal. But *SSF2G* offers fledgling 'Super' specials, cut-down versions of those found in the *Alpha* games. The difference this makes is quite startling. Then there's the addition of new moves, the growing differences between Ken and Ryu, the speed settings and countless other newbies. *SSF2* plays like the *Street Fighter* of old; *SSF2G* plays like a *Street Fighter* of old with *Alpha* values. If you see what I mean. But it would have been nice to see Capcom put the original *Street Fighter 2* (or its *Turbo* update) on instead of *SSF2*.

The update of *Street Fighter Alpha 2* (with 'Gold' affixed to its monicker to perhaps denote a richly-improved title) offers little in the way of significant gameplay innovations, but it does offer a polished, aesthetically refined version of the Capcom favourite. New modes are also available, including the ultra-tricky Akuma Mode where players, amazingly enough, fight Akuma, the ultra-hard über boss. He's rather like a souped-up Ryu or Ken with better fireball and Dragon Punch abilities. He is also, in *SF*-speak, 'cheap'. For, despite the perfectly-balanced nature of the *SF* two-player modes, for the solitary player



Capcom's *Fighter* games have always cheated. The bastards. Pulling special moves from out of nowhere, causing more damage with a single punch than the player can inflict with several... and Akuma's the worst of the lot.

There are also extra frames of animation – invisible to all but the anal *SF* diehard with exceptional observational skills – and new moves. In an existential fight between *SFA2* and its *Gold* doppelganger, these improvements would probably count for little. But perhaps that's the whole point. *Street Fighter* updates have always been subtle. Capcom change backgrounds, add moves and polish animation, but rarely alter the basic

formula. The 'balance' of the titles is rarely upset. Which is why, *Alpha* owner or not, every self-respecting beat-'em-up fan should be looking forward

to the release of *Street Fighter Collection* next month. And, naturally, our exclusive review of the UK PAL version...

Many are under the delusion that *Street Fighter's* day has long gone; that Capcom's genre-defining series has been superseded by 3D scraps from Namco and Sega. Wrong, wrong, wrong. I can understand a personal preference for polygonal pugilism because, hey, each to their own, but until someone can give me a valid argument to the contrary, I'll stand by the following line: 2D beat-'em-ups (espe-

"Every beat-'em-up fan should be looking forward to the release of *SFC*. And, of course, our review of the UK version..."

COMPARISON

Mortal Kombat Trilogy
 ▲ Babalities, fatalities and all that tat.
 ▼ Well it's arse, isn't it?
 Dean likes *Mortal Kombat* games but isn't so fond of *Street Fighter* titles; my view is quite the opposite. Who's to say who's right or wrong? Why, the **COMPARISON BOX JUDGEMENT MOUSE**, of course.
JUDGEMENT MOUSE: James is right. Squeak.
 So that's that sorted, then.

cially the *Street Fighter* games) remain the pinnacle of beat-'em-up perfection. *MegaMix* and *VF2* may be just as playable (in entirely different ways), but there are no bum notes in the Capcom choir; the *Street Fighter* symphony remains my tune of choice.

James Price

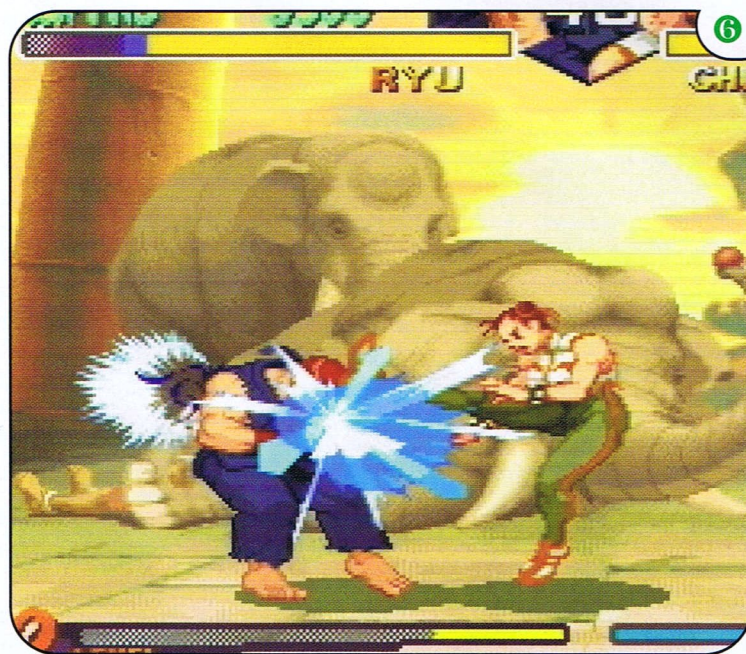
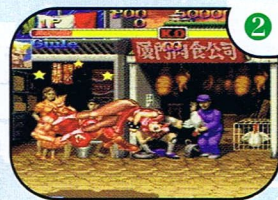


① Akuma is a cheap, cheating arse. Kill! ② It's not hard to see just how slick *Street Fighter Alpha 2 Gold* really is – *SSF2X* looks years old by comparison. And, you know, it is. ③ I'd pay for that. ④ Argh! Plane! That's cheating, if you ask me. ⑤ The Dragon Punch – a gentleman's fighting move.





1 I think I'd skip paying for this, though. 2 Chun Li's stage has chickens in the background. Which is nice. 3 Bison's always going to win this one, you'd think. 4 Bison punching Zangief in the pants. Ouch! 5 Ryu is, without doubt, the Street Fighting king. 6 Chun Li is a much more balanced character in the Alpha games.



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Rampage

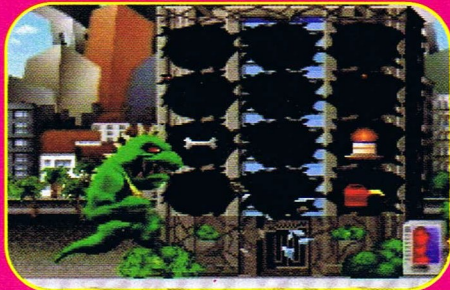
I never knew there was so much in it

The secret to success in *Rampage* is to smash holes in the wall and grab as much booty as possible that you'll find contained within. Although we'll be pulling the walls apart in the review next month, we've had a little peek about for the preview and found a few choice morsels that might interest you.



Food

Grab the food to increase your energy level. With all the planes and soldiers shooting at you, you'll want to try to find as many of these as possible.



Bone

Strangely enough, the bone is one of the many objects you'll find that give you extra points. Another one is a doll. Why? **WHYTHEHELLNOT?**



Toilet Roll

As well as helpful items, there's more than enough hindrances placed there to try to catch you out. Eat these and you throw up, losing some health. One of those, for some reason, is a toilet roll.

In the beginning there was the arcade game and people were joyous. Then came mutterings of better graphics, more players, originality and humour and the masses were suddenly 'chuffed' with the amount of choices at their disposal. Arcade games were suddenly everywhere and, mostly, the quality of them was superb. There was the obvious clones of the best ones and the odd poultry-like mess, but there was more than enough quality titles to give us happy. And, thus, it came to pass that the people did notice one that appeared nicely original, vaguely reminiscent of monster films of old (certainly no bad thing), and contained good graphics, multi-player options and original gameplay. The game was *Rampage* and the word soon spread. It became popular and computer versions soon appeared. Then it disappeared. Until now...

Rampage WT takes all the elements of the original game, improves the graphics (they're now digitised sprites), gives it more themed locations around the world (loads of them, actually) and lots more interactivity with the backgrounds. This means that there's now no limit to the amount of things you collect from the buildings, can eat and smash. But what of the game – most of you will probably be scratching your head asking what it's all about. Ah...



In *Rampage* you take control of one of three different monsters and the aim of the game is to simply destroy or eat anything (and probably everything) you come into contact with. The more basic items include humans, tanks, helicopters, planes, road signs, hot dog stalls, etc... but the real fun in the game comes with the buildings. Jump onto them, climb up 'em and beat the living crap out of them... if they lived, naturally. Bashing the buildings usually results in either an inquisitive head poking out (ready for the plucking) or an object being left in the remains of the window that you just demolished. The objects will remain a mystery until the inevitable boxout in next month's review but to give you a taster, money, health, food and extra bonuses all appear frequently.

Rampage World Tour will certainly score no huge tremors on the graphical Richter scale but, having played the game in the office for more than a few hours, we can happily say that the gameplay of the original has more than shone through.

Dean Mortlock



Hail to the King



The main inspiration for *Rampage* is obviously the *King Kong* film, where the giant monkey escapes into the heart of New York, steals the bird, climbs the Empire State Building (or the Twin Towers, if you're thinking about the awful remake in the seventies with Jessica Lang – this was actually the first film I ever saw in the cinema. I had the choice of going to see this or the circus, I chose this.) and gets shot down with planes (or helicopters) and dies. And that. In *Rampage*, you climb buildings, you can choose to play as the ape, there's helicopters and hey, you can die. Ah, just like the movies.



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World

Monsters, destruction and humour...
 Three things that go together like,
 well, monsters, destruction and
 humour, really.



Blast from the past

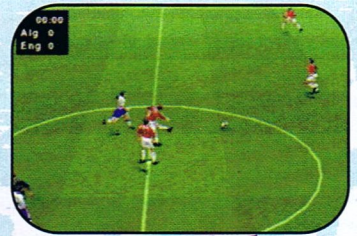
The original *Rampage* game appeared in the arcades in the early eighties, and as was the fashion in those days, appeared as a three-player, simultaneous multiplayer game. The main reasons for the game's success were the game's excellent graphics (for the time, certainly) and original gameplay. Critics may have been able to successfully argue that the gameplay got repetitive, as the level design changed little over the course of the game, but the multi-player options was still superb. As an arcade game fed by twenty pence pieces, though (remember that? Those were the days...) you couldn't really complain.



- Rather than the nondescript tower blocks of the original, *RWT* boasts burger bars. And stuff.
- You, too, can direct your own Chewitts commercial.
- The monsters can now kick the buildings, demolishing entire floors.
- The monsters can be electrocuted by flashing signs.
- 'We could live forever, walking on the moon,' crooned Sting. And why not?
- Another building bites the dust.
- You can smash the helicopters and other attacking vehicles.
- "Oh no, I forgot the screaming bird..."

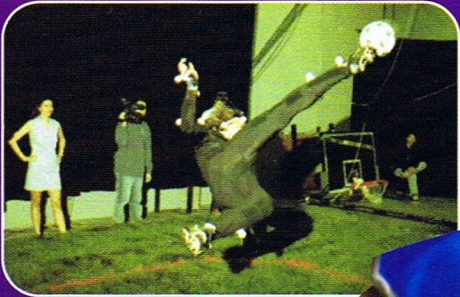
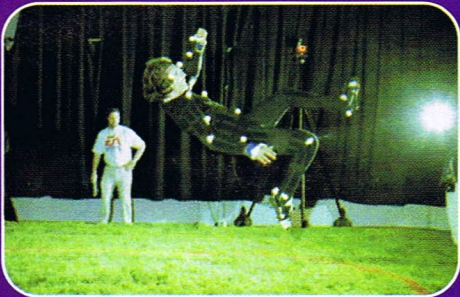


FIFA Road To World



World in motion

David Ginola took his footballing prowess down to EA's motion capture studios to give the players a more realistic sense of movement. He'd done it before for *FIFA '97*, but this time there's a whole lot more – look at these aerial moves, for example.



Is this the road to motion-captured soccer Valhalla? EA pull out all the stops in their latest and (they hope) greatest instalment of the *FIFA* saga.

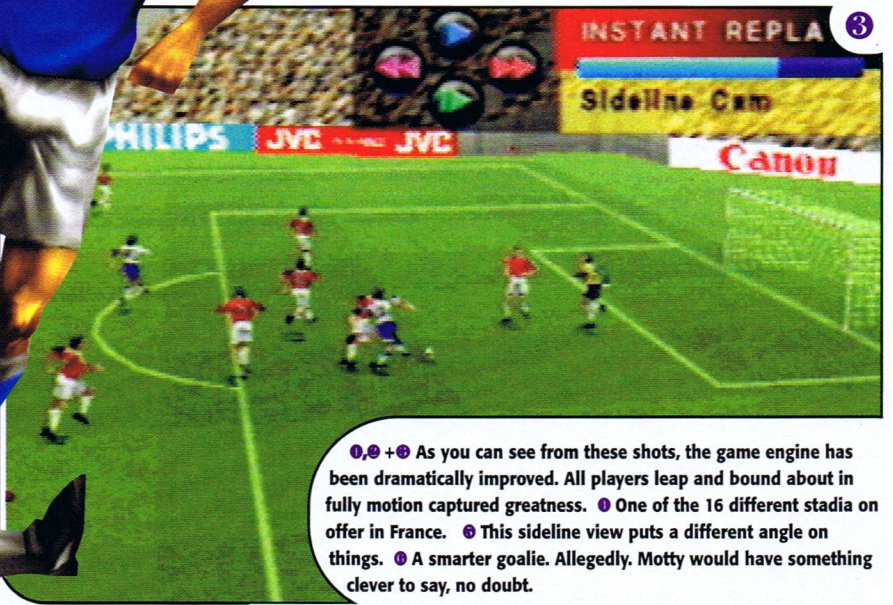
Were Electronic Arts on a sticky wicket trotting out *FIFAs* '96 and '97 with the same old game engine? You might agree that a change was in order and that's exactly where *FRTWC* comes in. Motion captured with the help of David Ginola, the new all-singing, all-dancing (well, no dancing really and no singing for that matter) *FIFA* '98 does look vastly improved. Where other *FIFAs* offered representations of international and club tournaments, *FIFA* '98 works on the premise that you work to qualify your team for next year's World Cup in France.

Where the '97 incarnation had only around two frames of animation for each move, *FIFA* '98 boasts an arthritis-inducing 15 frames per move and EA hired a kinesiologist (someone who studies human movement) to ensure these new animations were as lifelike as possible. The players now boast some really amusing personal touches

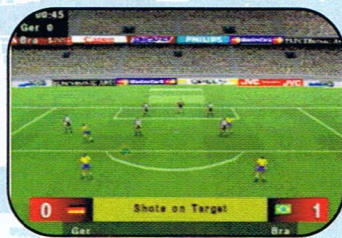
– including individual hairstyles and the occasional moustache as well as personality disorders such as a foul temper! Just like real footballers and the whole kit and caboodle leaps about in polygon-bristling 3D.

"FIFA: RTWC sees players attempting to qualify their team for next year's World Cup Finals in France."

It's debatable whether a Gazza clone will burst into torrents of tears or a Vinnie Jones lookalike might go on a 'red mist' rampage, but it all adds fuel to the flame in the synthetic world that is console football realism. Another nice touch at half-time is the inclusion of Blur's *Song 2* which blasts out of the boxy PA over



⓪, Ⓛ, Ⓜ, Ⓝ As you can see from these shots, the game engine has been dramatically improved. All players leap and bound about in fully motion captured greatness. Ⓛ One of the 16 different stadia on offer in France. Ⓜ This sideline view puts a different angle on things. Ⓝ A smarter goalie. Allegedly, Motty would have something clever to say, no doubt.



World Cup '98

the heaving terraces. Time for a scalding cup of Bovril and a cold pie, methinks.

Finally, the authoritative and worldly tones of Des 'the man' Lynam takes care of match introduction duties, while the play-by-play is manfully handled by Andy Gray and John 'what I don't know about sport isn't worth knowing' Motson.

As mentioned before, initially you start off in the qualifiers with 172 teams in 16 international stadia and EA's FIFA Producer Mark Aubanel believes they've got the perfect recipe for a world beating benchmark title which'll redefine the league.

"Commitment, attitude and skill are what keeps us ahead of the competition," he says. "We have 150 programmers, artists and audio specialists who have what it takes to make *FRTWC* the greatest football simulation ever. We've more football professionals involved in this year's game than ever before. Each of these professionals are chosen because of their commitment, attitude and football skills and we're proud to announce the return of our 'Holy Trinity' commentary team."

The 1998 World Cup in France, will host 65 matches and is expected to be the largest event in soccer history. You can be on your way there first with *FIFA: Road To World Cup '98*.

Iain White



Trainingspotting

FIFA: RTWC features a number of team tweaking options, including training, pre-match formation changes... you know, the usual suspects.



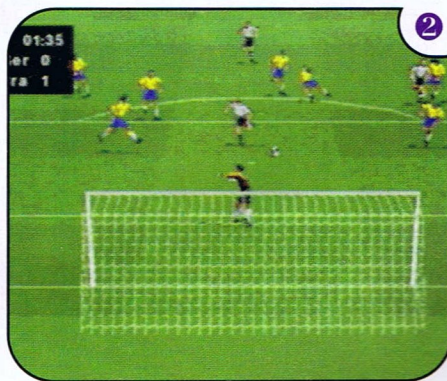
COMPARISON

Worldwide Soccer '98

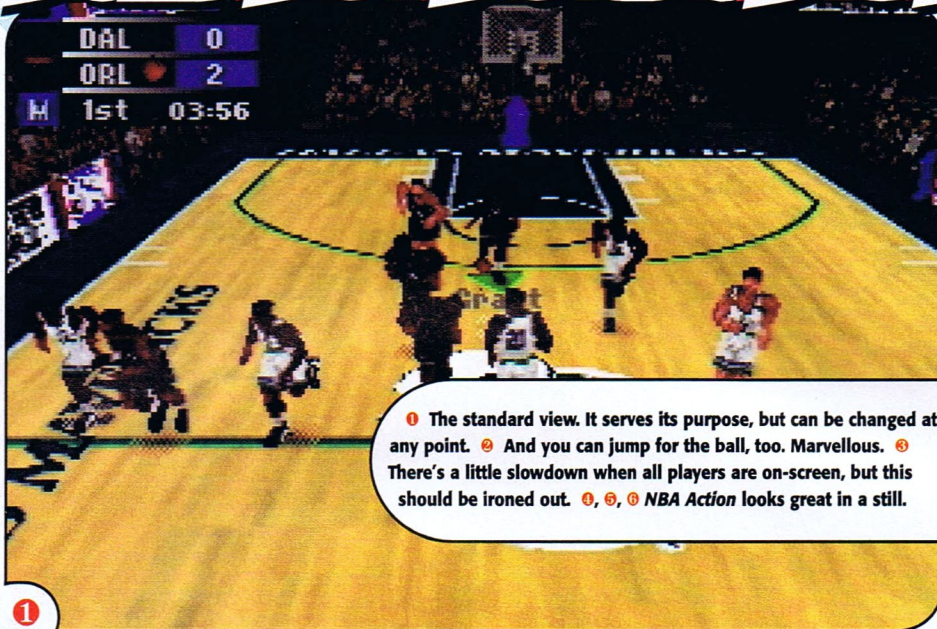
▲ Real players, lovely 3D, a huge improvement on *WWS '97*

▼ An update – not a real sequel

At present the number one footie game on the Saturn. Looks gorgeous, brilliant in two player mode and the goalies have more skill in keeping the ball from the back of the net. Most of the time.



NBA Action '98



1 The standard view. It serves its purpose, but can be changed at any point. 2 And you can jump for the ball, too. Marvellous. 3 There's a little slowdown when all players are on-screen, but this should be ironed out. 4, 5, 6 NBA Action looks great in a still.



Have Visual Concepts thrown up a brick or is NBA Action '98 worth getting fired up for?

Things to do, people to see, it's always the same. Everyone's busy doing what they do best and I'm stuck here with yet another videogame to preview. Thing is, it's quite good, nay, impressive. NBA Action's commentary is really amusing. "What a terrible shot. Frozen rope. He fires up a two pointer! Great shot!" spouts the pundit.

Sega Sports are up to redress the balance of the disappointing previous releases. Considering that Sega owners have no or little hope for EA's nest basketballing frenzy to appear they're instead counting on NBA Action '98.

This really is very impressive and seemed to come 'from downtown' (ie from out of nowhere) to become the best basketball game on the Saturn.

The quality of the graphic is almost up to Total NBA '97 on that other machine, and while it bears a

striking similarity in the visual department the overall look and play mechanics mean it can hold its head high. The mad-in-the-face commentary is as amusing as ever, and the shiny colourful courts are really shiny and colourful with a personal favourite being the Raptor's court - complete with mud-like dino footprints that appear on the polished wood.

You can choose from New Playoff, Championship or Arcade modes with customised rules and player options to beat.

The control method is really easy to get to grips with, but unusually and this is a really nice touch, when running down the pitch and you pass to a fellow player - instead of becoming them, the game keeps controlling on the quite fierce AI, so you really do begin to feel you're playing as part of a team rather than on your own. Excellent! You can of course hammer the B or C button and be transported into their sneakers, but for a while it's a good way of relaxing into the match by letting your teammates do the playing too. And play they do. In all their muscle-

bound and short-haired glory.

And the injuries - broken toe, pulled hamstring, broken foot, damaged fingernail (only joking) are rendered in cringeworthy hilarious style as the players limp around grimacing before being whisked off for medical attention.

And the faces. Brilliant. All texture-mapped onto the bristling polygonal bodies make for a more polished overall sheen to the game and that illusive quality of 'personality'.

If all this wasn't enough, there's also a training mode, where you, yes you guessed it, train in one of the stadiums before heading off to the real game.

Saturn owners have really been crying out for a decent-looking and enjoyable basketball game, but now it looks like their prayers has been answered. The front-end is packed with the stats and options

overload we've come to expect from Visual Concepts games and contains all the teams, players, individual league leaders as well as having Chic Hern announcing. With the first Saturn NBA Action game, Marv Albert did all the yapping and it looks like Mr Hern may be even better.

One final additional feature is the Step Modifier that allows you to back up into players and post them up for even higher baskets.

Look out for a full review soon - Sega are currently looking at signing NBA Action for UK release.

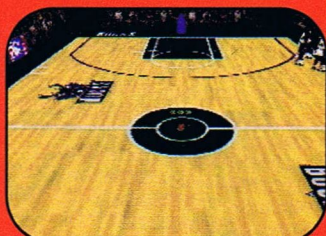
Iain White



"Players limp around grimacing before being whisked off for medical attention. And the faces - all texture mapped"

Courting disaster...

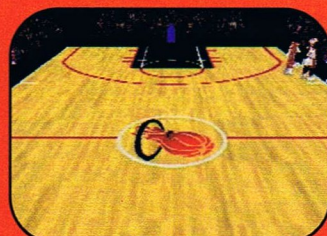
Each court in NBA Action '98 features different designs, thus denoting the location you're currently in. So, say, if you can see a bull you're playing in Chicago.



Iain's gone off somewhere to play music, leaving us with the task of...



...doing the captions for his NBA Action preview. Thing is, we...



...haven't got a clue why he wanted to show pictures of empty courts.



Perhaps he was trying to cater for those with a wood fetish. Or something.

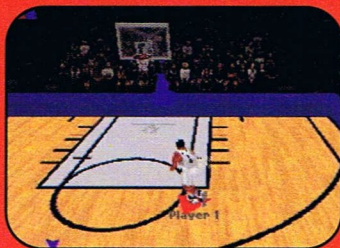
Developer Visual Concepts Release Date TBA
 Players One-four Sega (0181) 995 3399

Training Mode

Practice that tricky tomahawk jam until you get it just right. Cool.



"Nice egg, Bob."
 "Yeah, I laid it myself."



"You been a chicken long, Bob?"
 "Since Tuesday, Hank."



"Hey... you've laid another!"
 "Hank, it happens all the time."



"Like my obscure captions, Dean?"
 "No. You're fired."



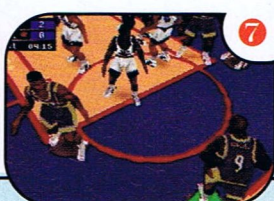
COMPARISON

NBA Jam Tournament Edition

▲ Sprite-based players, emphasis on a more 'cartoon' type of gameplay.

▼ Dated. It also hardly pushes the Saturn's sprite handling capabilities.

There was a time when the *NBA Jam* name was cutting edge arcade stuff. These days, it really does look old hat. Still, the two-on-two format makes for some fun multiplayer sessions.



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The Acid Test

Part three: Shoot-'em-ups

The History

The shoot-'em up all started with Taito's *Space Invaders*, launched in 1979, featuring a black and white screen with coloured bits of plastics taped over the top (ooh, cutting edge) and a soundtrack apparently inspired by the shark chase sequence in *Jaws*.

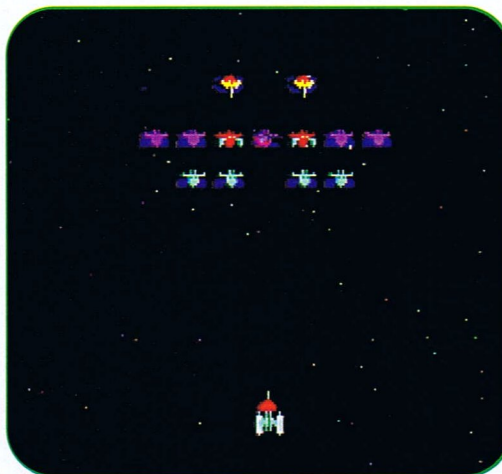
Space Invaders had us all down the arcades in our short trousers hammering the fire buttons like madmen. But, soon, the shoot-'em-up throng began to swell with *Galaxians*, *Phoenix*, *Scramble* and *Defender* descending on the scene in increasingly colourful and flashy guises.

Galaxians had better graphics with diving invaders in rainbow colours and the *Galaga* made an infectious swarming noise when they appeared. *Phoenix* was one of the loudest shoot-'em-ups ever and introduced different level designs, (flying eggs which hatched into birds, Galaxian style diving) together with the first final boss – a surly curly alien in a large flying saucer.

Scramble upped the ante even further while introducing bombs as well as lasers and put the shoot-'em-up on its side, adding static and mobile enemies in the shape of ground to air missiles and rockets. Williams then took the whole thing that much further with *Defender* which also introduced a long range scanner and gave more fluid up, down, left, right, movement. It was originally panned in the arcades for being too difficult, but by then, shoot-'em-ups and the entire oeuvre had become well established.

There weren't all that many for the Mega Drive but the *Thunderforce* series is a good example. *Space Invaders* has been converted for the Saturn, but is only available on import. But despair not – check out the current Saturn wares available below.

From such humble beginnings sprang the 3D maze shoot-'em-up spawning defining titles such as *Wolfenstein 3D* (1992), seminal blaster *Doom* (1993), *Quake* (1996) and, most recently, *Duke Nukem* (1996... '97 on Saturn). Light gun games are the other obvious descendants... cross genre pollination, if you will. *Virtua Cop 2* and *House of the Dead* sit pretty at the top of the heap.



Five of the best

1. Duke Nukem 3D Sega • SP100: 5

Excellent stuff. Needlessly puerile and bordering on the offensive, *Duke* is a superb shoot-'em-up. It boasts an 18 certificate and is without doubt, one of the best Saturn games you'll play this year.



2. Exhumed Sega • SP100: 11

Despite the arrival of new kid off his block, *Duke Nukem*, still an essential Saturn purchase. More of an exploration adventure than a standard *Doom* blaster it is too. A steep difficulty curve makes for a challenging and engrossing experience.



3. Virtua Cop 2 Sega • SP100: 12

Light gun games were always on the face of it, tremendous fun, but generally lacking in the longevity stakes. *Virtua Cop 2* knocks that gripe into the cocked hat marked 'does not apply'. Playing VC2 with the light-gun peripheral proves why.



4. Die Hard Trilogy Sega • SP100: 13

Three games for the price of one and an excellent use of a movie licence if ever there was one. There's a great driving section (which isn't a shoot-'em-up) and a really brilliant one player *Virtua Cop 2*-style shoot-'em-up (which is a shoot-'em-up). There's also the excellent *Die Hard* section – huge gun battles in an office toward. Enormous, engrossing and great VFM.



5. Tunnel B1 Sega • SP100: 23

A hybrid driving and shooting title, *Tunnel* looks gorgeous and puts the driver, *Wipeout* style, into an underground series of tunnels loaded with enemy tanks, nasty defence mechanisms and the occasional nuclear device. Fast, addictive fun for all the family.



Tonight Matthew, I'm going to be doing shoot-'em-ups. Acid Test is the very nub of Saturn Power's investigative and critical powers. In it, we take a freshly picked game style, probe it with microscopes and pincers before highlighting the current movers and shakers in that field. And we do a 'roots' thing too. It wouldn't do to forget where you came from. Oh no. Look what happened to Elvis...

Acid Test

Up 'n' coming



Bulk Slash. Currently on available in Japan, take your robot, strap a jetpack on 'im and let your guns blaze over some cityscape or other. Full 3D movement. Huge baddies. Very tasty... but still not confirmed for UK release.



2) Burning Rangers Well, the Sonic team's new game is technically a platformer, but there's plenty of shoot-'em-up action - just like *Bulk Slash* (above).

3) Tunnel B2

It's still on Ocean's schedule list, so it's just possible that we could see it next year.

4) Alien vs Predator

Not confirmed as yet, but possible for release later next year.

5) Hexen 2

just like Hexen but bigger, better and faster. Activision gear up for a release sometime in the new year.

6) Quake 2

Activision may be at it again in the new year with a sequel to the splendid *Quake*. Fingers crossed, everyone...

7) Alien Resurrection

You're guess is as good as ours at the moment, but Fox and EA have proposed a release earlier next year. *Croc* developers Argonaut are handling the coding, so it should be good...

The rest

There are plenty of shoot-'em-ups out there. A good number and quite a few howlers. Here below, for your perusal are a small selection of the better ones available.

Thunderhawk 2



Core • Top 100 position: 21
A superb crossover of shoot-'em-up, helicopter flight sim and tactical wargame. One of the best Saturn shooters without a doubt.

Mass Destruction

Sega • Top 100 position: 78
Get tanked up in this paean to blowing everything up with massive guns. Plenty of wicked explosions and frankly, needless carnage. Lovely. Other working titles included *Panzer Pounder* and *Send In The Boys*. Allegedly.

Virtual On

Sega • Top 100 position: 30
Everyone likes big robots. And everyone likes big guns. But by the time you've read this you should've handed them in. CS Team did a storming arcade conversion. We like.



Alien Trilogy
Acclaim • Top 100 position: 35
Chestbusters aplenty and tons of claustrophobia too. *Aliens* meets *Doom* giving alien gore galore. Not a bad game at all.

Hexen

GT. Top 100 position: 51
The *Doom* sequel which introduced RPG elements to the unholy brew, coming up trumps in a huge and involving game. Better than *Rage's Doom* but not quite up to the standard set by *Lobotomy's Exhumed*.

Virtual Cop

Sega • Top 100 position: 65
Put into the shade good and proper by its bigger brother, *VC* created quite a stir when it first appeared. Still loads of fun in the short term and an excellent conversion of a classic arcade game to boot.

Tempest 2000

Interplay • Top 100 position: 71
A fine blast from the past which originally surfaced in an updated for on Atari's limping Jaguar. Pseudo-3D invader blasting has never been so much fun.



Doom

GT Interactive • Top 100 position: 99
The master among its gore-soaked minions, *Doom* suffered at the hands of the converters and whilst spreading the custard doesn't really cut the mustard. Quel damage!



Blam! Machinehead

Core • Top 100 position: 88
A very colourful and 3D blaster with loads of missions and lots of things to kill. Futuristic, warpy and featuring a girly scientist on a huge bomb. The puzzle elements of the later levels is far greater than the easier earlier ones. Challenging stuff. Sadly, *Blam! Machinehead* didn't fare too well at retail, simply because it was so desperately overshadowed by *Tomb Raider's* launch. You really should give it a try...



Five of the worst

1) Darius 2

Duller than dishwasher 2D shooter.



2) Mighty Hits

Twenty games on one disc, all compatible with the *Virtua Cop* gun. A bit arse, really.

3) Darius Gaiden

Tired rehased chicken giblets of the finest variety. A truly foul shooter from the import section.

4) In The Hunt

The only person you'll be hunting after buying this tired old pair of pyjamas is the hapless shopkeeper. As cock as a barnyard of roosters. Avoid!

5) Shockwave Assault.

A little present from the box of death formerly known as the 3DO. A slow sub-standard 3D shoot-'em-up interspersed with FMV and acting straight out of Dodge City. Howler. Don't. Buy. It. You hear?

No wonder nobody bought the 3DO...



Role Play

This month in the world of RPGs: yet more laments at the lack of conversions, devil summoning and wargames. First: a look at a few mech-oriented strategy games...

NEWS

Banpresto's *Super Robot Taisen F* (*Super Robot War F*) is now out in Japan, and should be a favourite on import. This is the latest in the series of RPG wargames which utilise robots and mecha from popular anime. Banpresto have surprised Japanese fans of these games by deciding to split this particular release into two halves – the second half will be released this winter. The reason for the decision was that the enthusiastic anime fans who coded the game have come up with so much data that it wasn't economical to release it all as one package.

Super Robot Taisen F features mecha (huge armoured power suits piloted by humans) from the popular TV series *Neon Genesis Evangelion* which is available in the UK, and the later *Super Robot Taisen F Kanketsuhen* (meaning conclusion) will include mechs from another UK released series – *Gunbuster*. So if you're a fan of either series, or indeed of the many others featured in the games, you'd better place your order now as *Kanketsuhen* will be the final game in the *Super Robot War* series to be released on the Saturn. Neither installment



● All the mechs in *Super Robot War F* are drawn in a cute stunted 'Super Deformed' style. ● A screen of statistics for one of the mecha units used in battle. ● The highly bizarre *Dr Garp* from *Nanatsu Kaze*.



will be translated for the Western market, sadly. Along with the previously announced *Devil Summoner: Soul Hackers*, Atlus are due to release yet another Saturn RPG in the loosely connected and controversial *Megami Tensai* series. The game, *Ronde*, is a follow-up to the Super Famicom (Japanese SNES) titles released in the past few years, and uses the same turn-based combat as its predecessors. In fact, *Ronde* should be released in Japan

by the time you read this. Atlus are proving to be strong supporters of the Saturn, it's a real shame that the US division favoured the PlayStation for translations of their games.

Ronde is set in the near future (2008) in Japan. The plot centres on the abduction of the hero's brother by demons, after a portal to the netherworld is opened by foolhardy archaeologists. Like many modern RPGs the game is rendered in 3D, and embraces the new concept (made popular by *Dark Savior*) of multiple game endings. The outcomes of story events are based on the player's actions. One surprising feature is the inclusion of an option to switch menu commands to English – so if you were planning on importing this game it shouldn't be too difficult to play the Japanese version.

Like other *Megami Tensai* games, *Ronde* features devil worship and the summoning of demons in combat – previous installments in the series were considered too blasphemous for US release. As we have reported before, Atlus were considering translating *Devil Summoner* (to which

Gamer



RPG



2

Saturn in America.

Falcom's *Classics Collection*, featuring Saturn updates of ancient RPGs *Ys Book 1*, *Xanadu* and *Dragon Slayer*, is still on course for its release this November in Japan. The latest news is that two versions of the package are planned – the normal release with the three games and also a special edition pack which will comprise the games and a soundtrack CD of popular Falcom themes from these classics. As Falcom are highly-revered for their music compositions in Japan, this comes as no surprise.

One more game we won't see in English is *Nanatsu Kaze no Shima Monogatari* (*Seven Winds Island Adventure*). It's still deserving of a mention though, despite not technically being an RPG, as it comes

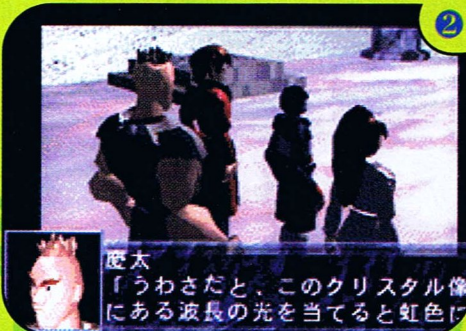
Soul Hackers is the sequel) as *Persona: Devil Summoner* to tie in with the much tamer *Persona* on the US PlayStation. However, the company has since dropped all plans to release the game. It's frankly doubtful that the subject matter has much to do with it, as many games released in the West with adult certificates and recommendations are just as bad. This has more to do with poor sales of the

from prolific RPG developers Enix – who are second only to Square in Japan. Enix are famous for the *Dragon Quest* series which is almost as popular as Square's *Final Fantasy*. Despite the fact that *Dragon Quest VII* will be on the PlayStation, Enix have broader horizons than Square – hence this particular title for the Saturn and *Wonder Project J* on the N64 which both hail from the same cross

section of the famous company. Like *Wonder Project J*, *Nanatsu Kaze* (as we'll call it for now, it's less of a mouthful) is a graphic adventure in the style of those developed by LucasArts for the PC and Amiga. Indeed, like the 3D adventure style made popular by *Alone in the Dark* (and copied by *Resident Evil*) graphic adventures are a Western concept which is now enjoying widespread popularity in Japan.

Nanatsu Kaze features character designs by Keita Amamiya, who is a famous designer in Japan, and is particularly renowned for his work on the Japanese film *Zeiram*. You play an odd looking dragon-like creature called Dr Garp, who lives in a picture-book world and is responsible for relocating stories which have been ferried away by an evil black wind. This is obviously a game for children, as is *Wonder Project J*, but it should prove charming enough to sell a fair few copies – hopefully this will prompt Enix to consider developing more titles for the Saturn. The game is scheduled for a November release in Japan.

Rachel Ryan



2



3



4

- 1 The central character from Ronde.
- 2 Plenty of Japanese text in this game, but menu items can be viewed in English.
- 3 A view of the map screen, from where you plan your adventure.
- 4 A scene from a battle in Ronde.

Sex or football? We meet the woman who chooses Chelsea every time

Total

Football

The Ultimate Fans' Mag ■ December 1997 ■ £2.50

Yes!

England
picture special

plus country by
country World Cup
round-up

Eureka!

The greatest-ever
football inventions

Eat Football

What players like to
stick in their mouths

Face to face with

Hartson & Kitson

Emile Heskey

Nathan Blake

Alexi Lalas

Jonathan Pearce

Let me tell you about my

Obsession

Alex Ferguson's most revealing interview yet

Exclusive



future
PUBLISHING
Your Guarantee
of Value

Total Football Issue 28 on sale November 6 **The Ultimate Fans' Mag**

Next Month

As much as we hoped to get ALL the reviews in this issue, once again company and magazine deadlines have deprived us of the odd title or too. Not to mind, though, as it means that we have an excellent magazine again for you next month. Look see.



Just in time for Christmas, these just might be the games you'll be wanting to ask for...

Sonic R

Yes, finally. And what a review it promises to be. A massive expose of the game will appear next month.



Fighting Force

Another eagerly-anticipated title that just missed our deadline (again). The first Saturn review will be scrapping away in SP09.



Street Fighter Collection

The cleverest compilation since Kylie's greatest hits or a poor cash-in? The truth will soon be revealed, when we get our hands on the PAL version.



Atlantis

It sounds intriguing, could be one of the more interesting titles this year and it's nearing completion as we speak.



Also, we'll be featuring all the usual regulars you've grown to know and love, a few possible new ones and, finally, a look behind the scenes of Saturn Power. How does that magazine get put together? What does our office look like? What are the views from our windows like? All will be revealed soon...

...and more info on:

- Burning Rangers (fingers crossed, eh?)
- NBA Action
- Panzer Dragoon Saga



Saturn Christmas 1997

Festive fare

- 32 The quiz of the year
Win lots of groovy stuff for very little effort.
- 34 Board stupid
Our slightly amusing board game.
- 36 Winter wonderland
The wheeling and dealing of the Saturn market.



Saturn Power's Christmas Barkers!

"Christmas is coming, the goose is getting fat, please put a penny in the old man's hat." Wise words indeed, for the day. But how difficult it now seems to find an old beggar around the festive period and who really eats geese these days? Not I, that's for sure. I'll be tucking into my Sainsbury's turkey and assorted veg with gusto, and if little Tim happens to knock on the snow-covered door, then you can be sure he'll be let in and given a hot toddy such is the festive feeling around the *Saturn Power* office. With that flavour still warm in our mouths, we bring you a celebration of Christmas... *Saturn Power* style. We have the finest Saturn-related quiz ever devised, a humorous board game to play with your relatives inbetween the Queen's speech (which is sure to be absolutely hilarious this year) and the James Bond film and, if that wasn't enough, we delve into the shops to find out the bargains you should be looking for when you're finalising your Christmas present list. Have a good one.

It's time to test your mental strength. Written through the haze of an industrial strength hangover – the 100 (count 'em) questions below aim to expose, frustrate, humiliate and illuminate. So, put down the Christmas crackers pick up a healthy bundle of back issues and twist your melons (man) on these instead. Some are easy, some are silly, some not so and some are so bloody tricky that even we haven't quite worked out the answers for them yet.

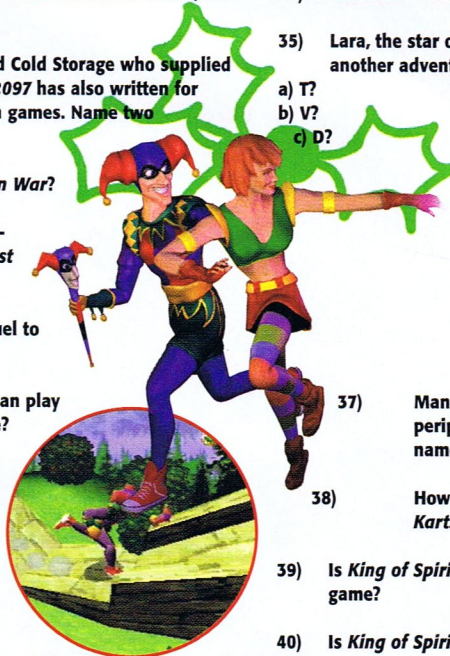
The Quiz

- 1) The Saturn Power team have all appeared on *Top of the Pops*. True or False?
- 2) *Mystaria* was called something else in Japan. Was it:
a) *Gerbil Backslash*
b) *Darklord Saga*
c) *Riglord Saga*
- 3) What month and year was the Saturn released in the UK and what colour was it?
- 4) Name two of Dean's former male editorial cohorts on the weird and wonderful organ that was *Sega Power*?
- 5) What was James's previous job?
- 6) *Astal* was released for which Sega system?
- 7) Tell us a joke.
- 8) What nationality was Mister Joe?
- 9) What was *Resident Evil* called in Japan?
- 10) Iain was arrested recently for:
a) Fly-fishing with a cheese grater.
b) Using the washing machine after midnight.
c) They just wanted an autograph for their mums.
- 11) What was the full title of the *Bubsy* game that was nearly released on the Saturn?
- 12) Who developed *Silhouette Mirage* (just released in Japan)?
- 13) Name the skeleton game that appeared on two discs.
- 14) Name three Saturn games with helicopters in them.
- 15) What's the explosion at the start of *Pandemonium* called?



- 16) Fergus from *Pandemonium* used to be in Marillion. True or false?
- 17) Who dropped their price to £199 pounds first. Sega or Sony?
- 18) Konami had a much talked about 3D beat-'em-up in development for the Saturn. Was it called...
a) *Klondike*
b) *Sumomite*
c) *Kumite*
- 19) Philips had an adult cartoon in development for the Saturn at one point. It was about aliens, but what was it called?
- 20) The musician behind *Cold Storage* who supplied music for *Wipeout 2097* has also written for several other Saturn games. Name two of them.
- 21) Who published *Ghen War*?
- 22) What was the spoof-laden version of *Myst* called?
- 23) And what's the sequel to *Myst* called?
- 24) How many players can play *Bomberman* at once?
- 25) Two Monty Pythons have lent their voices to different point-and-click adventures. Name the Pythons and name the games.
- 26) Who coded the disappointing *Doom*?
- 27) What name was *Exhumed* released under in the US?
- 28) Who were releasing *Descent* for the Saturn at one point?
- 29) What was the name of *Sega Power's* American reporter?
a) Mandy Mumps
b) Debbie Dumplings
c) Mandy Mound
- 30) Who developed the role player *Werewolf: The Apocalypse* in the States (which won't be released over here)?
- 31) Name the beat-'em-up designed by fans of *VF2*.

- 32) *Death Tank* has been hidden in *Duke Nukem's* code. It's brilliant, but name one of the other two games you need to have on the memory cartridge to get it running?
- 33) Which famous budget music publisher developed *Starfighter 3000* for the Saturn (and never bothered to deem themselves worthy to send us a review copy of it)? Was it:
a) Pickwick
b) Telstar
c) Honey records?
- 34) What was the Konami-released gun game called?
- 35) Lara, the star of *Enemy Zero*, also starred in another adventure game. Was it called:
a) T?
b) V?
c) D?
- 36) Core have an oriental 3D adventure game in development, which is soon to be released. What's it called? There's a bonus point if you can guess whether it was canned or not this month...
- 37) Many companies manufacture peripherals for the Saturn, but can you name two of them who make joypads?
- 38) How many people can play *Formula Karts* at once?
- 39) Is *King of Spirits 2* a racing game or a fighting game?
- 40) Is *King of Spirits 1* any good?
- 41) What was *Pandemonium* called when it was released in Japan? Was it:
a) *Dennis Hoppers*?
b) *Tragic Rockers*?
c) *Magical Hoppers*?
- 42) Which *Mortal Kombat* character has recently been given a game of his own?
- 43) Name two male and two female characters from *Mortal Kombat 1*.
- 44) Christopher Lambert starred as which character in *Mortal Kombat: The Movie*?
- 45) How many issues did *Sega Power* get up to?
- 46) Which one of these names is NOT rumoured to be the one for the new Sega system?



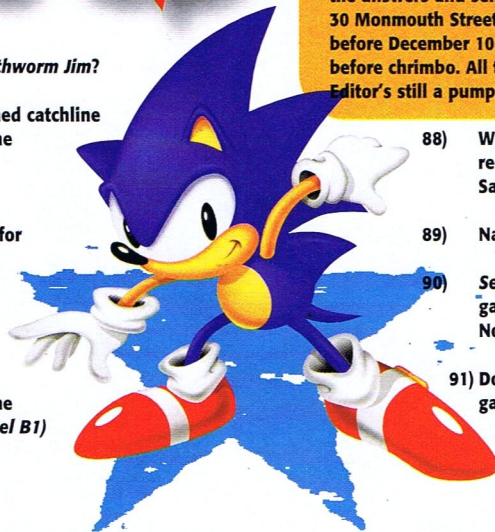
of the Year

Compo

The best thing of all, is that this is all part of one HUGE competition. Not only can you and the family sit around the burning cat in the fire hearth and quiz each other over Sega past, but you can also stand the chance of winning an enormous amount of booty. Joypads... games... tat lying around the office... it all could so easily be yours. Jot down all the answers and send them off to: The Big 100, Saturn Power, 30 Monmouth Street, Bath BA1 2BW. Send all entries to us before December 10 and we'll try to get the prize out to you before chrimbo. All the usual festive rules apply and the Editor's still a pumpkin. NOW GO FOR IT...

- a) Dural?
- b) The Dragon Project?
- c) Bob?
- 47) Eric the Swift, Baelog the Fierce and Olaf the Stout star in which mustached, Norse-flavoured platform/puzzler?
- 48) *Marvel Super Heroes* features ten characters, What's the octopus-like one character called?
- 49) Which *MSH* character reputedly had an alcohol problem?
- 50) Which American movie star is tipped to play Iron Man in a new *MSH* film?
- 51) *Area 51* was a farming simulation. True or False?
- 52) Coin Slot was written by Tony Mott. Of which other Future magazine is he the associate editor?
- 53) *Sega Worldwide Soccer '98* is the best footie sim on the Saturn. Is it better in one-player or two-player mode though?
- 54) Name three sports in *Athlete Kings* which don't involve running?
- 55) Who originally wrote *Doom* for the PC?
- 56) Who 'wrote' the gossip column in *Sega Power's* issue 63?
- 57) Is Dean allergic to walnuts?
- 58) Is Iain allergic to dust?
- 59) Name two companies licenced to use Sega's Model 2 technology.
- 60) Who developed *Street Racer*?
- 61) And what's the name of the company's boss?
- 62) Who played Sonya Blade in *Mortal Kombat: The Movie*?
- 63) Are girls better than games?
- 64) Who released the first analogue pad, Sega or Sony?
- 65) And what was the first Sega game to exploit it?
- 66) Who heads up the *Sonic Team*?
- 67) Does Earthworm Jim possess any external genitalia?

- 68) Who produced *Earthworm Jim*?
- 69) What was the banned catchline on the poster for the *Earthworm Jim* ad campaign?
- 70) What do you want for Christmas?
- 71) Name three movie licences for the Saturn?
- 72) Where are Neon (the developers of *Tunnel B1*) based?
- 73) Who is Lara Croft?
- 74) Are the BBFC classifications legally enforceable for videogames?
- 75) Which three games is *Fighters MegaMix* based on?
- 76) What Michael Jordan film was (unsuccessfully) translated into a video game?
- 77) What was *Bust-A-Move 2* called in Japan?
- 78) Fish from Marillion is a regular reader of *Saturn Power*. True or False?
- 79) Yoko Kono is a fighter in which AM3 beat-'em-up?
- 80) Who released *Frankenstein: Through The Eyes Of the Monster*?
- 81) Name two teams in Manic Media's *Formula Karts*.
- 82) The *Mortal Kombat* cut-out Theatre Of Blood was a free giveaway in which issue of *Sega Power*?
- 83) Which American commentator lends his substantial image and voice to Electronic Arts' American football game?
- 84) Who developed *Alien Trilogy*?
- 85) The Saturn works perfectly underwater. True or false?
- 86) What was the name of the twenty game compilation for Sega's light gun called?
- 87) Sega released a special one-off level of one of their games for last Christmas. What was it called?



- 88) Which fighting game have Core recently developed for the Saturn?
- 89) Name three games from Warp.
- 90) *Sega Worldwide Soccer* was game of the month in November. True or false?
- 91) Does Sega have a James Bond game in development?
- 92) Name the first five games officially released in the UK for the Saturn.
- 93) Which Welsh band have recently appeared as players inside *Actua Soccer 2*?
- 94) Which Sega titles are to be released for Tiger's Game.Com?
- 95) What is the sequel to *Athlete Kings* called?
- 96) Has the final version of *Duke Nukem* been censored?
- 97) How many characters are in *Burning Rangers*?
- 98) Who's releasing *Bust-a-Move 3*?
- 99) Patrick Moore is an Alien. True or False?
- 100) What was *Street Fighter Alpha* called in Japan?



Board Stupid

In the great tradition of *Sega Power* past we've always liked to give you a special gift around this time of the year. Call it a pathetic page filler (if you're our miserable po-faced opposition) or call it a jolly (and a little more creative) excuse for a little taster of festive fun. In the past we've lavished upon you the now legendary delights of the *Mortal Kombat Theatre of Blood*, the *Virtua Cop Arena of Death* and, last year, the more sedate joys of exclusive *Sega Power* wrapping paper. This year, though, we've decided once again to push back the boundaries of creative ability and have, once again, brought you a gem... the *Saturn Power Board Game*.

Making it

Constructing the board game couldn't be simpler - we've cut down on the amount of things you have to cut out to stop you from hurting yourselves with the scissors.

- 1) Cut out all of the tokens and then stick them onto the backs of 1p coins. Simple.
- 2) Following the nice line along the edge of the page, cut out the page opposite and stick the board to a piece of strong cardboard.

You're now ready to play...







Win a day at Saturn Power!

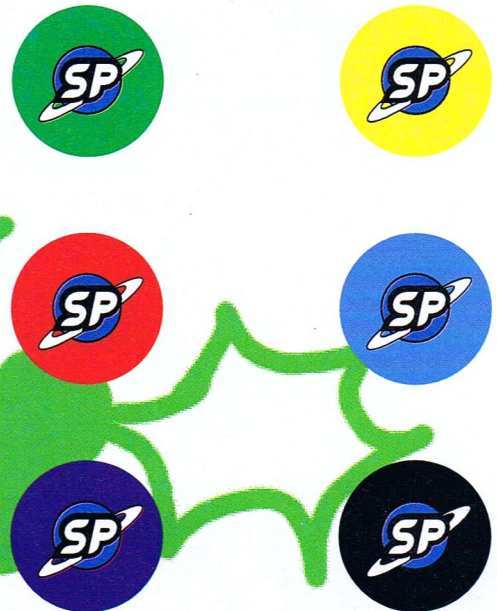
Fancy that, do you? Impressed with our attempts at a board game, hmm? Well, now's your chance. We want you to design a board game which can be based around the Saturn, Sega, any particular Saturn game you wish or even one based on us. We don't expect you to do all that for no reward, though. The designer of the best one will have the chance to come down to our office for the day, play YOUR game with us, play any new Saturn games lying around (which probably won't have hit the streets yet), maybe even the possibility of lunch and then sent off home with a couple of free games (no doubt) and more than a few joyous memories. Send your designs to: **YOU'VE SUNK MY BATTLESHIP!**, Saturn Power, 30 Monmouth Street, Bath BA1 2BW by the end of December and we'll try to get you down very early on in the new year.

The rules

It's simple. There are 30-odd squares on the board and the winner is the first person to complete three full laps of it. Here's a. A. Breakdown. Of. The. Rules...

- 1) There's a nice choice of four different-coloured counters, so guess what? Up to four people can play the game.
- 2) Oh, and you'll need a dice to play it.
- 3) You beginning on the square marked 'START' and you need to throw a six before you can go onto the board. After you've thrown a six, throw again to see how many spaces you move at the start of your game.
- 4) There is, as you can see, different coloured squares around the board. Look to the key below to show you what each one's for.
- 5) As the game's over three laps, if you lucky enough to lap someone then they are immediately disqualified from the game. Sorry, but life's tough like that. You can add your own additional 'penalties', should you so wish.
- 6) Make up a prize for the winner, like a round of lemon curd sandwiches, a ride on a small pony or a fat man (the whole thing or just a ride, if you wish).

-  **GO BACK THREE SPACES.**
-  **GO FORWARD THREE SPACES.**
-  **GO RIGHT BACK TO THE START OF YOUR CURRENT LAP**
(ie, if you're on your third lap, then go back to the start of that third lap).
-  **HIT THIS ONE AND YOU'VE GOT TO TELL EVERYONE ELSE PLAYING A JOKE**
(Clean, mind). If you're playing on your own then whisper it to yourself.
-  **AH, LAND ON THIS ONE AND YOU'VE GOT TO TELL EVERYONE ELSE PLAYING A SECRET.**
Something that they won't already know about you. Something embarrassing, maybe.
-  Oh no, you really don't want to land on this one. If you're unlucky enough to end up on the dreaded black square then you have to gut the person sat to your right with a potato peeler... juuussttt joking. **IF YOU ARE UNFORTUNATE ENOUGH TO LAND ON THIS ONE THEN WE THINK YOU SHOULD MAKE A NICE CUP OF TEA OR COFFEE FOR ALL.**





**SATURDAY
POWER**



It pays to shop around and now more than ever, during the last few weeks before Christmas, you can pick up some excellent deals on Sega software and hardware if you look hard enough. The bloodhounds of *Saturn Power* prowled the high street relentlessly to track down this exclusive guide of value-for-money offers.

1 HMV

The eagle-eyed amongst you can still pick up a good few bargains with prices ranging from £14.99 to £29.99. Check out your local shops.

2: GAMES EXCHANGE

With a variety of second-hand games and consoles you can pick up a pre-owned Saturn for £69.99 and an extra pad for £4.99. The software ranges from £4.99 up to £29.99. And instead of having a set bundle of games for sale, you



3: ELECTRONICS BOUTIQUE

Electronics Boutique have a pick n' mix your own bundle deal, too – but they'll give you a tenner off each one if you buy three with a new machine. Any new game costs £29.99, so for £19.99 you can pick-up a copy of *Fighters MegaMix*, *Worldwide Soccer*, *Die Hard Trilogy* or *Tomb Raider* from a vast selection of others.

When buying a machine you can pick up *Virtua Fighter 2*, *Street Fighter Alpha*, *Johnny Bazookatone*, *Robotica*, *Breakpoint Tennis*, *Blast Chamber*, *Virtual Hydlide*, *Euro '96* or *Hexen* for £9.99 each. Lastly, a second-hand Saturn can be all yours for £79.99 and there's also masses of pre-owned software too ranging from £14.99.

6: Virgin

If you want to pop into your local Virgin Megastore around Xmas then you can pick up the following games for a very lovely £19.99. Shoppers might wish to note that two of the games – *NIGHTS* and *Virtua Cop 2* were last year's big Xmas releases. Bargain!

- 1) *Fighting Vipers*
- 2) *NIGHTS*
- 3) *Doom*
- 4) *Space Hulk*
- 5) *World Series Baseball 2*
- 6) *Panzer Dragoon 2*
- 7) *Darius 2*
- 8) *Virtua Cop 2*
- 9) *NBA Action '97*
- 10) *FIFA '97*
- 11) *Scarcher*
- 12) *Virtual On*
- 13) *Magic Carpet*

Winter W



4: DIXONS

On offer from Dixons is *Sonic Jam* (*Sonic 1, 2, 3, Sonic & Knuckles* and *Sonic World*, as if you needed reminding) plus a

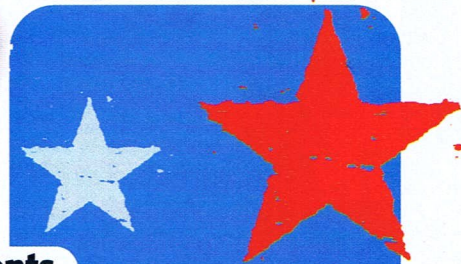
Saturn for £129.95. You can also grab *Sonic Jam* plus *Sega Rally* plus, of course, a Saturn, for £149.99. Tell your friends, why don't you? A 'ten game' pack (even if it, technically, isn't) includes *Sonic Jam*, *Sega Rally*, *Manx TT*, *Olympic Soccer* and *Sega Ages* all for £169.95. Finally, the twelve game pack: *Sega Rally*, *Manx TT*, *Olympic Soccer*, *Sega Ages*, *Sonic Jam*, *Wipeout* and *Fighting Vipers* will set you back a very reasonable £199.90.

5: GAME

Sega Saturns for £99.99. Bargain bucket delights include *Alien Trilogy* at £14.99 and *Sonic Jam* for a wallet friendly £34.99. Top.



Wonderland



Peripheral Presents



VIRTUA GUN



PREDATOR



ANALOGUE PAD



JOYPAD



MULTI-TAP

VIRTUA GUN:

£29.99
The official Sega gun, but it's thirty quid. You might be better off with the Predator...

SUPERSCOPE: £5.99

(Not illustrated)
For the Saturn and PSX compatible Predator. Basically, it clips on and provides a 'sight' for players not so fond of shooting from the hip.

PREDATOR GUN:

£19.99
The Predator gun. It's ten quid cheaper and is dual formatted for both PSX and Saturn. So, if you've got two systems it makes a lot of sense. There's also the superscope, to buy for it – one for aspiring lone gunmen approaching grassy knolls everywhere.

ANALOGUE PAD:

£29.99
The very tasty indeed analogue experience. Reasonable price too.

STANDARD PAD:

£19.99
Carrying the official stamp quality is assured, but there are cheaper ones on the market. Sega have also abandoned the old design in favour of the lower-quality Japanese controllers. Arse!

SIX-PLAYER ADAPTOR:

£29.99
An adaptor. For six players. Thirty quid may be a lot to spend, but if you have a group of Saturn-owning friends, why not all chip in? With *Death Tank*, *Bombberman*, *Worldwide Soccer '98* and *Powerplay* you're sorted.



MEMORY CART



ACTION REPLAY



TOP GEAR



ARCADE RACER



VIRTUA STICK

BACK-UP MEMORY CART:

£39.99
A bit expensive for forty quid, so you might be better off with...

DATL ACTION REPLAY CARTRIDGE:

£44.99
This allows you to input all those pesky cheat codes in our Power Tips section AND it works as a universal adaptor as well as being a memory booster.

VIRTUA STICK:

£14.99 (VIRGIN)
For die hard beat-'em-up fans, everywhere. An arcade joystick with more buttons than Burtons.

TOP GEAR (W/WHEELS AND PEDALS) £69.99

This actually does the job excellently and if it's the most realistic experience you're after... drive a car and get a girlfriend. No, seriously, a very sturdy piece of work but at £70 might not be in everyone's price bracket.

ARCADE RACER:

£49.99
A cheaper steering wheel than the Top Gear one above. Still funky though.





Warped

Kenji Eno is truly one of the largest figures in the Japanese gaming industry. Founding WARP only a few years ago, they've created interest and acclaim around the world with their groundbreaking titles like *D* and *Real Sound*. Their latest title, *Enemy Zero*, is reviewed on page 78 and will be released by Sega this month.

In a very rare interview, we manage to quiz him on his thoughts about the game, his company and the state of the software industry as a whole. Oh, and furniture. Naturally.

● **Describe E0 with your own words.**
We regard *Enemy Zero* as an interactive movie with our thought, theme, and messages.

● **The problem with FMV-based games in the past is that they have a habit of being too short. How have you overcome that problem with *Enemy Zero*?**

We've just put everything we wanted to express, and it became four CD-games.

● **Why did you want to bring Laura over from *D*?**

It was simple. When designing *Enemy Zero*, we preferred to have a female character as a heroine, just like we did in our previous title.

We regard both *D* and *Enemy Zero* as an interactive movie, and players will see characters on screen either subjectively or objectively. The way how we let the character react to events will be the main part of the game to pull users into the universe, and instead of male character being terrified, surprised, cry or laugh, it would be more interesting and easier to direct a female character to react in those ways.



So, it will be a heroine. What type of heroine could she be? And Laura from *D* came to my mind. Why not? We don't have to create a data from the scratch, our staff already understand her characteristics, and she is already known by users. I just thought the concept of virtual actress is nifty, so I did.

If it is logically sound, efficient, effective and interesting, I will put a green signal. I am that type of guy.

● **Any chance of sequel?**

Of course it depends on the reaction from users. However, we believe we've put everything what we wanted to express into the game. So, a similar game or a game just with a continuation of the story is not something what we want to create. We'd like to think about the sequel, when we came up with a new message or something we want to express, on a system sharing a same thought and universe.

● **Laura is the first 'virtual actress'. Why do you think no other developer has used this concept before now?**

I believe that kind of idea won't come up unless you are being a producer, controlling the business, and a creator, actually developing games, simultaneously. In my case, I am a president of my company, producer, planner, graphic artist, editor, music composer, and a scenario writer myself, and the idea popped out from my needs.

● **What are your own thoughts on the current state of the software market?**

I think the words 'video game' should



have much more broad definitions such as 'music' and 'literature', but currently it is still very narrow.

For example, there are wide variety of elements in the field of music, which can never be evaluated by the same standard, such as rock, jazz, techno, classical, and ambient. However, I think only limited ways of expression have been presented in the category of videogame.

Just like a twenty-year-old couple express their taste and thoughts through media such as movie and music ("Have you seen the movie *Trainspotting*?", or "Did you buy Bjork's new CD?"), I hope video game can be the equivalent.

There aren't many games which can move you emotionally, give you a motivation, or let you think about yourself. I hope video game can be more general, with much wider variety of lineups.

● **How successful has your *Real Sound* project been?**

About 100,000 copies have sold so far in the Japanese market, which is much less than *Enemy Zero* and *D*. However, we have had a huge reaction from the market.

First of all, overall evaluation of the game is very high. Most of video game magazines in Japan have 'readers' favourite ranking' section, and *Real Sound* is in those charts, among other over-half-million titles. Tons of postcards and letters are coming to our office, which really pleases us. And the game design gave a big impact to our industry, I believe.

Personally, I also wanted people those who are visually impaired to play

mind?

this game, so that it really made me happy when we receive a lot of letters from those people, in braille.

● **Enemy Zero uses sound as an essential part of gameplay, to great effect. Why, in your opinion, do so many developers still use sound only as background FX and music?**

Sound is always one very important element of our game, and I believe sound should be treated more carefully in video games.

While humans' visual field is limited within 120 to 160 degrees in front, sound can be heard from all 360 degrees. Sound effects such as a roar of a car running through your side from behind, or a sound of empty cartridge hitting the pavement after a gunshot not only add a reality to the universe you want to create, but they can create an atmosphere which you cannot see with your eyes, such as texture, temperature and humidity, unable to be expressed with colours.

Thus I think the sound is a very important element for expression, for the field of video game as a composite art form, and I feel it is not fully utilised at the present.

● **Would you describe WARP's usage of sound as being pioneering or innovative? If so, explain why.**

Not only with the sound, we would like to be pioneering and innovative at the entire field.

● **What improvements could be made to the usage of music in games?**

As a communication tool. There will be more network-based games in near future, but the language could be a big obstacle to overcome. If we can use sounds for communication, it can be used by people of all over the countries.

It will be something like a popular tune in 'Close Encounters of the Third Kind', used to communicate with extra terrestrials, simple, emotional and beautiful.

● **Similarly, how could the use of sound effects be improved?**

Three-dimensional sound effects will be very interesting. Bats flying around your head, or a car horn from right behind you.

● **What is the Saturn's sound hardware like to work with?**

It is great, but we still have some problem such as memory capacity.

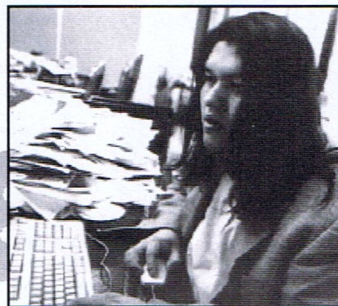
● **Outside of WARP, do you have a personal interest in music? Do you play any instruments? If so, how does your personal interest in music effect your work with videogames?**

I love music more than videogames. Maybe I like it the most. Music comes first, second are video games, third would be comic books. Movies are fourth and soccer comes fifth (I want our national team do their best for World Cup France).

I mainly play keyboard instruments like piano and synthesiser, and also play guitar and ukulele. I belonged to a brass band team and an orchestra in my school age, so I can handle wind instruments additionally.

Music has been the strongest influence throughout my life. WARP is like a band to me, just like Beatles. The idea of putting our thoughts into our creation is inspired by the songs of John Lennon. I answer this interview, just like Paul McCartney does. Squarepusher woke me up this morning, gave me some extra energy. Erik Satie made my lunch tastier. I will sleep with Forest for the trees (Drugs, perhaps? - Dean).

Sound tracks of *Enemy Zero* (composed by Michael Nyman - who also did *The Piano*) and *Real Sound*



(composed by Keiichi Suzuki), we recorded them at Abbey Road Studio. Guitar tunes of *Real Sound* is played by Dave Gregory of XTC. It was very hard to squeeze out a time of Michael Nyman from his tight schedule, asking him to compose the music for our *Enemy Zero*. For the *D* soundtrack (composed by myself), I flew to Russia and used Russian orchestra.

All those energies, passions to made these possible came from my love toward the music.


● **There are a lot of fans of your games over here. Planning to make an appearance in the UK soon?**

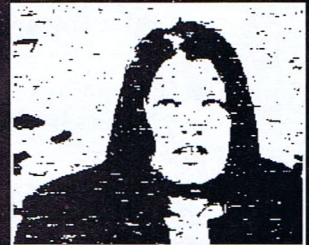
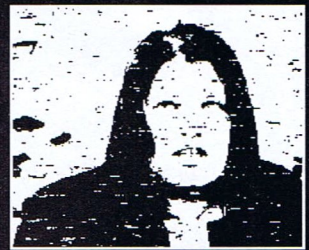
Yes, I'd love to! I love London. I am planning to go to London to buy some nice furniture, with Yuji Sakamoto, the scenario writer of *Real Sound*. I'll be there if someone can invite us. It is true. Why don't we arrange the trip soon?

● **And what sort of future games can we expect?**

We are currently working with *Real Sound 2*, *D2*, and one RPG, not yet titled. They should appear on Japanese market on the Spring and Fall of next year, and the last one should be out in the year after the next. We are very much interested in network-based game, and our titles will have that kind of element, I believe.

● **Do you have any message for gamers in Europe?**

Please look kindly on WARP. Always be in touch with us. Also, please visit our homepage, www.warp-jp.com (shortly we'll support English). Please look out for our *Enemy Zero*. 



Attract Mode

Enemy Zero is something of a flawed gem; full of suspense and tension in parts, tedious and badly-acted in others. Its first sections, however, are brilliant. After discussions in the *Saturn Power* office, we decided that no other release this month could beat it for the sheer 'wow' factor of Laura's first encounters with the invisible aliens. So here is the first part of her battle against her transparent foes – complete and uncensored.

Those with a nervous disposition may want to skip over the page to the 'SP Presents...' page. It's a far less frightening bit...



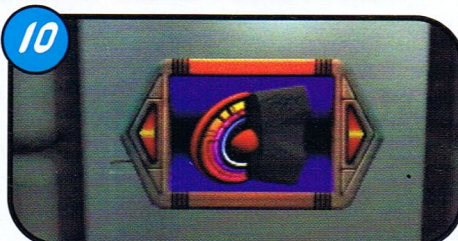
1, 2 After witnessing her crewmate Parker attacked by an unknown entity in introductory sequence...



5, 6 Laura attempts to contact Parker. The bloody aftermath of the alien attack suggests he's dead... but, to



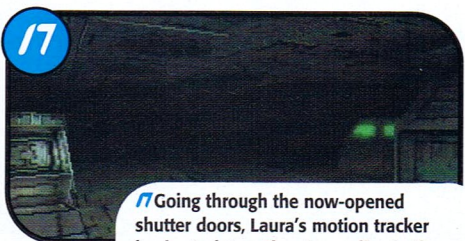
9 On her way to Parker's room, Laura tries to gain access to Marcus's quarters. But, strangely, the exterior door is jammed. Frustrated, she bangs her fist against it.



10, 11 At the top of the corridor leading to the stairlift, Laura can open the locker with a key found in her room earlier (inset). Inside, she finds the passkey that allows her to travel down to the basement of the Winter Tower, the first of the four ship areas. Like many actions in *Enemy Zero*, the simple act of using a key in a door is accompanied by a lavish piece of animation.



15, 16 Laura now has to travel back to the starting floor. By using a computer terminal, she can unlock all doors in the Winter Tower. Having done this, she returns to the basement. At this point it's conceivable that some players may be itching for action of some description. It's coming... be patient, my children.



17 Going through the now-opened shutter doors, Laura's motion tracker begins to beep. There's an alien in the basement... but, without a weapon, she can only evade. Only by judging the distance of the creature by the repeat rate of the beeps can Laura make her way through the maze of machinery that leads to Parker's room.



21... as she takes a severed section of Marcus's hand and uses it to open the door. Inside there are many drawers. In these, Laura finds a gun.



22 Laura returns to the locker room. Here she finds a charge unit. Having used it with the gun found in Marcus's room, she heads towards the main elevator.



23 As Laura enters the corridor leading down to the elevator, her motion tracker begins to beep: there's an alien blocking the way! The gun she has requires a certain amount of time to power up once activated. By waiting until the alien is almost centimetres away, Laura kills the alien with a single shot. In death, it becomes vaguely visible – what kind of creature is it? And how did it get aboard?



2 ...Laura collects essential items from her room, including (above) the invaluable motion tracker.



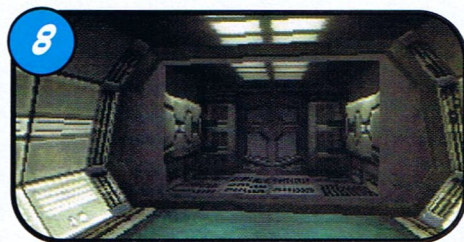
3, 4 The computer terminals found in most quarters are a useful source of knowledge. From here, Laura can attempt to contact other crewmembers, view a database or maps and unlock doors once power has been restored for that area. The database proves players with background information on almost every item they'll come into contact with throughout the game.



6 be sure, Laura sets off to check his room. But it's likely he's pushing up the daisies already — as the camera pans back and forth, he doesn't move a jot.



7 Each room is separated from the corridors by two doors — presumably, this is some form of airlock. These mark the boundary between the pre-rendered sections and the realtime corridor areas.



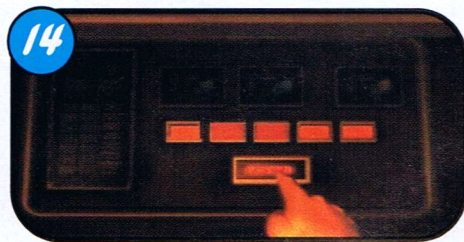
8 In the corridor outside Laura's quarters. While not visually accomplished, these sections are host to some of *Enemy Zero's* better moments — the tense alien encounters...



12 Using the key, Laura uses the lift. Parker's room is located in the basement. The stairlift journey is uneventful — no alien attacks or further puzzles to solve. Which is nice.



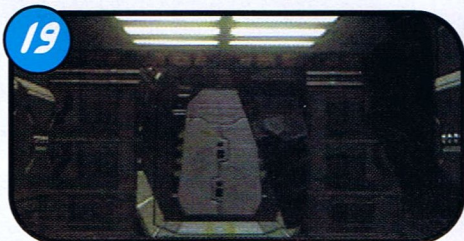
13 Arriving in the basement area, Laura discovers that the shutter doors leading to Parker's quarters are locked — and, with the area's power off, she has no means of opening them.



14 In the generator room. The console that turns the Winter Tower power on is enabled by a code entered via five buttons. Discovering this is a trial-and-error process but, with method and patience, it's easy.



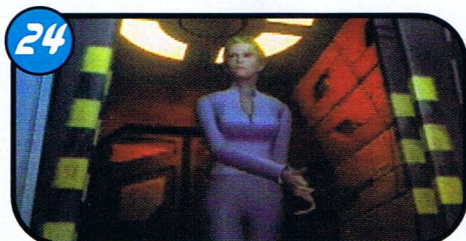
18 Parker is dead. Having found the password number for Kimberley's videophone, Laura leaves the room. Perhaps she should try Marcus's room again...



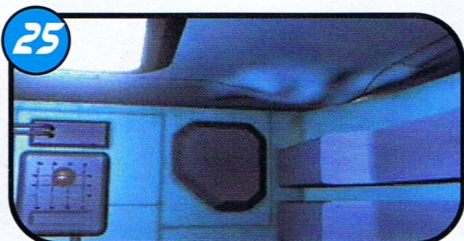
19 As Laura approaches Marcus's room, there's a huge bang. Marcus's exterior door smashes outwards as something races past. The noise is deafening, and the invisible entity is fast. It fails to notice Laura...



20 Marcus is also dead, presumably killed by the creature that left his room moments earlier. In the far corner of his room there's a door with a DNA lock. Gruesome it may be, but Laura has no choice...



24 Laura cautiously walks into the elevator. Once inside, she tries the console. Pressing the button for the fourth floor, Laura catches her breath and begins to relax. Then...



25...with a huge booming noise, a section of the elevator roof bulges downwards. And again. And again. One of the creatures is obviously trying to get in! Laura takes out her gun and points it at the ceiling...



26 The alien bursts through the roof! Shards of ceiling fall, knocking the gun from Laura's hand. There's a crash to Laura's left as the alien lands. To see what happens next, you'll just have to buy *Enemy Zero* this December... but be sure to read our review on page 78 before you do so, eh?

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Presents

Alien Trilogy

How many magazines do you think there are that actually listen to their readers? Not too many, I'll wager, but it's certainly not a criticism they can level at us. No, we're happy to admit that we'll take on board any suggestions made by readers to improve the magazine and, thanks to James Maher from Dublin, that's exactly what we're starting with this new feature. Fly to the letters page to find out exactly what he requested or, just simply read this page and you should get a good idea.

The object of 'Saturn Power Presents...' is to take an older Saturn game, re-review it, compare it against any more current titles and, and this is the best bit, give you any interesting tips for it.

We know there's bound to be the odd title you see in the shops that was covered a while ago and, especially if you're new to the scene, you will probably want to know a bit more about it... and that's where we come in.

Aclaim claimed that this was going to be the best thing ever and, in theory, it could've been. Imagine the suspense of *Doom* with the graphics and atmosphere of the *Alien* films. Probe were on the case and the scene was set for a real gem.

When the game arrived, though, a few flaws were immediately evident; the monsters (all digitised) looked a bit knob, the levels were too small and easy (and there wasn't enough of them) and they missed a couple of golden opportunities to contain within the game levels where the suspense matched that of the first film (imagine a huge level with just you and a single Alien).

Having said that, though, the game itself was fairly solid, it moved fast and smooth, there were plenty of authentic weapons and it was, after all, one of the first decent *Doom* clones on the Saturn.

...and if you're stuck

Well, you shouldn't be on this game, but we do have some tips for it. A player's guide started in issue 86 of *Sega Power* and these are the cheats we have...

To get all the weapons - FISHINGFØRGVNS. Infinite ammo - FILLMYPØCKITS
Level select - Enter FLYTO followed by a level number.

For example, FLYTO1Ø sends you to level 10.

All these codes have to be entered on the password screen.



That was then, this is now...



Alien Trilogy was one of THE games I was looking forward to on the Saturn. I loved the films and I adored *Doom* games, so the mixture of the two seemed the best mix since *Cross* and *Blackwell*. And the sad thing was that Probe almost got it right. Despite admitting that the game only used one of the Saturn's processors, it was an enjoyable title - even if you had to wade through 10 simple levels to get to anything remotely challenging.

The bosses are authentic (but simple) and the cut scenes very impressive. When the game was released there was very little to compare it to (with only *Exhumed* being the benchmark for all to follow) and it fared quite well. Now, though, it can't compete with the likes of *Quake* and *Duke Nukem 3D* but, at a bargain price (around 15 quid), there's a lot worse titles out there.

Then: 83%
Now: 78%



With one of the best licences money could buy, Acclaim rather disappointed a lot of people by bolting on a fairly simplistic *Doom*-style blaster. Bar three rendered sequences, there's very little in the way of plot and, inexplicably, the aliens are shit. No other word can describe them. The terrifying creatures of the films are reduced to shambling, poorly-defined sprites. And they're almost entirely bereft of intelligence. Compare this to *Duke Nukem 3D*, where Duke's foes are surprisingly smart, and *Trilogy* looks rather basic. And it doesn't even come close to rivalling *Quake* for gloomy atmosphere.

As a generic first-person blaster, *Alien Trilogy* is playable enough. But as an *Alien* licence, it's utter arse. Here's hoping Fox get it right with *Alien Resurrection* when that's released in the Spring.

Then: 83%
Now: 75%

Price check

At 15 quid, *Alien Trilogy* is possibly not a bad way of spending your money. You're bound to complete the game in a week (at the very most) but then you can trade it back in and get most of your dosh back. Not bad, eh?

Electronics Boutique - £14.99 (pre-owned)

Game - £14.99

HMV - £14.99

Video Games Centre (01202) 527314 - £19.99

Star Challenge

Remember Robert the Bruce? There bothering the Spider with that 'try, try, try again' pap? The Spider was trying to get a *Sega Rally* high score at the time. No, really.

Baku Baku Animal

69 blocks in 1 min 15 secs – Ben Angel
191391 – Stephen Heaps
13mins 30 secs (all clear) – Stephen Heaps

Bomberman SS (Master game)

455,780 (photographic evidence) – Chris Haig
1,380,000 – Tom Jennings

Christmas NiGHTS

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

Command And Conquer

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

Dark Savior

Parallell 1 – 1 hour 4 mins
Parallell 2 – 3 hours 25 mins
Parallell 3 – 4 hours
Parallell 4 – 4 hours 38mins
Parallell 5 – 4 hours 58mins
All by Chris Karrow

Daytona USA: CCE (Time Attack)

Three Seven Speedway
0'12"46 (lap) – Matthew James
2'02"34 (eight lap total) – Matthew James
National Park Speedway
0'30"20 – Frank Parry
17'92 (fastest lap) – Rasheed Begri

Desert City
0'38"60 – Frank Parry

Destruction Derby

2:09.54 (Total Destruction) – Chris Haig

Fighters MegaMix

Survival Mode: 3mins.22 wins – John Freeman
7mins. 49 wins – Derek Triplett
15mins. 110 wins with Rentahero – Steven Icke.
98 hours (play time) – Steven Icke

Games: Steven Icke – 4190 games
Ron Staples – 2557 games.
Richard Caughey – 1257 games.

One Player Course

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



Die Hard Arcade

Completed in 14mins 55secs – Tim Ward

Euro '96

England v Holland 19-0 – Chris Biadon

Hardcore 4X4

Best laps – all by Thomas Docherty...
High Camber Pass – 1.22.14mins
War Zone – 1.27.90mins
Dunne Forest – 1.34.58mins
Devils Kitchen – 1.31.80mins
Pack Ice Scramble – 1.33.18mins
1.15.38mins (Sun Baked Gulch) – Joe Young

Manx TT (Time Trial)

Laxey Course
2'43"84 (overall) – Gillian Barker
0'51"84 (best lap) – Joe Young
TT Course
3'20"12 (overall) – Alan Geddes
1'05"28 (best lap) – Sian Philips
Laxey Coast (rm)
2'44"20 (overall) – Russell Carr
0'51"81 (best lap) – Joe Young
TT Course (rm)
3'21"04 (overall) – Alan Geddes
1'06"40 (best lap) – Alan Geddes

Need For Speed

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

NiGHTS

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

Pandemonium

Completed with 6 hearts and 10 lives – Brian Lennon

Panzer Dragoon Zwei

Hi-score – 794380
Best 'shoot down' ratio – 94.9%
EP2: 100% EP3: 98.5% EP4: 94.1% EP5: 98.3%
EP6: 92.4%
Best Dragoon rank: Sniper.
All by Dean Abbotts

Pro Pinball – The Web

1,572,557,070 – Jason and Robert Pierrepoint
865,724,870 – Three balls only. Paul Skingley.

Sega Rally - Time Attack.

Best laps. (Photographic evidence required)
Desert Track (in Celica GT4) – 49"64

Reckon you're tasty?

Search through the depths of your memory cartridge and, if you think there's anything worth showing to the general public, pop it down here, get verification from a mature citizen and send it to us.

| | |
|------------|------------------|
| Game | Score/time |
| Game | Score/time |
| Game | Score/time |
| Game | Score/time |
| Game | Score/time |

Name

Address

.....

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

Signature

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

Matthew Weiner

Forest Track (in Celica GT4) – 1'09"78.

Nathan White

Mountain Track (in Celica GT4) – 1'06"23.

Dean Abbotts

Lakeside Track (in Celica GT4) – 1'07"49.

Nathan White

One lap in Arcade mode (Celica GT4 MT) – 3'16"62.

Dean Abbotts

This month's tricky bend award to Sophie Pither and Emma Pearson, Clapham Junction.

Sonic 3D

431,281 – Karl James Ullger

First stage in 30 seconds with gem – Gary Pickup

742,898 (All emeralds) – Sian Phillips

Sonic Jam: Sonic The Hedgehog

Act 1 (Green Hill): 0'25"73 – Sean Smith

Act 2 (Green Hill): 0'17"71 – Carlos Scattini

Time Attack: 3"14 – Richard Langworthy

Street Fighter Alpha 2

Survival mode as Ken – 3'01"26

Darren Howe

Beat everyone in the world with one arm tied behind my back – James, Saturn Power

Tilt

Star Quest table: 16,458,989,030

Monster table: 1,509,459,670

Funfair: 1,543,987,550

Myst and Magic: 2,223,620,350

Roadking: 1,013,034,213

Gangster: 1,772,962,422

All by Neil Cook, Merseyside.

Tomb Raider

Times to complete each level.

All by A Baird except...

Qualopec: 7.05 – James Connolly

Caves: 3.35 – Eoin Vaughan

City Of Vilcabama: 9.05

Lost Valley: 13.53

St Francis Folly: 22.54

Colosseum: 20.51

Palace Midas: 29.10

Cistern: 20.40

Tihocan: 16.40

City Of Khamdon: 19.14

Obelisk Of Khamdon: 16.32

Sanctuary Of Scion: 25.39

Natla's Mines: 25.05

Virtua Cop 1

12,054,700 on beginner – Joe Young

736,600 on rank mode – Stuart

Rose

All 3 stages: 12,002,800 – Matthew

Fisher

Virtua Cop 2

42,400,900 in Virtua Cop 1 mode –

Daniel Smith

706,104 in Virtua Cop 2 mode

(boy) – Andy Taylor

610,468 in Virtua Cop 2

mode (girl) – Fleur Taylor

682,030 in default mode –

Peter Bridekirk

Champion of Virtua City (1st) –

Thomas Duke



Sonic Jam – Sonic World

20 Rings: 0min 20 secs 35

3 Red Points: 0min 57secs 75

50 Rings: 0min 40 secs 88

Touch Miles:

0min 04secs 61

5 Blue Points:

0min 57secs 75

7 Secret Cards: 1min 23secs 75

3 Balloons: 1min 22secs 95

100 Rings: 2min 14secs 43

All by James Gilby,

Scarborough

Collect 20 rings: 0'36"84

Hit 3 restart points:

0'47"86

Collect 50 rings: 0'50"70

Touch Miles: 0'08"34

Hit 5 restart points: 1'17"88

Find seven secret cards: 1'22"40

Burst three balloons:

1'04"28

Collect 100 rings: 2'03"98

All by Sharan Der Jain



Atlantis: 31.07

Great Pyramid: 18.04

Total time: 4hrs 43 mins 7 secs

Can complete all levels except 10 and 14 without using a medikit.

James Connolly of Peabody Hill can get to the end of the Great Pyramid (at save point before boss) with 2200 magnum bullets, 4713 uzi bullets, 78 shotgun shells, 20 small medipaks, 37 large medipaks. So there!

True Pinball

Viking Table – 969,887,500

Ultimate Mortal Kombat 3

13 minutes 10 secs – Graham Alexander

Victory Boxing

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

Neville Millin

Virtual On

Ranking one attack – Captain 234118

Ranking all attack – Master Sergeant 3864730

Paul Chettle

Virtua Fighter Remix

Completed in 42 minutes – Christopher Wharmby

Virtua Fighter 2

Completed on expert mode

in 1'32"

Keith Owen

World Series Baseball

Homerun Derby

Best three – 506, 498,

496

Home runs – 20/20

Stuart Rose

Wipeout

Best laps – Rapier

Class

Altima VII: 01:01.3

Alexander Graham

Karbonis V: 0:36.6 Alexander Graham

Terramax: 0:38.2 Alexander Graham

Korodera: 1:01.8

Alexander Graham

Arridos: 0:57.1

Alexander Graham

Silverstream: 0:47.3

Alexander Graham

Firestar: 00:44.8

Adrian O'Toole

Best laps – Venom Class

Altima VII: 1:07.1

Clint Wilmott

Karbonis V: 0:42.0

Adrian O'Toole

Terramax: 0:43.1

Neil Pugh

Arridos: 1:04.0

Adrian O'Toole

Silverstream: 0:54.2

Clint Wilmott

Firestar: 0:52.3

Neil Pugh

Wipeout 2097

1:51.3 Vector Course

Ben Luke

Demo: 2 laps 1'12'07

Joe Young

Sagarmatha - Rapier Class.

All by Richard Ewan Jones

Lap 1: 0'33'3

Lap 2: 0'36'2

Lap 3: 0'33'4

Lap 4: 0'35'4

Total: 2'18'3

X Men: Children Of The Atom

2569800 – Wayne Poppleton

Worldwide Soccer

94-0 (England vs Brazil)

Neil Pugh

29-0 (Italy vs. Portugal)

Stuart Rose

37-0 (England vs. Brazil)

Mark Garner

Won all matches on Hardest playing every team

against England...

Stuart Chapman

Won World Cup on hardest level...

Karl Skott



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EXCLUSIVE DEMO CD EVERY MONTH
TOMB RAIDER 2, ACE COMBAT 2, BROKEN SWORD 2, COLONY WARS, MACHINE HUNTER, YAROZE

Official UK
PlayStation Magazine™
No. **26**

SHE'S BACK...
TOMB RAIDER 2 — EXCLUSIVE REVIEW AND PLAYABLE DEMO

REVIEWED:
TOMB RAIDER 2
COLONY WARS
CASTLEVANIA
OVERBOARD!
WING OVER
CLOCK TOWER
HERC'S ADVENTURES
MOTO
AC

THE OFFICIAL WINTER PREVIEW
Your complete guide to every game out this Christmas

FINAL FANTASY VII
First UK review

09
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Vol. 2

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Issue **26 ON SALE 30 OCTOBER**

The prosecution proposes that: Saturn games are bereft of humour.

Humour: such an integral part of everyday life, yet lamentably overlooked by videogame developers everywhere. Even titles with cartoon characters are bereft of chuckle-inducing moments — take, for example, *Sonic 3D*. Colourful characters, fantasy environment... yet it's hardly light-hearted, with little in the way of jovial moments.

There are three Saturn games written specifically as comedies. *Blazing Dragons* and the two *Discworld* titles are, rather predictably, graphic adventures, a genre rather overlooked by developers over the past few years. Their humour is basic, often laboured, and decidedly amateur if the truth be known. But the *Discworld* script team (including Pratchett himself) obviously aren't averse to the odd bit of irony; it's worthy of note that the few moments worthy of a smile are almost certainly of *Monty Python* origin, exhumed from comedy history for reiteration, videogame style. Indeed, as Pratchett himself told *Saturn Power* during our SP03 preview, "The Pythonesque feel in places is a sort of conspiracy between the the game designers and Eric Idle's voice. What scamps they are..."

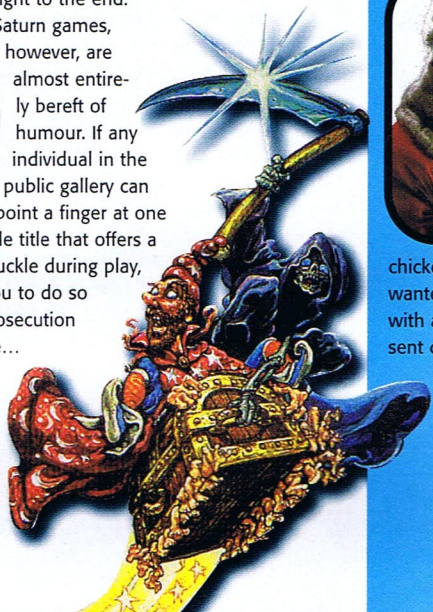
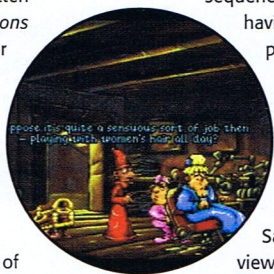
So games aren't funny. But why not? With so much scope, the potential is enormous. Unlike sex — also great fun in real life — there are no restrictions, no ELSPA or BBFC ratings for simple gags. Even comedy basics are inexplicably ignored. Slapstick, basic physical humour... conspicuous by their absence. And if, after that last sentence, you're thinking "But isn't blowing up an alien with a pipebomb in *Duke Nukem* funny?" you may want to consider getting out more; shoot-'em-ups aren't humorous either.

Mind you, one can't point an accusatory finger solely at the Saturn; historically, mirth has had a raw

deal on all gaming formats. Take, for example, Matthew Smith's classic platformer, *Jet Set Willy*. The first game to ever include drinking (because, if you recall, the glasses he collects aren't empty) it's worthy of note that its ending

sequence is almost a joke of sorts; having cleared up the mansion of party debris, his housekeeper relents and allows him to go to bed. However, as soon as he reaches it, he rushes back through two rooms... to the toilet, where he proceeds to be heartily sick. It's hardly sophisticated but, at very least, effort has been made. Sadly, a bug prevented players from ever viewing this, unless they entered a 'poke' (a prehistoric cheat code, of sorts) that skipped them straight to the end.

Saturn games, however, are almost entirely bereft of humour. If any individual in the public gallery can point a finger at one single title that offers a single chuckle during play, we plead you to do so now. The prosecution rests its case...



The Judge

This month, the Judge passes verdict on the Saturn for its lack of comedy moments. And no, *The Crow: City of Angels* and *Battle Stations* aren't funny... just sad and pathetic. Much like genuine console attempts at humour...

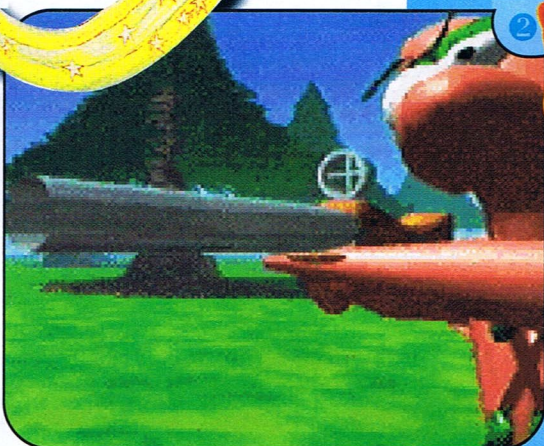


The Judge's Conclusion...



Comedy, eh? Nothing I like more than a laugh. Apart from the sound of leather on flesh, sweaty perversions and large monetary 'donations'... but enough of such idle chatter. A joke for you: Chicken walks in to a bar. The landlord says: "Sorry, we don't serve chickens." "That's okay," says the chicken. "I actually wanted a pint of lager." Show me a Saturn game with a funnier joke and I'll get you fitted up and sent down for a stint.

Verdict: Guilty!



① *Jet Set Willy*, seminal genre-defining platform romp. But funny? No. But it did feature an infamous end-of-game sequence featuring vomiting. ② *Worms* boasts excellent pre-rendered comedy intros. Funny once, skipped thereafter.

Mail Bonding

Dear Saturn Power

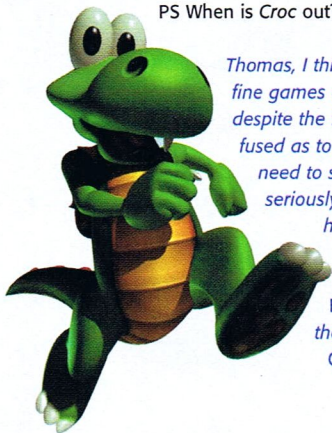
Something on your mind? Is it Saturn or Sega related? Why not tell us about it? You could rant about a game's inadequacies, Sega's mystifying marketing strategies or maybe... just *maybe*... write something positive. You could profess undying love for our Art Ed Lisa, complement a software house on a polished release... even compliment Dean on his perfectly-trimmed facial hair. The address? **Mail Bonding, Saturn Power, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.**

All except Blazing Dragons

Hi! I think Saturn Power is the best mag around. Do you like my Sega Saturn games collection? I have got *Alien Trilogy*, *Blazing Dragons*, *Exhumed*, *Fighters MegaMix*, *NiGHTS*, *Sonic 3D*, *Sega Rally*, *Street Fighter Alpha 2*, *Tomb Raider*, *Virtua Fighter 2* and *Virtua Cop 2*. I also have all your issues.

Thomas Case, Essex

PS When is *Croc* out?



Thomas, I think you have a very fine games collection. Actually, despite the fact that I'm confused as to why you felt the need to send us details of it, I seriously do think that you have a very good list of games there – not too sure about Blazing Dragons, though. Croc? Well you

should (hopefully) see the review of that game in this very issue, but expect to see it in the shops towards the end of October – or the beginning of November at the latest.

Absolutely ridiculous

I think Sega Europe are being absolutely ridiculous in not releasing a budget range of older titles for the Saturn. These titles will have stopped selling too well now regardless of how good they may be and as thus Sega Europe are just stopping themselves making more money AND giving Saturn owners no real 'thank you' for being loyal! They would make more money from such a budget range too. Good quality old titles WILL sell if they are cheaper!

Please send this message and any more you may receive to Sega Europe so they know they are missing out, letting the evil Sony make the Saturn look silly!

Mark P. Candey

A bright spark

First of all I'd like to say that the new magazine is looking great. It's a shame about the cover discs but I hope you still put one on if there's ever an opportunity to do so. Anyway, I have a suggestion for a new section in your magazine. It's like 'Lookback' except that you do one great oldie a month and you show your review score at the time of review and the score you'd give it now for technical excellence or nostalgic value.

If you do do this I'd like you to do *Virtua Fighter* first. You can also give all the tips for it that have been found since its release and maybe a moves list for fighting games. You could put the games that you were planning to put in the next month's section and ask readers to vote on which one that they would prefer.

James Maher, Dublin

PS Please print my letter as maybe other readers might agree with me and can ask for this section also.

Now this is the sort of letter we like to get... constructive advice on how to improve the magazine – are you lot listening out there? As you can probably guess, we're always on the lookout for new ideas and ways to improve the magazine – after all, there's no such thing as the perfect mag, although I have to admit that we're obviously pretty close.

As for your idea James, we currently do something similar on the 'Last Orders' page but we're looking into doing something along the lines of what you mentioned that should appear in an issue or two. As for the rest of you, take note and send in all your suggestions for new and exciting sections.

Answer Me...

I'm still very excited

The mag is brilliant, but there needs to be more import reviews.

- 1) Are *Samurai Showdown 4* and *KOF '97* Saturn bound?
- 2) What's a Magic Card v.20?
- 3) Is Dave Perry ever going to release *Wild 9s* on the Saturn?
- 4) Why was Andy Mee fired? Who will replace him?
- 5) Is anyone at Saturn Power as excited as I am about the arrival of *Zelda 64*? (Please, be honest.)

Saturn Samurai

- 1) *KOF '97* is the more likely of those two but seeing how *KOF '96* is yet to be released in Europe, I wouldn't start placing bets on it.
- 2) Something highly illegal and nothing at all to do with us... probably.

- 3) I wouldn't be so sure now. But we've played it and trust us, it's nothing that special. Get *Pandemonium* instead.
- 4) He wasn't fired, he was made redundant and there's a very large difference between those two things. As for his replacement, we're not entirely sure – we tend to stay away from the 'suits' at Sega Europe... they scare us.
- 5) To be honest... not really (but I am – James).

I like my import games, me

Firstly, the mag is brilliant. I loved the Sonic cover on issue six. One of the few improvements needed, though, is more import reviews and coverage.

- 1) Did the game *Princess Maker 2* receive a US release?
- 2) Can a PAL game work with a universal Saturn on a NTSC-only television?
- 3) Are *Oddworld*, *Lunatic* and *Gunblade NY* still Saturn-bound?

- 4) Why do Japanese magazines and games contain both English and Japanese languages?
- 5) Can SP supply us readers with features and reviews on these Japanese titles: *Solo Crisis*, *Tactics Formula One*... (This list of obscure Japanese games goes on and on – Dean)
- 6) Could Saturn Power (the people's mag) find out from Core Design – do they really care about us (Sega disciples)? If so, when can we EXPECT *Fighting Force*, *Ninja* AND *Tomb Raider 2*?

This is one of the many replies we had to our request for your feedback on the news that Sega weren't actually launching a Saturn budget range of software. The good news, though, is that you can pick up many a bargain by shopping around the various stores – we have a list of the better bargains available in our Christmas Shopping feature this month.

MPEGed down

As you know already, the Sega Saturn is capable of playing CD films with the thing that you plug in the back, which is now an affordable £80.00. But it seems that there are no films to buy anywhere. Is it possible for you to find out what the future's likely to be, as this was the main reason I bought the Saturn.

Can I also tell you that the last game I completed and took three years and a step-by-step players guide was *Dessert* (I think you mean *Desert*, there were no trifles in this one – Dean) *Strike*. Can you recommend a suitable game for old(ish) fogeys such as myself? Please please don't say *Space Invaders* (OUCH!)

T Greenland, Bristol

The MPEG adaptor cartridge was never going to be a huge success. For a start it retailed at the ridiculous sum of £170 when it was launched and then, to make matters worse, the list of films you could get for it was hardly staggering – Planes, Trains and Automobiles, ABBA Gold and some ropey old Manga tat. It was good of Sega to try to do something different with their machine and add a multimedia element to everything but, at the end of the day, most people would rather watch a video. If you want more information, though, contact McNo on (01206) 751143 for their latest catalogue of available titles.

If you liked *Desert Strike* that much then you really should get *Soviet Strike* (the natural 32-bit sequel) from Electronic Arts. When you've completed that (or if you're looking for something a little cheaper) then *Thunderhawk 2* from Core (which you should be able to pick up for around 20 quid) is also very good.

Anyone for T?

I have a question to ask about issue three of Saturn

7) Are Gremlin still developing Saturn titles? Where's *Reloaded*, *Actua Golf 2*, *Actua Soccer 2*, *Actua Tennis*, *Actua Hockey* and *Buggy*?

EGO (Virtua Fighter)

- 1) No, Japan only.
- 2) Yes. It's not the TV that affects the game but the system you're running it on.
- 3) Nay, nay and thrice nay.
- 4) That's a very good question and I'm sure, one day, we'll be able to come up with a good enough answer to it.
- 5) We cover the ones that we think the readers will be most interested in. *Solo Crisis* has been mentioned a few times but, at present, there's not that much to actually see of the game. *Tactics Formula One* is far too obscure to cover and, well... just trust us on this one,

we'll cover as much import stuff as we feel is adequate. I mean, it's the official releases that are more important at the end of the day and those have to have prominence, don't they?

- 6) *Fighting Force* should make it for review in this issue, *Ninja* will be Spring of next year and *Tomb Raider 2*... well, I'd carry on wishing for that one if I were you.
- 7) They've gone a bit quiet of late, but you can still expect *Reloaded*, *Actua Soccer 2* and *Premier Manager* at the very least.

Evil cheating

Please could you answer my questions?

- 1) Do you have any cheats for *Resident Evil*? If so, can you print them in the next issue?
- 2) Why do Sega and other computer

Power. In the news section you have an article with the heading 'Sega spend wisely' remember? Good, then I'll begin. (I hope you're sitting comfortably!) In the article is a screenshot of Lara beside a T-Rex and wolf but it looks like she's on the first level! My question is how did the T-Rex get there! If it is a cheat could you please tell me what it is. I got the game twelve and-a-half months ago and completed it by the 20th (September). I bought it for £25 and thought it was brilliant. It's a shame about *Tomb Raider 2*, though – read my solution to it in issue six.

Andrew McKenzie, Perth

Sorry to disappoint you Andrew but that picture was (we think) a mocked up one to show the power of the PCs 3D booster boards. There's no possible way of getting the dinosaur on that level – trust us, we've tried every *Tomb Raider* cheat going.

Speak your weight

I'm not going to tell you how good your mag is because I have been buying your mag from day one. I have written to Sega Europe and I want to see who holds the weight around here.

Saturn owners do not have an F1 racing game where PlayStation owners have three. PlayStation gets all the best games, whereas most of the third party developers are pulling out of Sega.

You printed in your last issue that *F1* is coming to the Saturn but your info is wrong. Sega Europe said they had their own *F1* game being made but they said that the same time last year. So, you always brag about your power, let's see what you can do for the Saturn owner – and I'm not just speaking for myself, I am speaking for all the Saturn owners.

Please print this.

Tim Modeste, Middlesex

When it comes to holding weight, we must admit to having our hands literally full with the heavy responsibility of change. With an *F1* game, however, it seems that we (along with everyone else) must admit defeat on this one.

I know what you're saying about Sega's *F1* game,

though, they said to us a while back that they had one in the pipeline, but I wouldn't get too downhearted... we've still got the impressive-looking Touring Car about to be released.

As for the *Psygnosis* game, we were led to believe that Sega had (along with all the other *Psygnosis* games) licenced the game for the Saturn but it seems that yes, we were wrong. We weren't the only magazine to get it wrong, though and again, it's all part of trying to get the best news to you... sometimes deals fall through.

Gizza job

How do you get a job working on magazines? I've been reading your magazine for over three years now and am really envious of the fact that you get to play all the new games first and would love a job. What's the best way to get into it? I'm fifteen and doing well at school.

Matthew Parker, Bournemouth

Surprisingly enough (or maybe not), we get a lot of letters like this one. For some strange reason you lot seem to think this job's a lot more glamorous than it actually is. Okay, so we do get to play all the new games first, indulge ourselves on the odd foreign visit, go to lots of free parties and meals and drink more free booze than you can possibly imagine but it's not all fun and games you know.

No, seriously folks, people tend to have this glamorous idea that we sit around and play games all day and, with the possible exceptions of *Death Tank* and multi-player *Quake* on the Macintosh, we hardly have the chance to do anything apart from create the fine magazine you see in front of you.

The best way to get into this business is to come out of your education with a good stock of GCSEs and 'A' Levels and, to make extra sure, an English degree is always an advantage.

The easier way to get in is by trying to get a work experience placement on a magazine and offering to come back in holidays. Then, when a job does come up, you stand a better chance because you'll be far more experienced. There you go – hope that helped.

7) Are Gremlin still developing Saturn titles? Where's *Reloaded*, *Actua Golf 2*, *Actua Soccer 2*, *Actua Tennis*, *Actua Hockey* and *Buggy*?

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- 1) No, Japan only.
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Evil cheating

Please could you answer my questions?

- 1) Do you have any cheats for *Resident Evil*? If so, can you print them in the next issue?
- 2) Why do Sega and other computer

companies seem to be canning games for the Saturn? Computer games like *Tomb Raider 2* or *Fighting Force*.

3) Why does everyone slag off the Saturn? I think it's great and much better than the PlayStation or N64.

Chris J Haig, Taunton

- 1) Nooooooooooooooooooooo.
- 2) Sega are still going hell for leather at releasing games for the Saturn, as are a lot of the third party companies. A few, though, have decided against it and you can bet it's because most of them produce nothing but ropey old tat. Think about it, if a game's crap then it's not going to sell that many, if a crap game gets released on the Saturn then it's going to sell even less. If companies produced better games then there wouldn't be this gamble.

3) Well, there you go eh? There's nowt as queer as folk.

Burning questions

Answer these questions... NOW!

- 1) Will *Panzer Dragoon Saga* be any good?
- 2) How close a conversion do you think *House of the Dead* will be?
- 3) How many Saturn games are there planned for release next year because my friend said that there weren't going to be any?
- 4) What's this *Burning Rangers* game? I heard about it from a friend but couldn't get hold of your issue to read about it.

Stephen Freigh, Leeds

1) I think it's fair enough to say that it's going to be very good indeed. It's far more of an adventure game than either



Lazy bones

Could you please print this letter because I want to know if there is an adaptor to connect my Mega Drive 32X games to my Saturn or will there be anything like it? I will give you two reasons why I want something like it. 1) I am too flaming lazy to unconnect my Saturn to connect up my Mega Drive and 2) I can't stand the Mega Drive controllers.

Before you ask, I only have six games and four demo discs (three are Saturn Power discs) and all six of them are crap apart from *Ultimate Mortal Kombat 3*. But that's at my friend's house and that's why I play my Mega Drive.

Could you please send me 50 quid so I could buy *Die Hard Trilogy* because I am crap at saving?
William Wilson, Fife

William, you are indeed quite possibly one of the laziest people that's ever written to us - I'm surprised you could even find the energy to lift a pen up to write it to us. To answer your painfully obvious question no, there won't be any adaptors to play 32X games on the Saturn and of course we'll send you 50 quid... no, in fact, make it one hundred and we'll throw in another Saturn, all the games that have ever been released and all the ones that ever will. Tch!

(Oh dear... Dean's forgotten to take his pills again. Legally, that last bit did constitute a promise of sorts, so Saturn Power would just like to make the point clearer than a mere 'Tch!' - so, no, we won't be sending you fifty quid. But we'll give you a tenner for the Mega Drive...)

Short and to the point

Please may you tell me how much will Sonic R be when it comes out on sale.

Tom Worthington, Perthshire

Now that's what we like, a short concise letter that doesn't worry about such formalities as beating around the bush



or waffling on for hours about nonsense that we've already answered or written about millions of times already.

Ah, to answer your question, Tom, Sonic R will be released on the 20 of November for £44.99.

In two minds

May I first of all thank you for bringing Saturn owners such a superb read! I enjoy every part of your magazine especially 'Mail Bonding'. But I have noticed quite a few letters saying that PlayStation is crap and Saturn is a far better machine. I am totally against these comments as my brother Alex has a PlayStation and me and my twin brother Ron (Ron? - Dean) have a Saturn.

How can people be so stupid to write in such nonsense! (Mike Pomone) If Tomb Raider first came out on a PlayStation would you say it's a rubbish game? I don't think you would because of Resident Evil. That game was first released on Sony's console.

Basically what I'm trying to say is both machines have great games going for them. Tekken 2 is a great beat-'em-up and Fighters MegaMix is great as well. So I would just like to say think first then write a letter. Just because a few of your PlayStation pals say you're a spaz for owning a Saturn doesn't mean you have to send a letter badmouthing Sony's machine. If you're that pissed off with your mates tell them!! Back up your console in an argument because you're doing exactly what your mates are doing to you! THINK ABOUT IT!

John Sables, Devon

I think I agree with you John. We've said all along that slagging off machines (whichever ones they are) is ultimately pointless as, at the end of the day, they all have their merits. But as your letter goes on, you seem to take a more defensive tone about the whole matter and, right at the very end you tell people to argue back against them... I'm very confused.

of the two previous games, but it should still appeal to a very wide audience.

2) Pretty good, we reckon. Remember, with the AM teams behind it, you're almost certainly guaranteed a quality game. Expect a game very much along the lines of *Virtua Cop 2* (with multiple routes and the like) and the graphic style of *Resident Evil*.

3) Your friend obviously knows very little about computer games. Sega Europe have told us that they plan to release around 25 Saturn games next year - with at least another twenty third-party ones. Now, being realistic, a few of those are bound to be cancelled, but I'd wager that they will be the worst ones anyway. There's plenty of life in the Saturn yet, despite mutterings of Sega's next machine.

4) It's the next game from the talented Sonic Team bunch. It's very much a secret project, only being unveiled at the recent Tokyo Game Show. The game's engine is based on an

updated version of the *NiGHTS* one and you play a heroic fire fighter who must enter huge levels, rescuing people and putting out fires.

From start to finish

1) I'm really interested on how your magazine's put together. Could you do a feature showing us how the magazine's done from start to finish?

2) Oh and can I have a job?

3) Go on, please.

Stuart Pleasant, Norwich

1) That's actually a pretty good idea, Stuart. If anyone else seems interested in us doing a feature of that sort then we could well do it for you.

2) No. Sorry. It would mean sacking either Iain or James and I don't think they'd like that very much.

3) No, don't be pushy now.

Heard it all Before

A new section for a rather new magazine now, and the ability to put your mind into a favourable gear before writing to us or wasting our oh so valuable time on the phone. Scanning quickly through this list of the most common questions we get asked constantly should eliminate a lot of the duplication we unfortunately receive... okay?

Can I have a cheat for...

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

What's best: PlayStation or Saturn?

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

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

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

When's Saturn 2 coming out?

Development work appears to have started on the next system so, realistically, we can expect a Japanese release date of winter '98.

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

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

I've got 'insert game of your choice here' and you said it was rubbish. I think it's good...

Arguing about review scores (unless we clearly have missed some important aspect of the gameplay, but that's highly unlikely) is pointless. We all have different tastes and reviews are just there for a guide.

Is my Mega Drive really dead?

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

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

No, your friend is a spaz and probably a jealous one at that. He was almost-certainly picked on four years ago because he had a *Spectrum* when all his trendier friends had a Mega Drive and he tried to convince them that it still had a pulse. Now he's decided to take it out on you. Ignore him.



POWER TIPS

With fewer games around to tip this month — that is, before the release of the likes of *Sonic R*, *Touring Car*, *Quake* and *Enemy Zero* — we've decided to take heed of your demands with a re-print of our *Soviet Strike* guide. Also, complementing the regular Power Tips section is Tips of the Year — a three-page collection of the most commonly requested cheats and hints. Enjoy.

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Once again the tireless Power Tips team have another bumper crop of Power Tips have been harvested for you to marvel at. How do we do it? Sheer determination and Nescafé!

Cheats and Hints



SONIC JAM

Bonus Images

If you own a PC there is some nice art work and wallpaper that you can access by placing the *Sonic Jam* CD in your computer and looking in the Extras folder.



Hidden Codes

In the *Sonic World* segment of the game there are polygonal versions of the power up boxes in the

Sonic games. Walk up to them and press either A, B, or C to read them. Each one gives a different code that can be used within the different *Sonic* games on the disc.

Restart Movie

In the movie theatre, when choosing a movie, hold down Z while you select it and hold until the movie starts. Instead of going back to the title screen after the movie is completed, the movie will start playing.

Remove Pause Box

At any pause point (whether *Sonic World*, *Sonic 1*, *2*, *3* etc..) press X + Y + Z to remove the pause box from the screen. Useless but true!

STREET FIGHTER COLLECTION (Jap import)

Play as Cammy

Load disc two of the *Street Fighter*



Collection and select to play *Street Fighter Zero Two*. Select Arcade mode, then choose to play as Vega. Complete the game with a high enough score to rank number one on the high score table (it may be wise to delete your previous highest scores to make this easier) and enter your initials as CAM. Now go into training mode and highlight Vega on the fighter selection screen and press START three times. Cammy will now be selectable.



Play as Shin Gouki

Highlight Gouki on the fighter select screen and press START five times.

Play as Super Sakura

Highlight Sakura on the fighter select screen and press START five times.

ALBERT ODYSSEY (US import)

Oddities

There are two rather interesting scenarios that most gamers will miss because they are not necessary to finish the game.

After you beat the north tower, Kris will talk about taking Guy to Solace for Leos to heal. Why not follow her? When you get to Solace, enter the Sanctuary. I won't spoil what happens, but remember to talk with Leos after the whole story part is done for a gift.

Also before going into Fargasa there is one other series. Remember the cave that was empty near Gadel during the first chapter? If you don't know what I'm talking about, it is south of the Dragonmen Cave. Fly there and go in. Now there is a girl in there. She has a pendant. Where have you seen someone with one before? Fly back to Gigarl and find the old man whose wife ran off to find eternal youth. Now Eka notices the similar pendants. Do what each asks until the story is resolved. You don't get anything from this one, unless you never found what is in the pots in the cave.

Get the Quest Pass

In the town of Mycent, you'll notice a girl gets in an argument with her dad, Duke. She runs away and if you

MARVEL SUPER HEROES (JAP IMPORT)



This month's Cheat of the Month winner is Pete Lewis of Sydling St. Nicholas, who has sent in some very tasty cheats for Capcom's latest and greatest 2D fighter, *Marvel Super Heroes*. He duly wins a spanking brand new Saturn game for his troubles.

Random Select

Hold LEFT or RIGHT on your

D-Pad for three seconds and the cursor will start moving around very fast. Then press any button for a randomly selected character

Alternate Colour

To get your character's alternate costume, go to the fighter selection screen, then hold UP or DOWN on your D-Pad (if your character is on the top row, hold UP if on the bottom row, hold DOWN) for three seconds and press any button to make their costume change colour.

Hit your beaten opponent

Hold the LEFT or RIGHT COLLAR BUTTON after

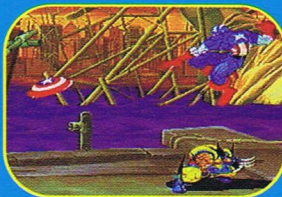
the last round of a match to hit your opponent some more and add to their misery!

Taunt

Press DOWN, DOWN, LEFT or RIGHT COLLAR BUTTONS to taunt your opponent.

Play as Dr Doom

Start the game without shortcuts, then press DOWN, DOWN and hold the DOWN position, rapidly press A, AB, ABC in one motion so that at first you press A then while still holding A press B then while still holding A and B press C so that you are holding ABC



together. If you do it quickly enough you will here Captain America but a second later Dr Doom's face and name appear. This cheat will only work in two-player mode.

Dr Doom moves

Dr Dooms moves are pretty similar to that of Magneto's. Here follows a few that are unique to the good Doctor.

Flying Doom

180° movement on the D-Pad BACK + KICK, KICK.

Flying Laser beam

Whilst Dr Doom is in the air press 90° movement on the D-Pad BACK + PUNCH

Diagonal Flaming Aerial Kick

Cheat of the month

MARVEL SUPER HEROES

Master Code:
F6000924 FFFF
 Infinite Energy Player 1
1609491C 0090
 No Energy Player 1
1609491C 0000
 Infinite Energy Player 2
160A636C 0090
 No Energy Player 2
160A636C 0000
 Infinite Time
16096118 9916

RESIDENT EVIL

Master Code
F6000914 C305
 Infinite Energy
160545FE 2600

talk to him, he will eventually complain about her absence and wish she would come back. If you ask around town, a women will tell you she may be at the Cemetery of Ages. Ignore her and instead go to the land north of the Cemetery of Ages, then head east. You should be grabbed into

what looks like the ruins of a city. You will then have to fight a big metal guy. The first battle is a walk in the park, but the second battle is running through a dark alley with cash hanging out of your pockets if you are not prepared. The guy can take 600 HP off sometimes. After defeating him, you will be taken back to Mycent. Duke will give you a Quest Pass. It's like a discount card at stores!

Listen to the Music

Albert Odyssey contains some of the best music ever. To listen to the music, simply pop the game in a CD player and skip the first which is just a sound effect. The second track contains a bizarre warning which you may want to take heed to. Then are 20 more tunes on the track, some of which are repeated.

HERC'S ADVENTURE (US Import)

Sneaky tip!

Whenever you go to

another town or area be sure to go back there and visit it again and again for lots of free stuff aka the sneaky old *Zelda* trick of leaving the screen and going back for more. This will work in every town you go to and it will also work for hearts, gold, keys etc. So fill your boots.

Keep Medusa head and still gain key

When you defeat the Gorgon (Medusa) don't rush back to Athena's temple to give up the head, instead keep it for a while, you'll find that it is the most useful weapon against everything in the game (Cyclops, the soldiers, trees, nymphs etc...) if you give Athena the head she gives you an a key; but if you take the boat to the amazons and head north Zeus greets you and gives you a key so keep the Medusa head for as long as you can.

Another Tip

When playing as Gerc, give the strongman in Elis all the gold you can to build up your strength. Go for at least 200 points. If you find you need some more gold, go to Sparta and back to Elis over and over again.

Run without draining strength

Usually when you press the Z button to run fast your strength bar depletes. This can be avoided by doing the following: Get a controller with rapid fire option like the Virtua Stick and put the Z button on turbo. You will now be able to run all day without depleting your strength. If you don't have a controller with turbo, then press the Z button rapidly and it will work almost as well.

SALAMANDER DELUXE PACK PLUS

Power up cheat

To power-up your ships while your game is paused press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START. This trick only works for *Salamander* and *Life Force*, it will not work for *Salamander 2*.

WORLD WIDE SOCCER '97

Flip the ball

When running, press BACK, FORWARD, then B.

Side Step

When running, double tap to the RIGHT or LEFT.

KING OF FIGHTERS '96

Boss Codes

On the Player Select screen hold START and press UP, RIGHT + A, LEFT + X, DOWN + B.

Run backward

After your character dashes FORWARD, immediately press UP-LEFT, then FORWARD but do not release the buttons. Your should see your character run backward.

Choose the bosses

To use the bosses (Chizuru and Goenitz), go to the character selection screen, and press START, UP, Y, RIGHT, A, LEFT, X, DOWN B.

Unlisted moves

These moves are not listed in the manual that comes with the game:

Key:

- D = Down
- B = Back
- U = Up
- F = Forward
- P = Punch
- K = Kick

Desperations

Each character in the Art of Fighting team have 2 desperations. One is the Big Fireball done by pressing: F, B, D + B, D, D + F, F, P. In the manual only Robert has this one listed, so the missing special for him is D, D + F, F, D + F, D, D + B, B, P.

Combo Moves

This moves can be done when you are close to your opponent. There are two basic movements to do:

- a) D, D + F, F.
- b) D, D + B, B.

then you can press a punch or a kick. This combo moves may cause a rush 4/5 hit. These moves are really simple to do, and you can try yourself to discover them, for example with Andy you can do 'a' and press Punch

Can you help?

RESIDENT EVIL

OK I know the game has only been out five minutes but do you have any cheats for the brown trouser extravaganza fest that is *Resident Evil*? C'mon there must be some kinda God mode in there somewhere. Please help.

Chris Hunt Newman
 Romsey

PANZER DRAGON 2

Twelve pigging weeks I have stuck



on the last level of *Panzer Dragoon 2*. I bet you have some lovely cheats that will save my sanity, don't you? DON'T YOU?
 Neil Bradford
 Twycross

Whilst Dr Doom is in the air press DOWN + KICK

Ground Laser Beam

90° movement on the D-Pad FORWARD + PUNCH.

Multiple Circular Laser Beam

180° movement on the D-Pad BACK + PUNCH

Super Long Laser Blast

90° movement on the D-Pad FORWARD, PUNCH, PUNCH.

Play as Thanos

Press UP, UP and hold the UP position, rapidly press Z, ZY, ZYX just like the play as Dr Doom cheat. Every thing must be done the same way. The following are some of Thanos's moves:

Dagger Head Rush

90° movement on the D-Pad FORWARD + PUNCH.

Stun Bubble

90° movement on the D-Pad FORWARD + KICK.

Super Moves

Press BACK, DOWN, DOWN + BACK then either A, B, C, X, Y or Z, to activate Thanos's various different super moves.

Cancel Gems

In versus mode you can cancel out all the Gems by doing the following: On the character select screen, players one and two should hold down both COLLAR BUTTONS before they have chosen their fighter. Still keeping the COLLAR BUTTONS pressed, both players should then select their fighters and start the bout before releasing both the COLLAR BUTTONS. The following fights will now proceed without any of the Gem power up benefits to either player.

Note

These cheats are for the Jap version of *MSH*, but may work with the UK release. We'll let you know if they do...



Q+A

For the mere price of a stamp the very wonders of the universe shall be cast before you. We'll also answer as many of your question as we can while we're at it!

CREATURE SHOCK

I've just got my hands on an old shoot em up game called *Creature Shock* which frankly isn't all that hot (what was I to expect for a

fever!) I'm finding the going a bit tough do you have any cheats for this game?

Dave Marinos
Chelmsford

We don't have any cheats for that creaky old Saturn game but we do have some level codes for you Dave:

Level Codes

Level 2 - 2866
Level 3 - 9830
Level 4 - 8180
Level 5 - 6581
Level 6 - 1322

COMMAND AND CONQUER

Sorted!

BLACKFIRE

Duncan Evans of Wrexham has won some downright dodgy *Saturn Power* goodies for sending in the following help for Mark Poole of Shropshire:

Here are a couple of handy cheats for Mark Poole who is stuck on *Blackfire*.

Level Skip

At the PRESS START Screen press and hold C, press and hold B, press and hold A, Press and hold UP, press and hold LEFT COLLAR BUTTON. Then Release A, then C, then LEFT COLLAR BUTTON, then UP. If done correctly you will hear the phrase "Blackhole engaged". During the game press and hold A, B, C, Up + LEFT COLLAR BUTTON to skip to the next level.

Invincibility Code

At the PRESS START screen press and hold A, press and hold B, press and hold C, then release C, release B, release A. Then press B, A, B, Y, press and hold X, press and hold UP, press and hold DOWN, release X, Release DOWN. If done correctly you should hear the phrase "You are on the Wrong Team".

when you are close to someone.

Other Moves

All the following moves are not listed in the manual - we're not sure of their proper names:

Joe : D, D + F, F, K.

I'm sure you must have printed all the passwords for *Command and Conquer* at some point in the past, but I must have missed them because I can't find them anywhere in my *Saturn Power* back issues. I only actually want the GDI missions because I have already finished the game controlling the NOD. Adam Cooper Dumfries

Okey dokey then Adam, just for you here is a complete set of passwords for the GDI missions.

Estonia: WW4M7VVGD
Latvia: OYHY8IUYL
Poland: I7DKOR825
Germany: WW44HWIA3
Czech Republic: WWPFO8V8P
Czech Republic Mission II: WWMVVN-VXP
Austria: 6JGTNXL2
Hungary: 33SLFSOU2
Slovenia: H75J2SVTK
Greece: ENXDYDIFP
Albania: 84ZWOTZ27
Yugoslavia: WWOHHS3BO
Yugoslavia Mission II: 4L29BWIDO
Bosnia: K8APUGMOX

CHRISTMAS NIGHTS

I have been told by my lying bum-faced mate Simon that you can find Sonic's arch enemy Dr Robotnic flying around somewhere in the *Christmas NIGHTS* game. Can you

Mai : D, D + B, B, P. (slightly different from the one listed in the manual)

Benimaru : B, D, D + B, K.

Clark : B, D + B, D, D + F, F, P.
Andy : Whilst jumping, do D, D + F, F and press K. When you land on the floor press K or P. For two different finishes.

GROOVE ON FIGHT (Jap import)

Play as Damian, Bristol, & Bristol-D
You must beat the game with any two different fighters, before Damian will be selectable. Next, beat the game with Damian and any other fighter to make Bristol selectable. Continue beating the game with characters who's art portfolio you haven't got, and

tell Simon that he's wrong and he's a prat
Toby Chapman
Woolwich



Actually Toby you're wrong and you're a prat, because Dr Robotnic does actually make an appearance in *Christmas NIGHTS*! Once you have opened the present that allows you to play as Sonic you have to complete the level and you will fight Dr Robonic as your boss. He moves the same bouncy operatic Puffy.

AREA 51

Hey guess what? I just wasted £25 on a pile of crap called Area 51. I'd never seen a review for it and it looked pretty cool judging by the box. I also had my wages burning a hole in my pocket. Doh! Please tell me there is some redeeming quality to this utterly dire game, maybe some different modes of play or something. What review score did the *Saturn Power* team give it? A bloody low one I expect!
Neville Blackmore
Cheshire

Do you people never learn? Never buy a game till you've read a review or two on it.. To answer your question *Area 51* got a mediocre 69% when the dearly departed James

Bristol-D should appear.

Art Portfolios

Simply beat the game with anyone to open up a option to view artwork of the characters you've finished the game with.

Ashton reviewed it in issue two of *Saturn Power* and sadly it has no hidden modes of play to speak of. We have however succeeded in digging up the location of all the secret rooms and a novel little cheat to turn you into an alien if that is any consolation.

Secret areas

Level 2: When you first enter the hanger and take a right turn, shoot out the blue flashing lights on the left and right of the first room or hanger section you will only see them once when your turning in and out. The other one is shoot out all the windows of the hanger in the far back. the last areas are found by shooting out all the yellow barrels when riding in the fork lift.

Level 4: Shoot every yellow box while riding in the jeep

Level 5: Shoot the doorplate of the second door marked 'General Wheatherby' as the door is opening.

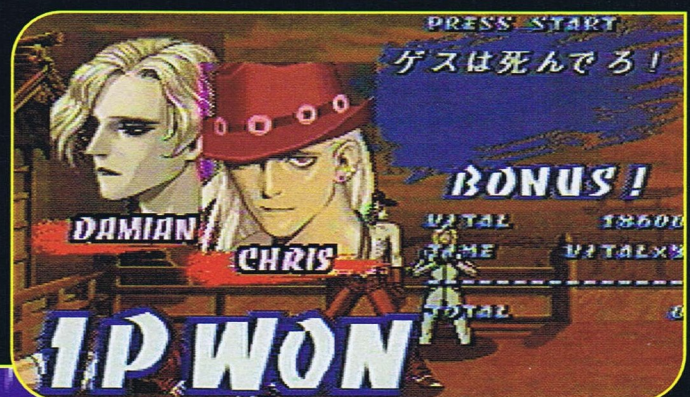
Level 7: Shoot all the barrels at the first area where the four purple zombies are throwing barrels on the hill with all the barrels around them.

Turn into an alien

If you shoot all The blue swat people on the first level and nothing else, you will turn into a alien.

Clear Pause Screens

Pause the game, then press X + Y + Z to clear the screen. This isn't actually a move specific to *Grove On Fight* - you can do this with a number of Saturn games. Try it and see...
useless as it is...



Worldwide Soccer '98 offers a number of improvements over last year's version. The increased AI make it a more challenging game to play. With that in mind, we thought it prudent to provide *Saturn Power* readers with a few guidelines on how to win Premiership glory...

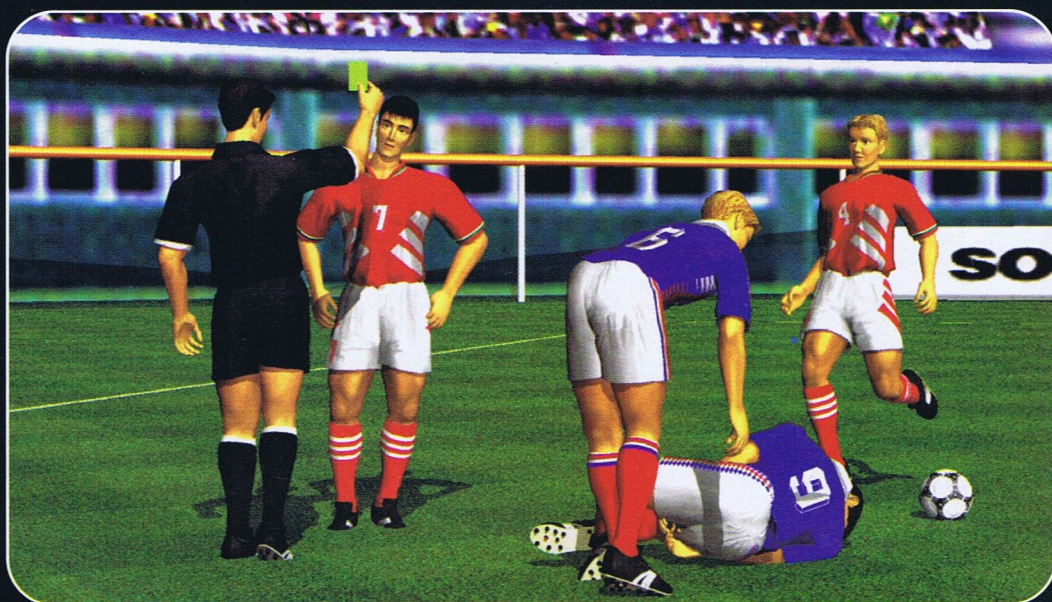
Worldwide Soccer '98

Player moves

Heading

There are three types of header you can play in *WWS '98*: soft (for knock-downs), lofted (excellent for clearances) and hard (the attacking header). Once comfortable with these, it's possible to combine the three for some impressive flowing moves. One sneaky trick while attacking is to try lofted headers from just inside the box – right over the goalkeeper and straight into the net...

It's possible to perform diving headers, but these are particularly difficult to do – the timing is very tricky. Try the *Saturn Power* method: hammer the buttons, fail to perform the header, swear, swear a tad more...



Passing

Hoofing the ball up the field may not be pretty, but it's effective. However, we at *Saturn*

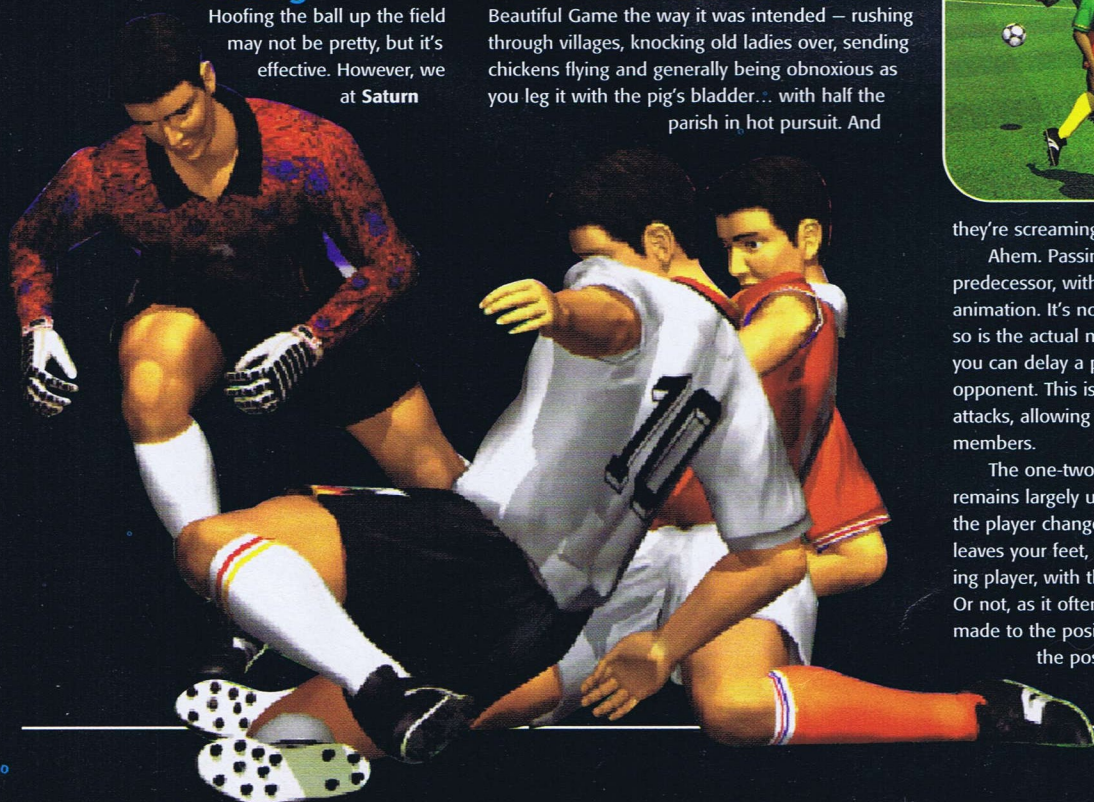
Power have no time for cynical long-ball merchants. We insist our readers should play the Beautiful Game the way it was intended – rushing through villages, knocking old ladies over, sending chickens flying and generally being obnoxious as you leg it with the pig's bladder... with half the parish in hot pursuit. And



they're screaming for your blood. Scarper!

Ahem. Passing in *WWS '98* is much like its predecessor, with one key change – the passing animation. It's now crisper and more speedy... and so is the actual move. A little known fact is that you can delay a pass slightly in order to fox your opponent. This is a handy thing to have during attacks, allowing well-timed lay-offs to other team members.

The one-two move is still present but, alas, remains largely useless. It's accessed by holding the player change and pass buttons. Once the ball leaves your feet, you remain in control of the passing player, with the return then played to your feet. Or not, as it often transpires. The pass is always made to the position you were *at*, as opposed to the position you're running *to*. Arse.





Volleys/overhead kicks

Once the ball has fallen below head height, players can attempt one of three volleys. Again, the B button provides a soft shot (more of a passing move) and the C button results in a lofted shot. Pressing A gives a powerful (but dipping) kick.

Should the ball fall to either side, your player

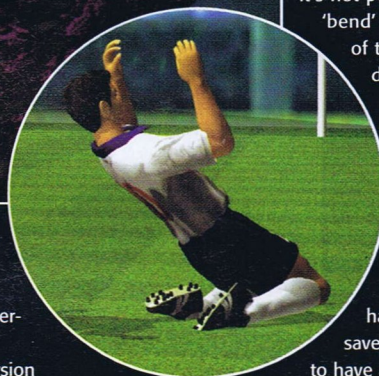
will perform an impressive act of bodily contortion in order to reach it. Should the ball be passing over your player's head, he'll perform an overhead kick.

Unlike *WWS '97*, this new version doesn't prevent players from performing the acrobatics too early or too late. Therefore, should you attempt an overhead kick before the ball is in the right place, your player will fall flat on his arse, much to the delight of your opponent.

The fancy 'flick' move

Good news for poseurs everywhere: the flip-the-ball-over-my-head-and-leg-it move is still available. New users should make note of the sequence required to activate it:

Forwards, backwards, forwards and B.



It's easy to tackle a player performing this move, but it's the ultimate way to rub your opponent up the wrong way as your centre forward flicks the ball over the goalkeeper and volleys it into the empty net. Kicking it as it falls is a difficult manoeuvre, but it's possible – and very satisfying – once perfected.

Making a shot

There are a number of different shots available in *WWS '98*. However, unlike last year's version, it's not possible to put as much 'bend' on the ball. Here's a list of the various kicks at your disposal...

Looping shot: A and C
Low shot: A and A again (only in the penalty area)

Hard shot: Hold A and release.

Low shots are generally the best, because they're harder for the goalkeepers to save. However, don't be afraid

to have a pop from outside the penalty area – some of the most spectacular *WWS* goals are scored this way.

Running with the ball

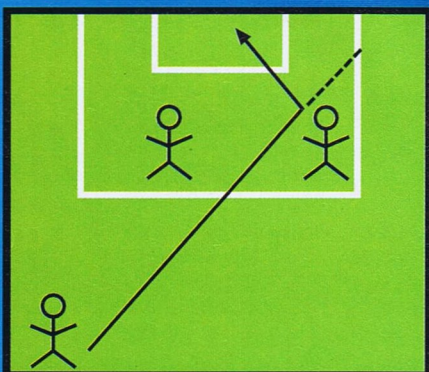
Another subtle difference from last year's *WWS* is that the sidestep move is no longer as effective as before. It's now far easier to tackle players that are attempting this move. The best way of getting past opposition defenders is to vary your speed: trot up to the point where they're about to make a tackle and use a quick burst of pace to avoid it.

There are two ways of running. One is to use



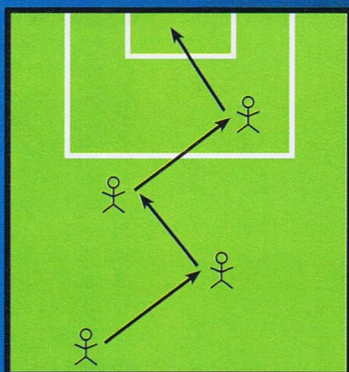
Four ways to score

There are many different ways of scoring a goal in *WWS '98*, but the following four diagrams illustrate some of the easier methods – one is downright cheating, if you ask us...



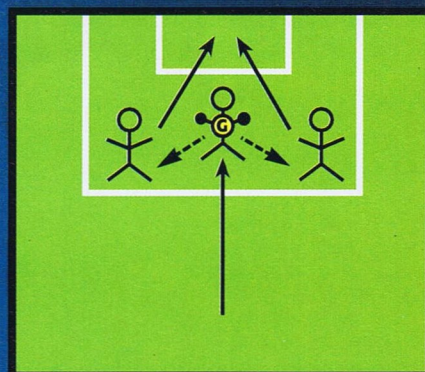
Diagonal long ball

Use a lofted C cross into the box. Be sure to switch to your centre forward as soon as possible. Console-controlled defenders have real problems defending this ball. If it goes too deep, try backheeling it to another team member.



Quick passing

One of *WWS*'s faults is that its passing system is rather rigid; short passes at pre-set angles. However, it's possible to take advantage of this. With a 3-5-2 formation (which you should be using – it's the best) you can pass the ball quickly in diagonals as the diagram here illustrates.



The dirty cheating long ball

This one's a *Saturn Power* office favourite: 1-0 down to James, Dean hoofs the ball up the field. James's 'keeper fails to hold it... the ball falls to the feet of Dean's striker. Tragedy strikes. This is, of course, a purely hypothetical example, as Dean's usually several goals behind by the last minute.

the dedicated run button. The second is better if you're more experienced. By tapping a direction in a regular pace, your player will break into a run. This makes the sidestep easier to use — you can go from tapping forward to tapping to the side with ease. Using this method of running, you can do impressive mazy dribbles.

WWS '98 also introduces the ability for players to 'jump' slide challenges. Unfortunately, this isn't a player-activated move — the Saturn AI performs it as and when it deems appropriate. Learning the timing of this is important.

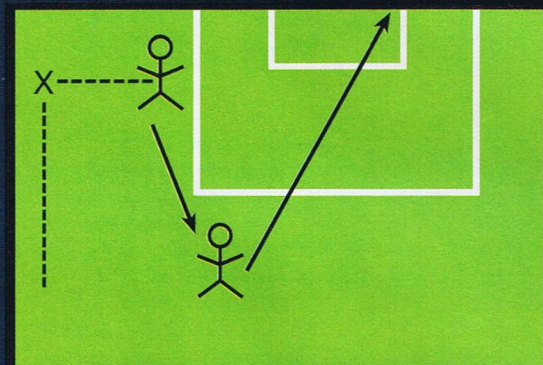
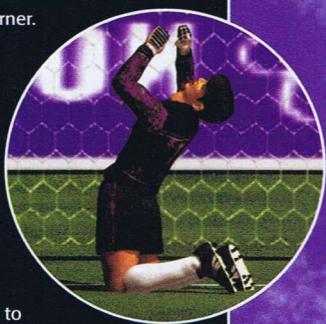
Dead ball moves

Free kicks

WWS '98 may not have the ridiculous bending balls of its predecessor, but it's still possible to curl the sphere into the net from a free kick. The trick is to align your shot so that, if straight as an arrow, it would shoot past the post. Then, as you take the shot, bend it inwards with the directional pad into the top corner.

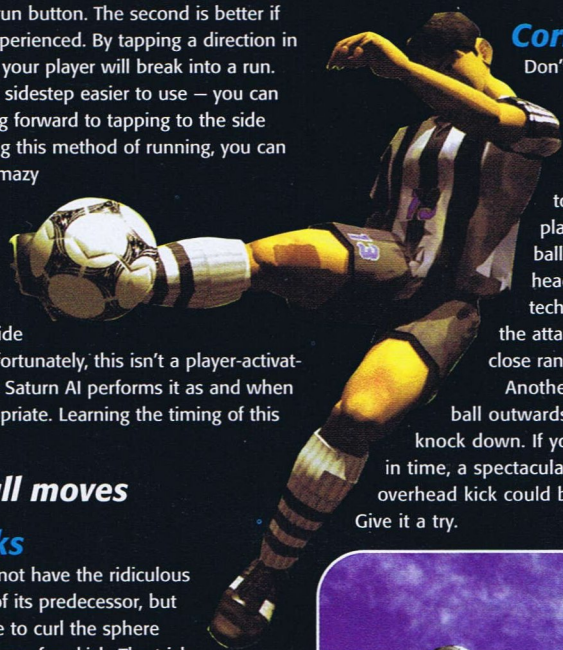
Goal!

Always have players running into the box after an attempt from a free kick. *WWS* keepers are still inclined to perform the classic 'paw the ball the the centre forward' move. It's a soft goal... but hell, they all count. See the 'Four ways to score' box for a more detailed explanation...



The lay-off

Rather than crossing a ball in from the touchline, try running towards the goal from the corner flag. As the goalkeeper and defenders are about to tackle you, pass the ball back to the player that should be lurking at the edge of the box. An easy goal... of a kind. Get used to doing jinking movements while running horizontally and this one is easy.



Corners

Don't bother with short corners — they rarely lead to a goalscoring situation against computer teams, as it's too easy to close the receiving player down. Knocking the ball straight over for a header is invariably the best technique — be sure to use the attacking 'A' header from close range.

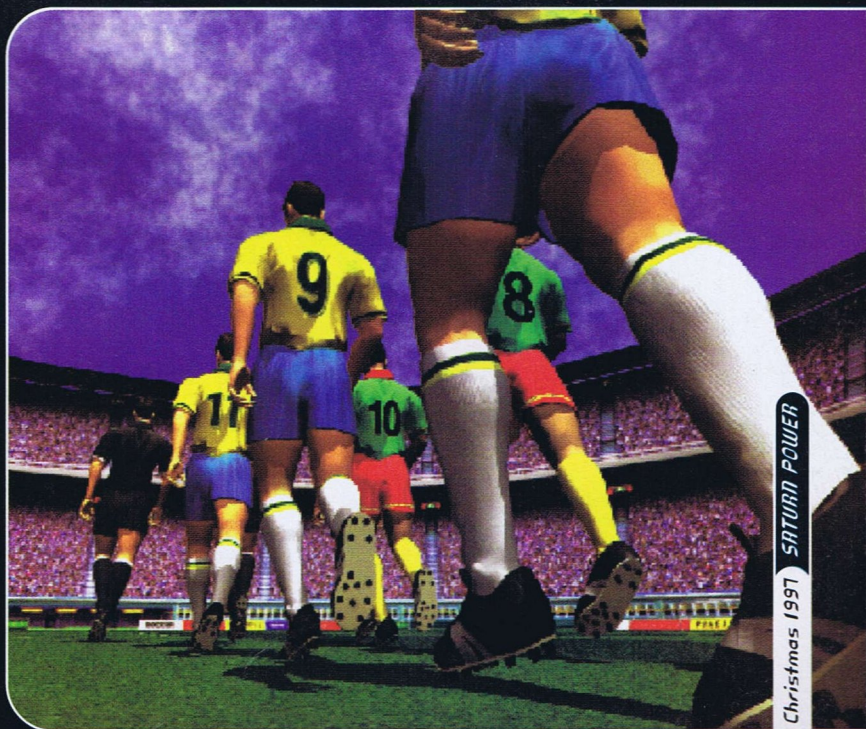
Another method is to curl the ball outwards for another player to knock down. If you can get a player to it in time, a spectacular volley, header or overhead kick could be yours for the taking. Give it a try.

Strategy

Of all the strategies available, the 3-5-2 is the most useful. With only three defenders available should the opposition break, it's necessary players be accomplished in the art of tackling. If you are, this is the formation to use. It is, however, advisable that you use a sweeper — trying to use an offside trap is too risky.

With wingers and wing-backs overlapping and providing support, this formation gives your team width and penetration. Getting crosses into the box is easy: it also allows you to counter the other side's wing play should you be on the defensive.

Should you really feel your team needs to shut up shop and stifle the opposition, try a 4-4-2 with a sweeper. This formation places players at regular intervals around the park, meaning there are always a couple of men to get in for the tackle at any one point.



Soviet Strike

Waaay back in issue one of Saturn Power we printed a solution to EA's classic update of their seminal series, *Soviet Strike*. Now, rather than just print a drab solution to something like *Sonic Jam*, we thought we'd take a look at the Saturn charts, see what was selling well and give you the chance to once again get through this hard game. Not bad, eh?

GENERAL TIPS AND STRATEGIES

The most fundamental tip in *Soviet Strike* is to keep moving. A sitting duck is a dead duck and we don't want that now, do we?

Constantly check your assets menu on the map screen for ammo or fuel dumps that maybe nearby. It's always wise to take a small detour during a mission to pick up those vital power ups.

It's possible to circle a single enemy by using the jink control and tapping to the left or right. With a little practice you should be able to take out enemy crafts without taking any damage yourself.

Try to remember that buildings and radars can't shoot back, so concentrate on destroying the hostile element before wiping out anything else. It may be time consuming but it's vital if you want to keep victory in your sights.

You gain 150 armour points for dropping off passengers at the landing zones. So it's a good idea to look out for any MIAs or POWs in the locality if you require an armour boost.

Listen carefully to Mission Control. They are there to take care of you so their information is often

vital if you want to complete the missions in the best shape possible. Ignoring their transmissions can, more often than not, be a grave mistake. Literally. On the other hand your co-pilot Nick can cause you to fail mission objectives if you go along with some of his crazy-ass plans, so make sure Mission Control's messages take priority over his.

You can use one of two views to play with, Classic or Chase view. Practice with both to see which one suits you best but you may find switching views for certain manoeuvres is wise even though the control method changes slightly.

MISSION OVERVIEWS CRIMEA

A large transfer of money has been traced by STRIKE's computer whiz Hack and STRIKE.net has detected that your co-pilot Nick Arnold, along with a number of other POW's, are in the area. The objectives are simple: Rescue Nick and the others, destroy the terrorist camp that has been discovered nearby and listen into the classified communications of the elusive Shadowman who is behind the whole deal.



BLACK SEA

Prior to his capture, Amad confirms that Ceausescu's troops are on the verge of hijacking a Soviet fleet. STRIKE must stop him before he can launch an ICBM missile. If they don't the West will be forced to retaliate. Recovering the stolen ICBM's and destroying Vlad's fleet of subs are the primary objectives!

CASPAIN

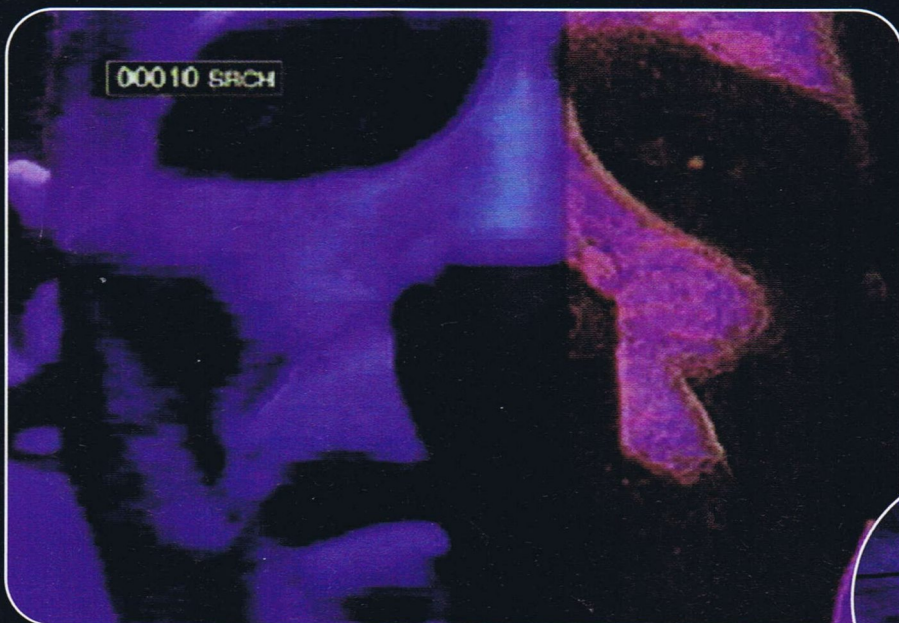
STRIKE have recently learnt that Sadissa Savak is pushing over 200 armed vehicles through rugged mountain passes towards a chemical plant in Grozney. Savak must be stopped from taking over this weapons plant! This is your only objective in this mission so use all resources available to you.

DRACULA

Doctor Ukrainian and Vila Ceasescu both have their plans for a nuclear reactor core in the aftermath of a nuclear accident but the STRIKE team have other ideas. A humanitarian rescue of epic proportions is called for as the safe disposal of the reactor core is of utmost importance. The heads of both Doctor Ukrainian and Vila are also high on the missions list.

KREMLIN

In the heart of Moscow, a parade through Red Square has been broken up as an attempt catalyse a coup. The Shadowman's plans are in action now the tanks are ploughing through the streets. Your primary objectives are to extract one of STRIKE's secret weapons, reporter Andrea Grey, find out the true identity of the Shadowman and save the democratic cabinet.



LEVEL 1: CRIMEA STRIKE

1. Radar Sites

Take out both of these early warning radar sites so you can enter hostile airspace undetected. Destroy the cannons and tanks before you target the radars. Communications in the valley will also be disabled giving you an advantage over enemy vehicles.

2. Agents

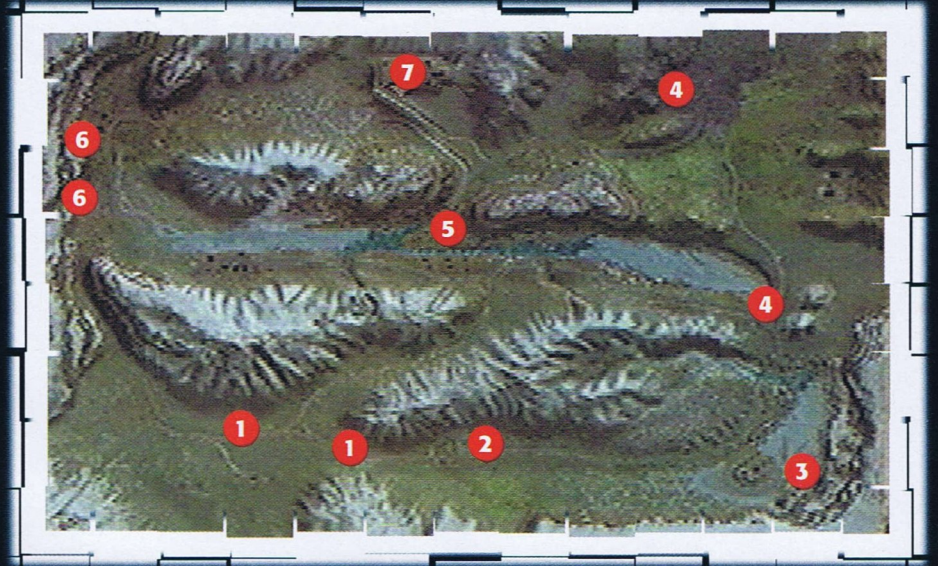
Destroy the watch towers at all four corners of this camp and then the enemies within. Use the chain-gun to destroy the buildings one by one and winch up the agents until all the buildings are levelled and your co-pilot Nick is safely aboard.

3. Airfield

Pick off the tanks and gun turrets before going over the ice. Destroy all the planes in the buildings nearby. Fly slightly to the north and you will find a landing pad, a building with a plough outside and some enemy troops. Pick off the enemies and land on the H-pad. Nick will get out and jump into the plough. Follow him until you get to the POW camp and watch as he drives through the perimeter fence taking out a tank and a watch tower in the process. Bless him!

4. POW'S

Nick will now run into a hut at which point you get a video transmission. Kill the troops and level the watch towers left standing until Nick exits the hut in a snow plough. Leave him to do his thing and concentrate on picking up the POW's. As you can only carry six people on board you will be pleased to know there is a friendly LZ (landing zone) just to the north of the camp. Drop some POWs off then return for another



load. Once this camp is secure go north to the second camp and repeat the process. There are 14 POWs to rescue in total.

5. Ex-KGB HQ

There are some tough tanks and some cleverly placed gun turrets on the way here so take your time destroying all of them before you turn your attention to the KGB HQ itself. Once all the enemies are taken care of, level as many buildings as possible. Don't worry about fire power though because there are plenty of power ups in the vicinity. When the KGB building finally hits the ground, men in natty red jumpers start to run from the area. You only need to pick up three of these fashion victims to complete the mission and reveal the location of the Terrorist Camp.



troops hidden inside and some have supplies. Level all the buildings before you start on the crates because they take a lot of fire power and they hold ZSU tanks!

7. Eavesdrop

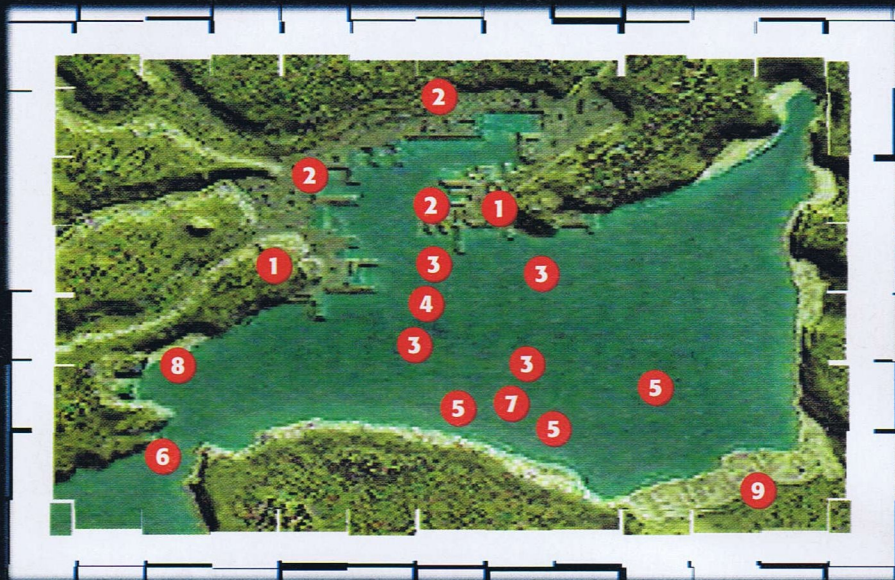
Take out all enemies on the outside edges of the HQ and then clear all the enemies within. Drop Nick off so he can plant the bomb and wait for him to return. Winch him up and return to your base in the west to complete level one.



6. Terrorist

Take out the power station at the north point of the camp first then fly around to the south of the camp to kill all the troops. There's a drum of fuel behind one of the crates to collect if you're low on gas. Turn your attention to the buildings and start blasting. Some have





1. Radar Site

Follow the coastline along to the nearest radar site. Take out the surrounding tanks first though to be on the safe side. If you head north-east slightly and flatten the buildings you'll find an extra life for the taking. Wait for the slightly dodgy acting from Ahmad then take out the other radar to the west.

2. Docks

The easiest way to approach this part of the mission is to go in one side of the dock and out the other side with guns blazing. This sweeping tactic

is quick and painless as long as you keep moving. If you didn't destroy all the targets in one sweep then just come back from the other side using the same motion until there's nothing left. There are three docks in all to take care of and the same tactic works for all of them.

3. Pickets

The Picket ships are easy work using the sidewinder missiles (they only take one hit) so get rid of the annoying ships that surround them first using your normal rockets. Destroying the Pickets will disable the alert zone and enable you to go onto the next mission objective.

4. Carrier

Disable the Kiev by knocking out the command tower and then concentrate on the surrounding helicopters. Try to use the jink controls to circle them avoiding as much enemy fire as possible while shooting back. This is a tricky but valuable manoeuvre to master. Remember to stock up on ammunition before you attempt this objective, lest you hear worrying 'clunk' noises mid-battle.

5. Missiles

There are four cargo ships in these three areas. One holds armour and the another holds fuel, but the most important two ships hold ICBMs which is what this objective is all about. Take out the nasty gun turrets and then blow away the mid-sections to reveal lethal cargo. Winch them up and then simply drop them into the Black Sea. (I suppose the fish is off the menu, then?)

6. Destroyer

It may look big but tough it ain't, so the strategy is simple. The only advice I have is to stock up on ammo before you move in. The Destroyer itself doesn't take much killing but it's the only chance you'll get to pick up weaponry before mission objective eight.

7. Subs

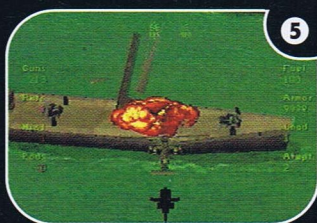
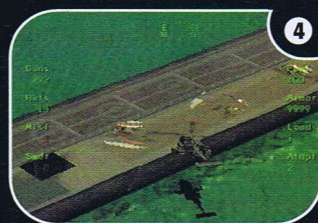
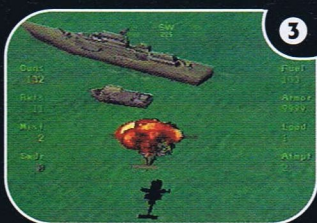
Time is of the essence here so get ready to move fast! This is the point that the subs are when you start this objective but they move quite quickly south-west towards where the destroyer was. Check your assets for any ammo supplies over the water to the east. Drop the depth charges one by one onto all three of the subs. Work fast before they move out of range.

8. Rescue

Your next target is the Kara 6. Start from one end of the ship and slowly blast your way to the top until it has more holes than a sieve. Watch out for Ahmed splashing about in the water, he has to be winched up in order to complete this objective.

9. Landing

Use this small opportunity to stock up on weaponry and then make a dash for this shore line. Leave the hovercrafts for now and concentrate on the four tanks that come out of each. If any of the tanks make it out of range off the map screen, the mission will be a failure so make sure you keep tabs on all of them. When they're all taken care of, blow away the hovercrafts and return to base to go onto mission 3: Caspian Strike.



CASPAIN STRIKE

1. LT tanks

From your start point, take out a couple of the tanks just to your left but don't loiter too long because you need to fly here to shoot down the loose boulders that are on the hill side. This will temporarily block the path of the oncoming LTs. Once you've done that you'll get a message to go the north of the map to pick up Bessus. Do that and drop him off at the Observation Point (OP) next to your makeshift blockade. He will then summons his troops to help defend the Power Plant (which is at the top-middle part of the map).

2. MECH INF

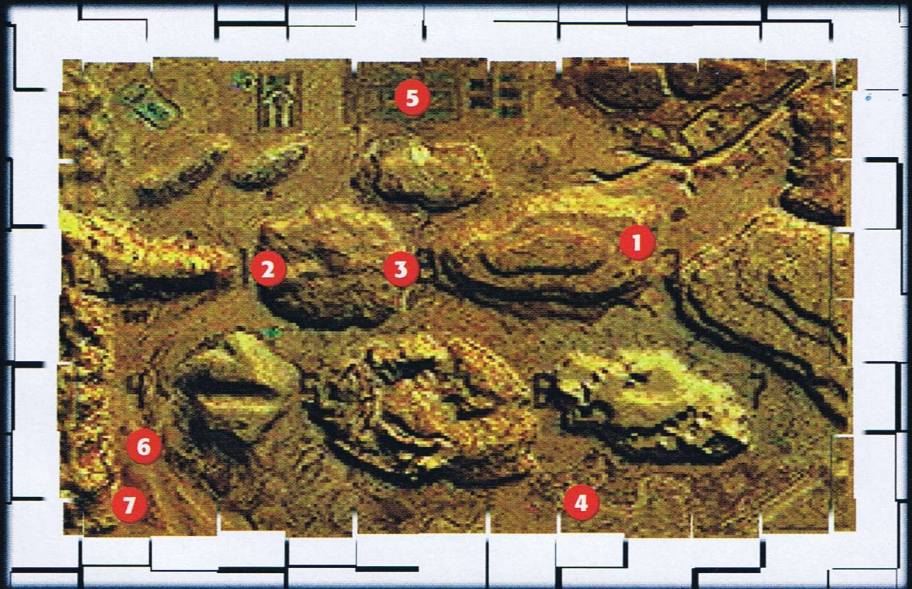
Pick off a few more LTs while you are waiting for your next transmission. (If you fly to the front of the convoy you can destroy the tanks that are shooting at the boulders.) When you receive your next transmission, fly here and cause a land slide then fly up to the north where the transmission directed and pick up Nimrud. Now take him to the OP near the blockade you have just created. He will call his troops to help with the struggle. Pick off a few more tanks while you are waiting for your next message but try not to put yourself in too much danger as you have other objectives that take priority.

3. Heavy Tanks

Fly to these boulders and shoot them down into the gully. Now check your assets for Delilah — she's up in the far north-west corner of the map waiting for you to pick her up and take her to the last OP by the last blockade. She will also call on her troops to help in this epic struggle. All you have to do now is fly north to the power plant and pick off any tanks that have broken through your strategic defences.

4. Artillery

Enemy forces decide to make an attack on Nimrud's village so stock up on vital ammo and fuel pickups and get down to this southerly point



as quickly as possible. Blow them sky high before they can get to the village using the cleverly placed fuel cylinders. Shoot the cylinders until they explode taking nearby enemies with them. This saves loads of ammo and makes this clean up operation much easier.



Guard Mobile AA Formation but they are heading straight towards the Power Plant and they mean business, Soviet style! So get straight to work on them before they get to work on the plant. Nimrud and Delilah may have a few tanks left to help you out so work with them to deck the lot of Savak's Elite Guard Formation.

5. Scouts

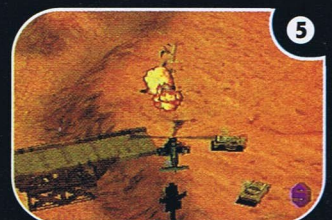
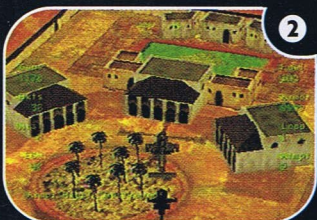
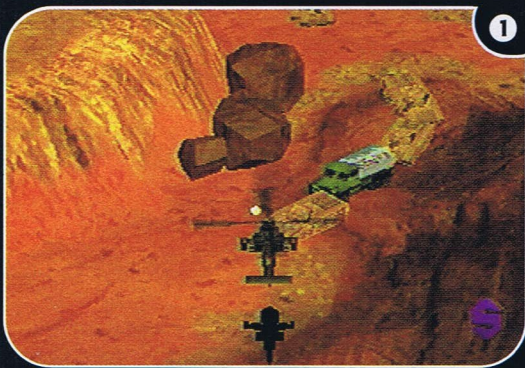
By now a small group of scouts will probably have just about made their way to the power station. You should know the drill by now so do the right thing and kick their behinds to a mushy pulp. These guys aren't very tough so this objective shouldn't pose much of a threat to you. Just make sure the Power Plant stays intact, that's all that's important in this mission.

6. Elite

This is the starting point of Savak's Elite

7. Enemy HQ

You're going to need loads of ammo for this last objective so pick up what's left and make your way to Savak's HQ here. Kill everything that comes in your path and when the coast is clear nip down to the camp site in the south. Blow away all the tents and watch for a little jeep that will pop out of one of them. Shoot first and think later because that's Savak himself trying to escape. Be careful that he doesn't drive off the edge of the playing area because the mission will end a failure and you'll have to start again! If you do manage to force a well placed rocket down his throat, the mission will be completed.



DRACULA STRIKE



he will run over to a crate which he will break open before running back to the chopper. Hover over the newly opened crate to pick up the laser designator. Go back to the salt mines and drop the busy Ivan there. Things start to get pretty hectic now because you have two minutes to airlift seven scientists and Ivan to safety or they will all perish. First take a load of scientists to the LZ to the far west, then go back for Ivan and the remaining boffins and head south.

6. Ahmad

This LZ is surrounded by dozens of tanks. Drop Ahmad off and he will clamber into his tank and start blowing seven shades out of the enemy tanks. Using your map, blast all the tanks in the area until you get a message from Ahmad saying that he can't hold out much longer.

7. Monsters

After you've helped him out, a second wave of tanks will launch a huge attack. They must be stopped otherwise they will destroy the Power Plant ending your mission.

8. Scuds

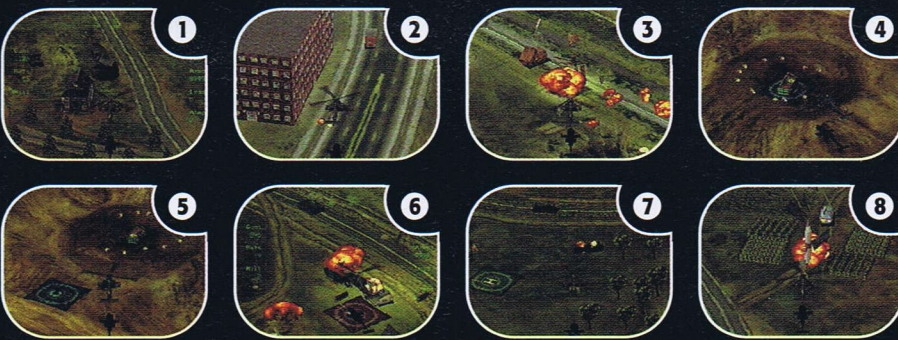
HQ will send a message that a scud commander is in this area. Try to take him alive and he will give the exact location of each scud site. Otherwise it's guesswork. Destroy all the enemies surrounding the sites and then take a look at the L-shape buildings. Shooting some of these will expose launchers, you must destroy at least three of the missiles before they take off.

9. U.N.

Ahmed is in trouble, he is being held with his UN troops at this location. Destroy all the rocket launchers that are surrounding them then pick Ahmed up (he's the one in black) and as many troops as you can. Drop them at the LZ to the west then go back for the others.

10. Vila

Here you will come across Vila and her army, who have formed a convoy heading for the Salt Mines. Attack the convoy from behind, seeking out the radar tank — destroy it quickly as possible, to bring down the alert zone. Leave Vila's tank with an orange turret alone, as you will only be wasting ammo. The orange turreted tank will drive into a graveyard which has an obelisk in the middle. Concentrate your fire on the obelisk until the top collapses onto Vila's tank, destroying it and killing her.



1. Agents

You start this mission with your LZ under attack from carriers and tanks. Hit them hard and fast before they overrun your base. Your next target is the sanatorium which lies east of your position across the river. Your mission is to rescue agent Ivan, but before you attack the sanatorium, fly to the front of the building where you will find a radar site which is protecting the area. Flatten the radar site then fly south until you reach the windmill, destroy the windmill to discover the super winch. Now fly back north to the sanatorium. Agent Ivan is dressed in black and hidden in the east of the sanatorium. Don't make the mistake of picking up six scientists and finding there is no room for Ivan, failing to save Ivan will get you recalled to base.

2. Mines

When you have picked up Ivan and five scientists head west past the LZ that you started from. You should come to a field with a big circle in the middle — the mines. Whatever you do, don't land your chopper just yet; search and destroy any enemy vehicles in the surrounding area then only when you're happy that the area is clear, land and drop off the scientists. Now go back to the sanatorium and pick up more scientists to transport to the mines. Take care that no more than one or two perish because you're going to need 11 to complete the mission.

3. Reactor

This is the power station, everything must be cleared from this area to disable the alert zone that is protecting the reactor. Now fly east to the big building. Don't waste your weapons trying to blow it up — you only need to shoot the dome at the top of the building.

4. Airlift

Drop off Ivan — he should run into the big building. Four tanks will appear. Give them a hellfire greeting each and then pick up Ivan when he reappears from the building. Once he's safely back inside, hover over the top of the building, above the dome and winch up the reactor core. With the reactor core in tow, fly back to this location (the salt mines) where the scientists have been busy digging. The idea is for the core to be dropped at this specially prepared new LZ.

5. Tomahawks

You will receive instructions to go here, where the Tomahawks are waiting. First you must destroy the radar site which is at the end of the airfield on the other side of the river. With this done, sweep the area flattening all the turrets and tanks you come across. Now drop Ivan off again —



KREMLIN STRIKE



1. Officials

On the way to this location you will receive a message from Andrea, informing you that she needs rescuing. Destroy all the ZSUs and tanks from in area and Andrea will emerge from a building. Pick her up then go to the buildings to the far left and try to rescue the agents. This area is crawling with tanks which in themselves represent an alert zone. Once these are cleared, drop Andrea who will blow the doors of the building to release the agents. You will now be attacked so concentrate your fire on the incoming troops and tanks as you pick up the agents. With this done, drop everybody off at the LZ which is close by.

2. Bombs

You'd better have packed your rocket pants because this mission requires some nifty flying and gazelle-like reflexes. Once you fly off from the first rescue mission, you'll discover that Yeltsin is still missing. You have to find him, but before you do, just to add to the confusion, some bomb trucks are on the way to blow up the bridge. First destroy the truck nearest the top of the screen and then gun your way downwards through the other kamikaze trucks. If one makes it through, it's back to base for a bollocking!

3. Kremlin

A group of missile carriers are trying to blast through the wall at the Kremlin in an attempt too get to poor old Boris. Stop them reaching the wall, preferably with some sidewinders. Making good use of the ammo that lies in the Kremlin's grounds, attack the gathering force of missile launchers on the eastern side of the Kremlin. Now dispose of the four turrets on the other side. Three



enemy choppers will arrive from a north-easterly direction. Make sure you gun down the largest helicopter first, otherwise it will land and drop off troops who will close in on Yeltsin. After dealing with the other two choppers, take time to restock.

4. Yeltsin

A LZ will appear where you should drop Andrea off. She runs into the Kremlin to beg Yeltsin to come out and make a break for it. Once they emerge outside, the limo they were going to escape in is blown up. Boris then panics and runs off to a secretly hidden car. Destroy the troops and tanks that are in the car's path and then concentrate your fire on the big cannon which will blow a hole in the wall for Andrea and Yeltsin to escape through. Now things really start hotting up. You have to escort the car through the streets of Moscow blowing up tanks and any obstructions that get in the cars path. Yeltsin and Andrea end up going into a drive-through burger bar where two cars are blocking the cars path and need to be destroyed.

5. Airliner

While you are blowing the cars up, more tanks will be closing in on the car. You'll receive a message telling you that the airport is under attack. Ignore this and protect the car at all costs. Yeltsin and Andrea will eventually make it to a waiting plane. The airstrip is flanked by tanks and troops which have to be destroyed

6. Mob boss

At this location, the Mob HQ can be found. The building is surrounded with gunmen. Quickly deal with the gun emplacements before blasting a hole in the building. A figure will emerge and run to a waiting speedboat. Throw everything you've got at the speedboat because if it disappears of the map he will have escaped and the mission will be aborted. When the speedboat has been blown up, capture the driver who will give you the location of the KGB agent.

7. KGB boss

Fly to the KGB agents building which is protected by a ridiculous amount of tanks. In the middle of them is a large power conduit, if you can take it out, the alert zone will be dropped making life a bit easier. Keep plugging away until all the tanks have been totalled, then blast a hole in the building and wait for the KGB agent to emerge. He will be very elusive and do all he can to evade capture, so be patient! Once captured he refuses to talk. Take him and drop him into the bear pit. He then spills the beans, revealing the location of Shadowman.

8. Shadowman

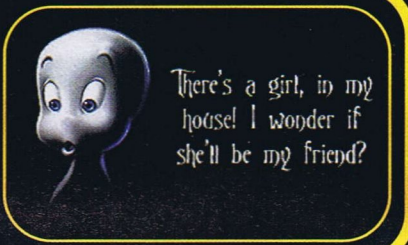
Go to Lenin's tomb, where you have to clear the entire area of enemies. In a last desperate bid to wreak havoc Shadowman will attempt to launch some lethal rockets of destruction, which you have to destroy before they take off. Now blow up the tomb before winching a coffin out of it. This will give you the location of Shadowman's whereabouts. Finally you have to rescue a pilot from the bi-plane before shooting the plane out of the sky, killing the Shadowman and saving the world!

Tips of the

Casper

Beat the bosses...

- Fatso (near kitchen): Feed him hamburgers.
- Stinky: Spray perfume on him.
- Stretch: Use glue
- Fatso in bathtub: Use camera
- General Fatso: Use the wind key, then hammer the tanks.
- Farmer Stinky: Use hammer and chisel to carve the stone.
- Graveyard Stretch: Use Twister Morph to lure him into the grave dig site.



Pandemonium



the Left and Right Shift buttons and rotate the direction pad to move the screen. 'B O D Y S W A P' – the words 'Gender Bender' will appear to verify that the cheat has worked. Press the Z button while playing to change character.

'O T T O F I R E' – the words 'Permanent Weapon' will appear to verify that the cheat has worked. While playing you will always have a weapon, even if you get hit. 'V I T A M I N S' – the words 'Life of the Party' will appear to verify that the cheat has worked. You will now have thirty one lives when you start a game.

'C O R O N A R Y' – the words 'Hearts a Plenty' will appear to verify that the cheat has worked. You will now have seven hearts when you start a game. 'B O R N F R E E' – the words 'the World is your Oyster' will appear to verify that the cheat has worked. You will now be able to access any level. 'T O M M Y B O Y' – the words 'Full Tilt' will appear to verify that the cheat has worked. You will now be able to access the bonus round after every level, regardless.

'C A S H D A S H' – the words 'Speed Greed' will appear to verify that the cheat has worked. You will now be able to access the bonus round after every level, regardless. 'H A R D B O D Y' – the words 'Can't Touch This' will appear to verify that the cheat has worked. You will now be invincible while playing. 'E V I L D E A D' – the words 'Immortal Enemies' will appear to verify that the cheat has worked. Your enemies will now be invincible! 'I N A N D O U T' – the words 'Just Visiting' will appear to verify that the cheat has worked. You will now be able to enter any level.

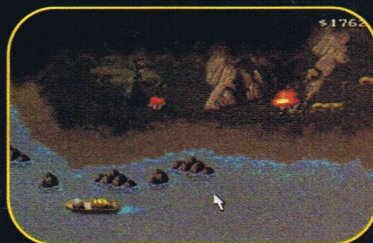
Level select and 31 lives

On the password screen enter **ALMABHOL**. You will now be able to start playing from any level and will start the game with 31 lives as well as seven hearts.

Enter these codes as your passwords:

'F D A I F K O E' – this will allow you to access all eighteen levels, with seven hearts. 'A N A L A H O J' – this will allow you to access all eighteen levels, three boss levels, and will give you five hearts, and thirty one men. 'T W I S T E Y E' – the words 'Rock and Roll' will appear to verify the cheat has worked. While playing a game, hold

Command and Conquer



All the passwords

- GDI Mission 2: Estonia **WF4S6YLVH**
- GDI Mission 3: Latvia **51M9FRHT9**
- GDI Mission 4: Belarus **WWWVUA55L**
- GDI Mission 5: Germany **WW4MQI666**
- GDI Mission 6: Czech Republic **FQZMHM2LU**
- GDI Mission 7: Czech Rep. **WWWVNVWNY**
- GDI Mission 8: Austria **CPG32ANUR**
- GDI Mission 9: Hungary **GO02HJ08A**
- GDI Mission 10: Slovenia **6353QJD2N**
- GDI Mission 11: Greece **KQKHPR56V**
- GDI Mission 12: Albania **6J49VTBL6**
- GDI Mission 13: Yugoslavia **YCG98W2AQ**
- GDI Mission 14: Yugoslavia **HPOVD9LRR**
- GDI Mission 15: Bosnia **OS2LSFNP6**
- NOD Mission 2: Egypt **8KGS57HE2**
- NOD Mission 3: Sudan **5L2ENZ00Y**
- NOD Mission 4: Chad **C4QXD29ZE**
- NOD Mission 5: Mauritania **SCQS20A2**
- NOD Mission 6: I. Coast **EN9GAY1ZA**
- NOD Mission 7: Gabon **0GERBWS3T**
- NOD Mission 8: Zaire **UX0H92UCF**
- NOD Mission 9: Egypt **K85YXSK05**
- NOD Mission 10: Angola **FOD7TV76M**
- NOD Mission 11: Mozambique **C4QXXVM1M**
- NOD Mission 12: Botswana **WF4S9X0ZW**
- NOD Mission 13: CapeTown **RXLAVC2DT**



Saturn Bomberman

Extra Lives

If you start up Saturn Bomberman at any time between 10:00 and 11:00 am, you'll start with six lives instead of three.

Maximum Power-Ups

To choose your starting level where you'll begin with maximum power-ups, enter one of these commands on the title screen:

- STAGE 1: L + R + UP + LEFT + A
- STAGE 2: L + R + UP + LEFT + B
- STAGE 3: L + R + UP + LEFT + C
- STAGE 4: L + R + UP + RIGHT + C
- STAGE 5: L + R + UP + RIGHT + X
- STAGE 6: L + R + UP + RIGHT + Y

Extra Characters

To access two extra characters and an extra hard opponent setting, go to the 'Match Play' screen then press and hold the Left and Right shoulder buttons for a few seconds. You should now get Yuna and Manto who both have special abilities.



year

Welcome, then, ladies and gentlemen, to the most exhaustive, entertaining and downright educational part of the magazine this month. Twelve of the greatest tips known to man, hand-picked from the last years ripe, crinkly and horticulturally sound Power Tips.

Kick back, set the yuletide log ablaze and flick through the following three pages immersing yourselves at leisure in the section we just like to call 'Tips Of The Year'.

Andretti Racing

Action Replay codes

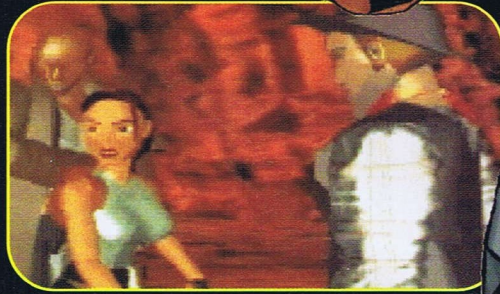
Master Code: F6000914 C305
B6002800 0000

Qualify in 1st: 160B3786 0064

Tomb Raider (Action Replay codes)

Master Code :

F60073C6 C305
B6002800 0000
Infinite health Bar:
10247092 03E8
Guns and health items:
16061184 0008
Infinite magnum bullets:
1609334A 0032
Infinite uzi bullets:
16093356 0032



Exhumed (Action Replay Codes)

Master Code:
F6000924 C305
B6002800 0000

Infinite Health:
16085286 00C8
Have all Weapons:
1608527A FF00
Have all Keys:
1604988E 000F
Have Extra Weapon Power:
1604989A 0211
Infinite M60:
16085296 00F0
Infinite Pistol:
16085292 00F0
Infinite Anum Bomb:
1608529A 00F0
Infinite Flame Thrower:
1608529E 00F0



Infinite Cobra Staff:
160852A2 00F0
Infinite Ring of Ra:
160852A6 00F0
Infinite Manacle:
160852AA 00F0



Christmas Nights into Dreams (Action Replay codes)

Master Code: F6000914 C30A
B6030040 0000

Infinite Time: 160FFB12 5FFF
Infinite Blue Orbs: 360FFD58 0063
Infinite Present Guesses: 160CF4D2 0038



Digital Pinball (Action Replay Codes)

Master Code: F6000914 C305
B6002800 0000

Infinite balls: 1603A9B8 0003



Virtua Cop 2

Skip to last boss stage

At the stage select screen, shoot the stage one's arrow continuously until



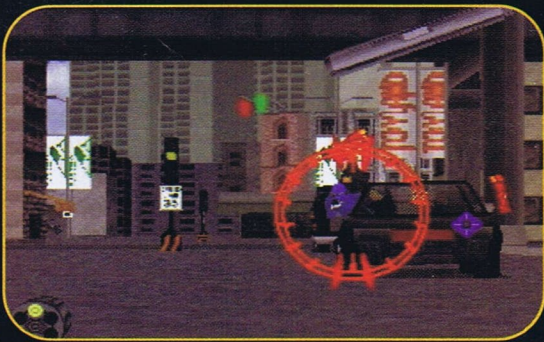
the time is up. Now you'll go to the last boss stage (Stop the airship bomb) directly.

Weapon Select (Japanese import)

During the game, press START then shoot out of the screen, now you can select all types of the weapons at any time.

Option Screen three and Free Play

If you beat the game on easy, FREE PLAY and Option Screen #3 will become available which has Mirror Mode stats list.



Big Head Mode

If you finish the game (on any difficulty level), there will be an Option Plus menu (like Virtua Cop 1), there is an option marked ??????????. When you play the game 58 times (excluding continues), that option will change to Big Head, from which you can enable Big Head Mode.

Select your Character

At the stage select screen, use the control pad to input the following codes:

Rage:

Press X to select stage
Smarty: Press Y to select Janet:
Press Z to select

You can select the same cop in Virtua Cop 2's two player mode.

Athlete Kings



Control the Blimp

In the events where the blimp appears, the second player can control it with the RIGHT collar button.

More Power Shot-puts

When your player's power reaches the far left, instead of pressing the action button move the D-Pad in a circular motion and you will spin (just like you do for the discus), then release the ball.

Different High-Jump Angles

After selecting your height, press Left or Right before you start running. The camera should now change angles and show another way of jumping.

Shift Cameras in Shot-Put

After throwing the shot-put, press Left or Right to shift the camera angles.

Hop Scotch the 100 meters

In the 100 Meters, as the announcer says "Course number", press Up, Left, Down, Right and X. If done correctly you should hop scotch the whole race!

Extra Player

After receiving a score of 8000 or better in arcade mode, go to the main menu then press and hold down X at the desired mode of play, this will give you a new player. (We've only been able to check this on an import copy, though.)

Roll the 100 meter race

In the 100 meter race when the announcer says 'course number', press Up, Left, Down, Right, Y, Up, Left, Down, Right and X. Now you will roll the race instead of running it.



Ultimate Mortal Kombat 3

At either the Title Screen or the Copyright info screen, before the title screen appears, press on the control pad very quickly: C, Right shift, A, Z, Y, C, Y, Right shift, A and X. You should then hear Kahn Laugh which means the cheat mode is activated! Now at the cube with the MK3 logo spinning over it, press: Up to reveal a side with a grey question mark on it. Access this menu to do the following options:

| | |
|---------------|--------|
| Free play | Off/On |
| Ermac | Off/On |
| Mileena | Off/On |
| Subzero | Off/On |
| Fatality time | Off/On |
| 1 Round match | Off/On |

This code is NOT saved to the Saturn's internal memory bank.

Kombat Kodes

| | |
|---------|------------------|
| 004 400 | Whatcha gun do? |
| 987 666 | Theatre of magic |
| 282 282 | No fear |
| 122 221 | Skunky |
| 123 926 | No knowledge |
| 550 550 | MK live tour |

| |
|---------------------------------|
| 227 227 2-0-2 explosive |
| 022 220 2-0-2 explosive + TD |
| 444 444 Random morphing Kombat |
| 300 300 Silent Kombat |
| 987 123 No meters |
| 100 100 No throws |
| 020 020 No blocks |
| 788 322 Quick uppercut recovery |
| 010 010 Throwing encouraged |



Reviews



68

Quake

TOP GAME

The transition from high-end PC to console (and vice-versa) is rarely kind; even with an accomplished team behind the coding, many conversions between home formats fail to achieve much in the way of commercial or critical success. But Lobotomy's version of *Quake* is superb. Without the mouse control and multiplayer Deathmatch of the original, we thought Saturn *Quake* would be hollow by comparison. But it's a damn fine shooter, and a looker to boot. Turn the page to find out why...



74

Touring Car



78

Enemy Zero



80

MK Trilogy



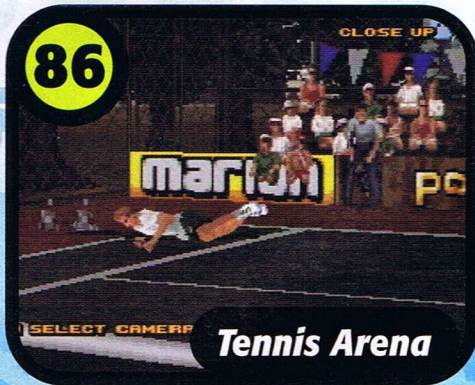
82

Lost World



84

Formula Karts



86

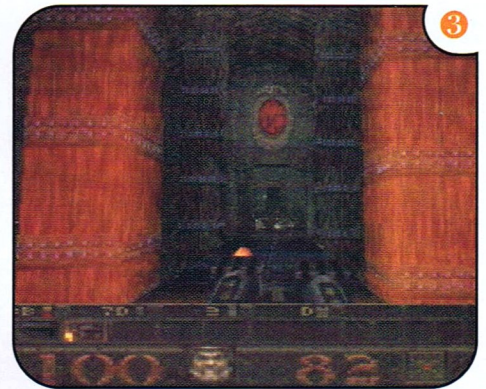
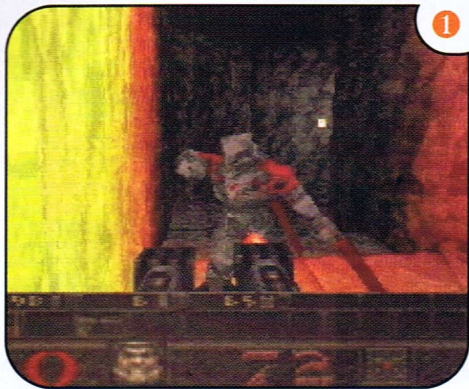
Tennis Arena

Reviewed

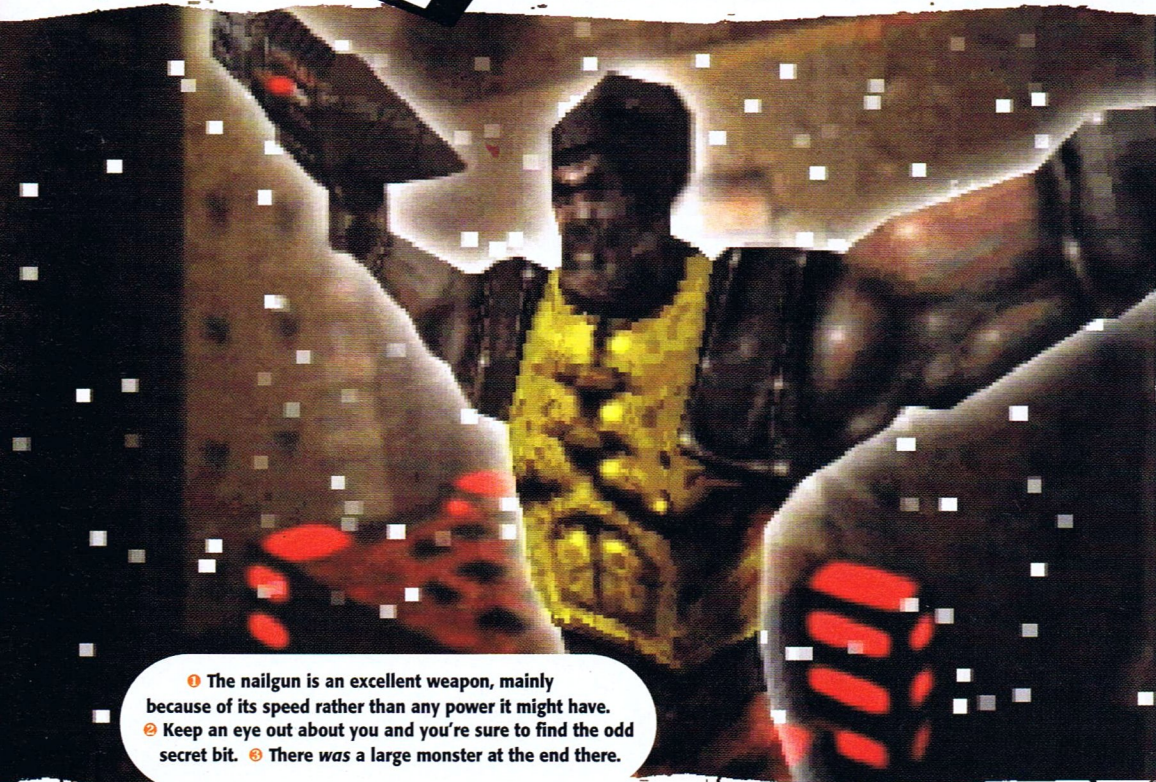
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| 68 | <i>Quake</i> | 80 | <i>MK Trilogy</i> |
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| 78 | <i>Enemy Zero</i> | 84 | <i>Formula Karts</i> |
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Import

- | | |
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| 88 | <i>Street Fighter Collection</i> |
| 89 | <i>Silhouette Mirage</i> |



Quake



- 1 The nailgun is an excellent weapon, mainly because of its speed rather than any power it might have.
- 2 Keep an eye out about you and you're sure to find the odd secret bit.
- 3 There was a large monster at the end there.

Violence, blood-thirsty mutilation and destruction on a mass scale. Yes folks, it's *Quake* and here's the exclusive and definitive review.

Ah well, I know what you think I'm going to say... 'Oooh, look at all the pretty light-sourcing and wonderful *QUAKE*-ness of it all.' But that's just not us, we could masturbate for hours over it but we're not Saturn Magazine (sorry boys). We could've printed endless re-runs of the same preview over a six-month period with the only change being A NEW MONSTER OR WEAPON!! but hey, we thought we'd give you more games instead.

Don't get me wrong, *Quake*'s a fine game, a very fine game indeed – a lot of lunch times are spent death-matching – but a) the one-player option was always a slight disappointment and b) well, we've got *Duke Nukem 3D*, haven't we? For all its pomp and ceremony, it's a fact that *Quake* cannot quite compete with 3D Realms' title as a solo effort and that is obviously reflected in the Saturn conversion. Sure, *Quake* was the natural successor to *Doom* but then *Duke Nukem 3D*

Frontal Lobotomy

Many many thanks to our sparkling chums at *GamesMaster* for the kind use of this interview they conducted recently with Lobotomy. We would've done our own one but hey, the questions were that good that we didn't see the point.

The issue of *GM* that's on sale now (number 61) features a larger version of this interview, plus a large review of *Duke Nukem 3D*. Your life really isn't

complete without both of us... a sort of happy grouping of love, if you like.

So what, if anything, is going to be missing from the Saturn version of *Quake*?

Very few compromises have been made in the design of *Quake* for Saturn. All of the normal levels

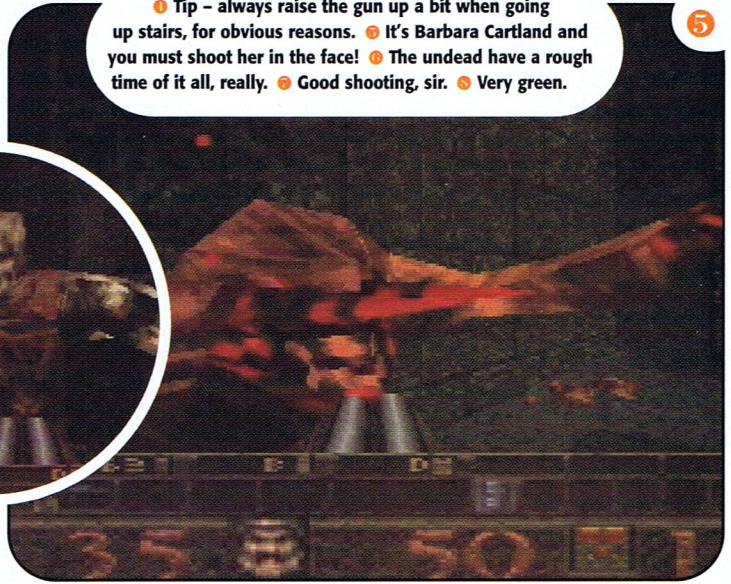


found in the PC version will be found in the Saturn version and they are practically identical. The only major change I can think of is that the original 'secret' levels from the PC version are being replaced with all new Lobotomy designed secret levels.

Are Saturn owners going to get any



4



5

Tip - always raise the gun up a bit when going up stairs, for obvious reasons. It's Barbara Cartland and you must shoot her in the face! The undead have a rough time of it all, really. Good shooting, sir. Very green.

Four of a kind

Quake is split up into four episodes which can be accessed at the start of the game. Why such a thing? Well, there's an interesting story behind this. Apparently the original idea behind the game was to just have one style of level design all the way through, but as the game design developed, different level ideas came forth (mediaeval and army base being just two). So, logically, the best step for id was to integrate the four separate sections into the game and here they are...



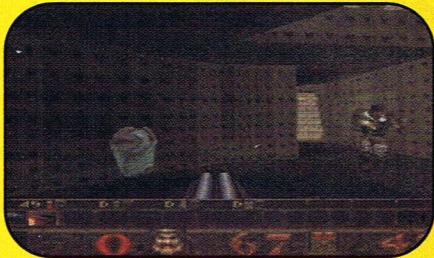
Episode - 1

Name - Dimension of the Doomed
 Sub-heading - The mystical past comes alive...



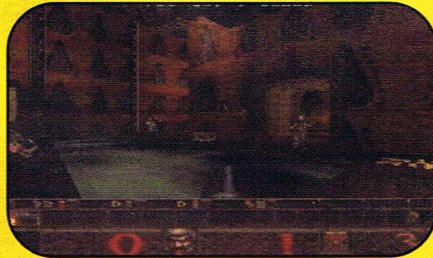
Episode - 2

Name - The Realm of Black Magic
 Sub-heading - Ancient Castles and Strange Beasts Ahead



Episode - 3

Name - The Netherworld
 Sub-heading - Primal Fear in a Strange Dimension



Episode - 4

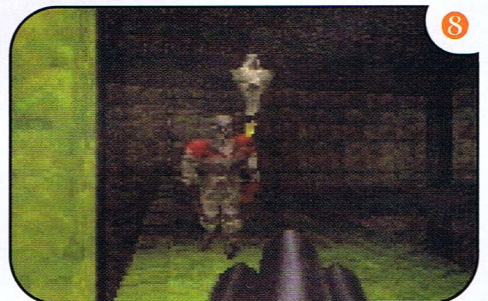
Name - The Elderworld
 Sub-heading - Your Worst Nightmare Come True



6



7



8

enhancements to Quake that PC owners didn't get? The most immediate enhancements Saturn owners will notice will be the improved lighting effects. We've taken the same technology evident in Powerslave/Exhumed and gone crazy with it. Nearly every projectile has some sort of dynamic light source attached to it, and many of the ambient

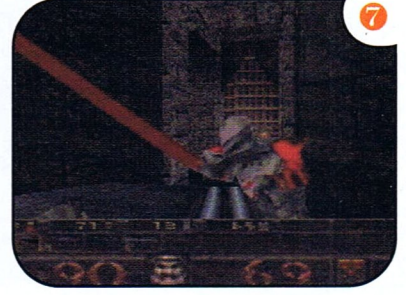
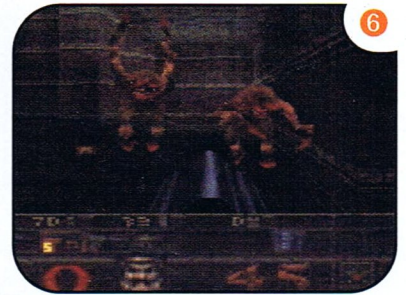
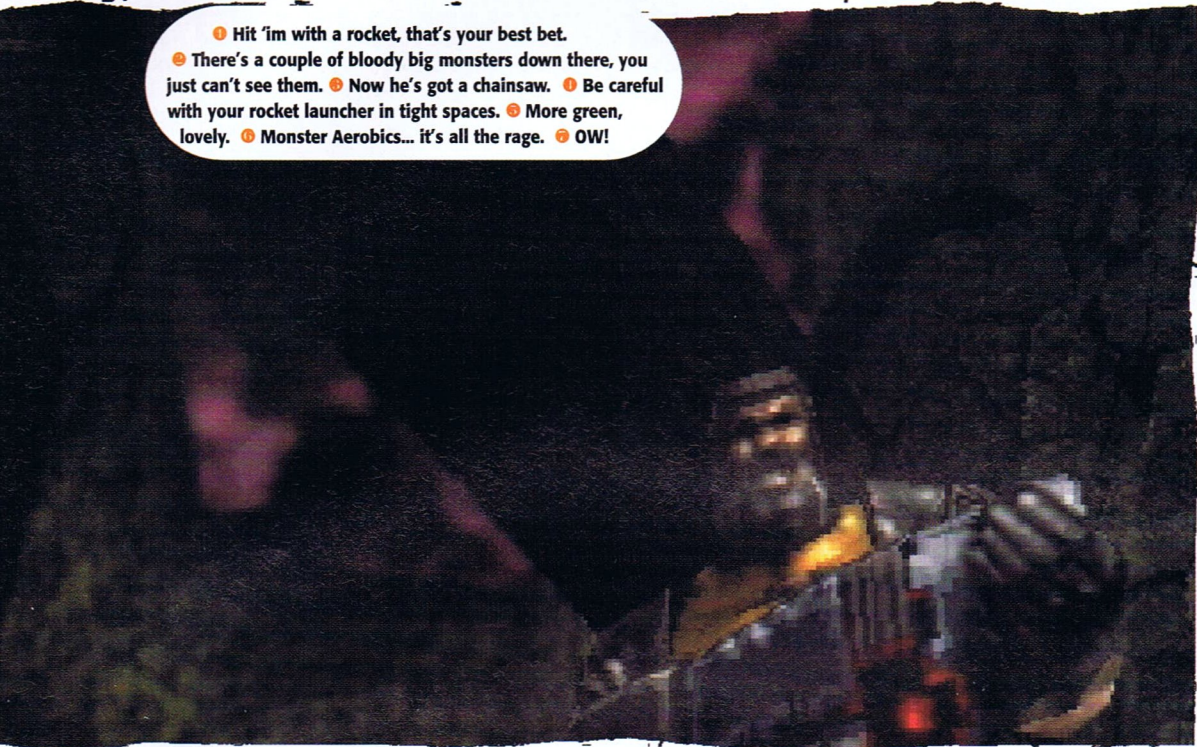


light sources appear dynamic as well. It's very exciting from a visual standpoint. Of course there are the deeper secrets that any Lobotomy game would be suspect without, but you'll just have to find those out for yourselves... Are you happiest with your

version of Duke Nukem or Quake? We are very happy with how both products are turning out. We are amazed at how much cool stuff we were able to squeeze into the Saturn and still have a game that plays well at a fast pace. The Duke team has been able to create a very faithful reproduction of PC Duke with improvements in many areas. We're confident it will be regarded as the best all-round Duke version on a console. The Quake team has done the impossible on the Saturn by recreating



- Hit 'im with a rocket, that's your best bet.
- There's a couple of bloody big monsters down there, you just can't see them.
- Now he's got a chainsaw.
- Be careful with your rocket launcher in tight spaces.
- More green, lovely.
- Monster Aerobics... it's all the rage.
- OW!



came along and that spoiled the one-player first-person perspective market somewhat and it's that that's cleaned up on the Saturn as well. The merits of the one-player game of *Quake* could be argued well into the night but the mere fact that it's such a superb multi-player experience means that the one-player version is bound to be completely overshadowed.

I truly love Lobotomy, though. They've done things with the Saturn that I never thought possible. They've taken everything that was good and wholesome about *Exhumed* (which I thought was a game that couldn't be bettered in the graphics and playability stakes) and improved the engine further to allow the graphical complexities that a version of

Quake needs to do it justice.

Quake was never going to be the easiest game to convert – rumour has it that two developers worked on it and failed before Sega wisely passed the duties onto Lobotomy – and Lobotomy have, at the end of the day done a much better job that I could've hoped for.

The graphics are obviously of a lower resolution than the PC original, but there's a smoothness and quality that was only present on

"Lobotomy has taken everything that was good about *Exhumed* and improved the engine to allow the complexities *Quake* needs."

Quake practically from scratch that even *Id* is impressed with. They are both amazing accomplishments for the individual teams here at Lobotomy and for Lobotomy as a whole.

What's the best thing about the Saturn from both a coder's point of view?
 From a coders standpoint, its definitely that Sega gives you all of the hardware docs. With a little effort you can find yourself working deep within the metal

of the machine. It's here that you will most often be able to pull off more original, 'never been done before' feats.

Quake has always worked best as a multiplayer network game. What do you think it offers to the solo player on the Saturn?
 There are a lot of console gamers out there that recognise *Quake* and *Duke Nukem 3D* by name alone. This is a great opportunity for them to finally

experience the game first hand. Too much has been made about this whole multiplayer issue. Saturn *Quake* is a great single player experience. Buy it and you won't be disappointed.

What sort of problems did you have getting full 3D polygon monsters in Saturn *Quake*?
 It was the single most difficult part of the project. The results however are astounding. The quality of the monsters has exceeded our wildest expectations.

Level headed

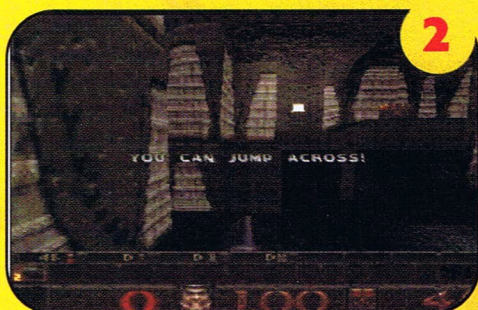
Each level of *Quake* contains at least a few secret areas and these will usually contain an extra weapon, quad damage or more ammo or health. As is becoming the norm these days with *Saturn Power*, we thought it would be 'nice' to wander you through a level of the game. This one is the first of episode one, the 'Slipgate Complex'.



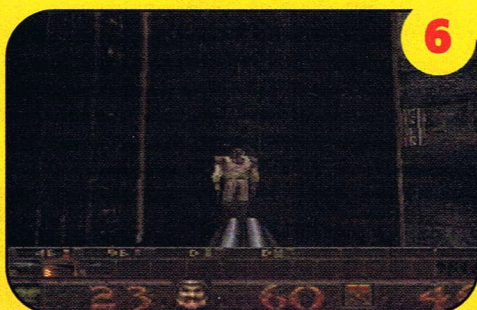
Just down from the start of the level and there's treats to be had up there on the right. Pop up and collect some extra shells by shooting through the door.



Walking around the corner leads you into an ambush. You should hopefully have a bit of your quad damage left and, thus, should be easily able to despatch these four soldiers. After that, activate the switch on the wall to drop a bridge. You'll find this switch halfway along and it'll open up a secret room to the left of it containing a shotgun.



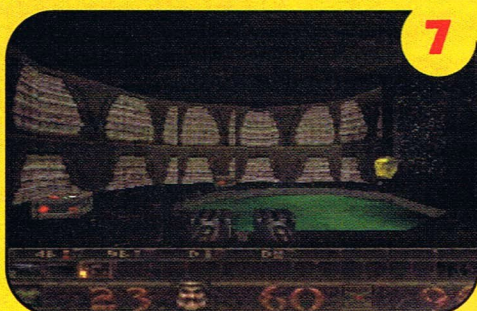
Then jump across to the other walkway and leap across this gap to get to a ledge with more shells and a healthy amount of armour.



Later you'll encounter this bio-suit... perfect for underwater exploration. Put it on and dive into the water. By swimming about in a vague fashion, you'll soon come across...



Kill the soldier, go down the lift, jump into the water and you'll follow a natural path around to a ledge with a bonus 100 health icon. Collect this and jump on to the lift opposite. Then, go back 'round and enter the main building. Shoot the soldier and the dog and the pillar to your right. This will send you up to the high ledge and this quad damage.



...this secret area. Collect all the goodies (obviously) and hop into the slip gate to take you back to the main level.



The ledge around the corner from this will send you into this room with the nail gun. A quick and handy weapon to have in any circumstances. There's an extra room from here, containing a soldier and some more nails (which, incidentally, have the Nine Inch Nails logo on them - they did the original music for it, see?).



And then it's simply a case of scooting around the corner, killing the soldier and the dog and legging it up to appreciate the wonderful lighting effects on the transporter. This is the first level and trust me, things get a lot harder from here onwards.

What's the best thing about *Quake* on the Saturn? Which one thing really makes you proud? Simply put, we are very proud of the fact that we've been able to successfully port one of the most technically impressive games on the PC to the Sega Saturn with very few compromises. Hopefully this will

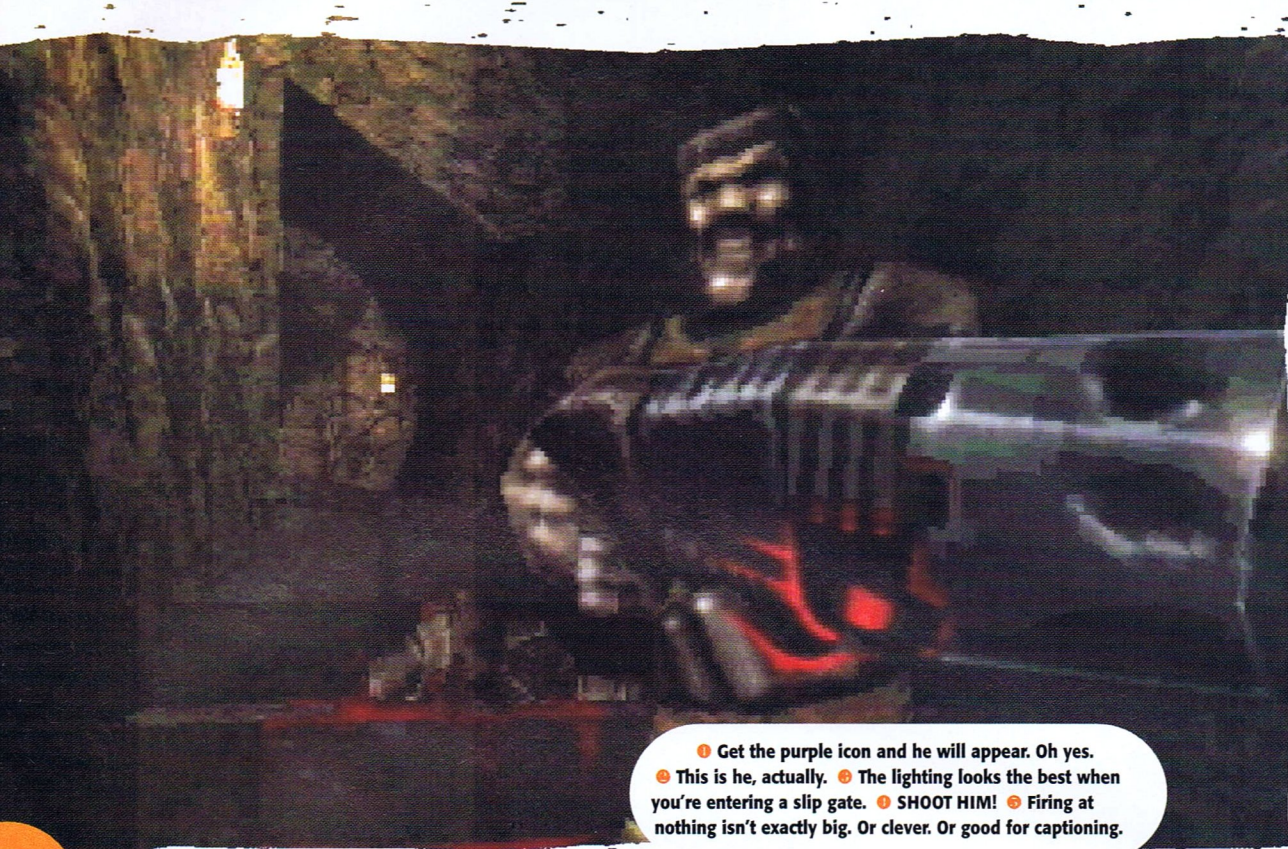


cause people to reconsider the Saturn as a gaming option, because we think it deserves more attention than it's been getting.

How do you think the Saturn compares to

the PlayStation or N64?

The Saturn is an underrated system and has some great games available. We think the 'console wars' that result in heated discussions in Internet newsgroups are silly considering all of the current systems have great games in their own right. The only real complaint about the Saturn is that it is challenging to develop product for, and that results in poor ports from other platforms, which has in turn hurt the system.



1 Get the purple icon and he will appear. Oh yes.
 2 This is he, actually. 3 The lighting looks the best when you're entering a slip gate. 4 SHOOT HIM! 5 Firing at nothing isn't exactly big. Or clever. Or good for captioning.



The experts speak

It's almost becoming a regular feature, but we thought it'd be nice to find out what others thought of our version of *Quake* so we let it loose on three experts on the PC version. After extensive playtesting, these are their very varied opinions.



As a PC snob, but a PC snob who also owns a Saturn, I'm tempted to be overly kind here, but I won't. Saturn *Quake* looks almost as good as the basic PC version, but the controls feel utterly awkward to my mouse/keyboard-accustomed hands. The game itself improves massively on the single-player PC *Quake* experience, but without deathmatch you're missing out on the best bit. It's like this: if you already own a PC and *Quake* then you have no reason to buy this. If you don't, you have no reason not to.

Jim McCauley, Features Editor, PC Format



The biggest difference is the control system – habitual *Quake* players on the PC learn to customise their own keys, usually involving the mouse and a comfortable way of looking up and down quickly. The Saturn pad doesn't lend itself easily to that, so rocket-jumping is going to be tricky! Essentially all the main single-player gameplay features have been preserved in the conversion. The maps feel complete and the bad guys are just as nasty, but *Quake's* biggest selling point was always the multiplayer mode. It was never that exciting just exploring alone.

David Bradley, Games Editor, PC Format



In theory, if, as many people reckon, the first-person shoot-'em-up genre is about to fall in on itself, then maybe the appearance of a Saturn version of *Quake* is a bad idea. In reality it certainly is, by the look of this vastly inferior attempt to recreate the success of the PC original.

What console players forget is that as a single-player game, *Quake* was lambasted upon its release over a year ago. Not until the multi-player option was recognised, and the extent to which the game's code was customisable became obvious, did it rightly become the most popular game of all time.

But without a similar multi-player mode of play in this Saturn travesty, what you are left with is an ugly (far uglier than even the lowest res option on the PC) game, whose little enjoyment is ruined by an awfully awkward control system that requires the use of separate buttons and pads to control looking and strafing. It's hard to see how the developers could have achieved anything like the intuitive nature of the PC's mouse and keyboard combinations, but looking up and down – the most important aspect of the game – is rendered frustratingly difficult to achieve accurately while under enemy fire.

Blocky characters, relentlessly brown scenery, and downright ugly water effects complete the conversion. Horrible, I'm afraid.

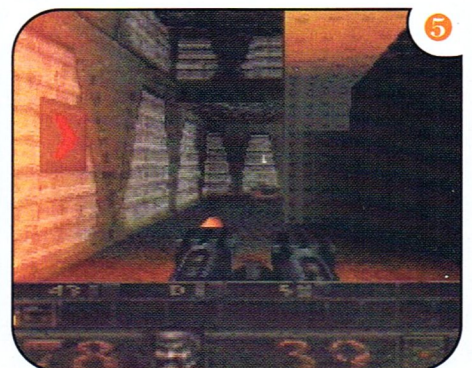
Matthew Pierce, Games Editor, PC Gamer

the higher-end machines – even when there's a large amount on screen, there's hardly any evident slowdown. Coupling that with the superb lighting effects that eclipse the ones evident in *Exhumed* by several long things and you've got one hell of an impressive showcase of the Saturn's talents.

Quake is definitely the best possible conversion of a rather good game. While the PlayStation is crawling weakly around in the discharged ooze of one of the Saturn's glorious moments – a better-than-the-original conversion of *Duke Nukem* (complete with *DEATH TANK!*) and now this.

The monsters all verge firmly on the bizarre, the sheer power of the weapons is pure *Id* and the numerous secrets and short-cuts are ingenious and well thought-out. The best one-player shoot-'em-up is still *Duke Nukem*, but if you want the next best thing (and it's fairly close) then *Quake* is all that you could hope for.

Dean Mortlock



COMPARISON



Duke Nukem 3D

▲ Utterly, utterly brilliant.

▼ Not much, fortunately.

Another excellent Lobotomy conversion and quite possibly one of the best and most addictive shoot-'em-ups you can buy. Faster and more action-based than *Quake*, you would really be wise (at the end of the day) to buy both – if, for nothing else, *Death Tank*.

SECOND OPINION

It's a great game, *Quake*. But, as Dean states in his main review, *Duke Nukem* was designed as a one-player game whereas *Quake*, to a certain degree, wasn't. Without the frantic Deathmatch battles of the PC and Mac versions, it's merely an excellent shoot-'em-up, tweaked for console play. If Sega don't get Lobotomy to produce at least one more Saturn game, it'll be an absolute tragedy. Write to Sega and tell them: we DEMAND more Lobotomy games. Because they're quality.

James Price

VERDICT

Graphics

10

Beautiful. Pushes the Saturn to its limits and there's almost no slowdown.

Sound

8

Great effects (straight from the original) and music you'll soon wish to switch off.

Group play

4

The one let down, as this is where the original version really excelled.

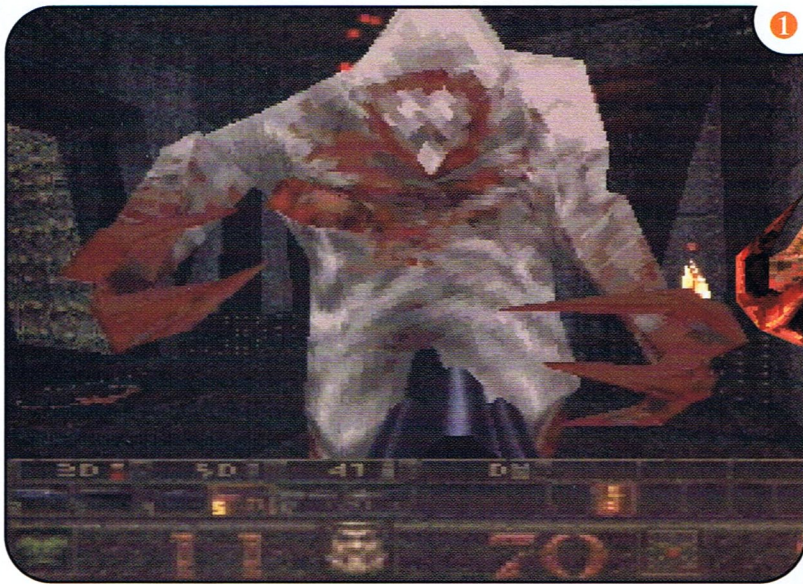
Lifespan

9

The gameplay's superb and it's tough enough to keep you playing for weeks.

A very close second to *Duke* in the shoot-'em-up stakes and yet another brilliant (and polished) conversion from Lobotomy. Encore, encore!

91

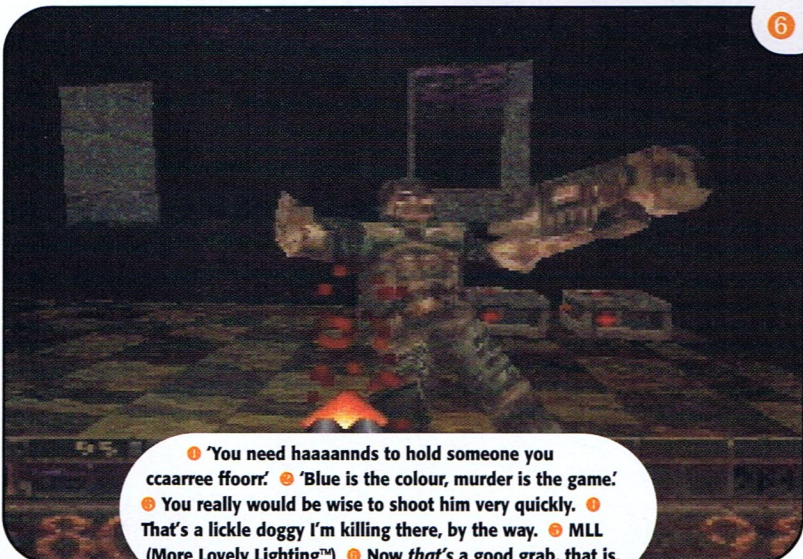
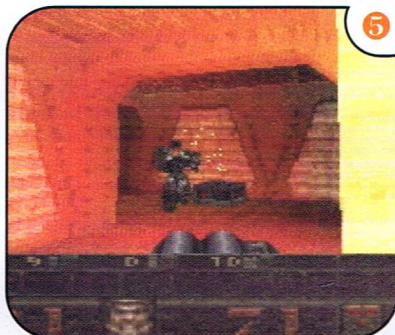


The gory story



There's obviously been a bit of a 'hoo-hah' about this *Quake* game but very few people have actually delved a bit further to find out the 'plot' of it. We at *Saturn Power* are certainly no strangers to delving and so, quite happily, now bring you the low down to the mow down.

- 1) You're in a secret installation.
- 2) You're a soldier.
- 3) There's something called a 'Slip gate' device that allows you to teleport people and cargo from one spot to another.
- 4) There's a bad 'thing' called *Quake*.
- 5) It's made its own slip gates and is using them to fill up the good side's bases with death squads...
- 6) ...to kill, steal and kidnap.
- 7) There's a muttering that *Quake* is about to unleash his real army – whatever that is.
- 8) So you start something called 'Operation Counterstrike'.
- 9) You go off scouting and *Quake* drops a load of people into your base, killing all the rest of *Operation Counterstrike*.
- 10) You're on your own and that's where the game starts.
- 11) So it follows the plot of every single shoot-'em-up ever, then. On with the slaughter, as the wise people tend to say.



1 'You need haaaannds to hold someone you ccaarree ffoorr.' 2 'Blue is the colour, murder is the game.' 3 You really would be wise to shoot him very quickly. 4 That's a lickie doggy I'm killing there, by the way. 5 MLL (More Lovely Lighting™) 6 Now *that's* a good grab, that is.

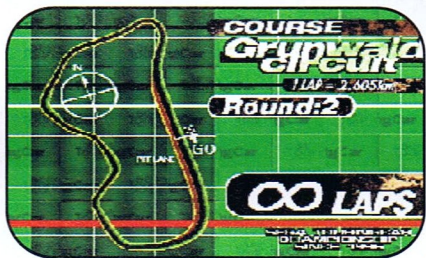
Closed Circuits

Three tracks are available with another two appearing when you finish the Championship in both Arcade and Saturn modes. These are the three you begin with.



Ah the hype. The hype. With no less build-up than the latest Spice Girls single and a tangible sense of lust and anticipation in the air, *Sega Touring Car* finally pulls up in Saturn Power's office, breaks squealing, upholstery gleaming and bodywork shining. That Sega kept us waiting so long in the schedule for this review copy is, of course, another story... and not, naturally, one we'll relate here.

I tell you what we want, what we really really want: another top class racing game, another driving simulation that can go fender to fender with the still shockingly-good *Sega Rally*. Another feather in Sega's cap and another bumper sticker of excellence on their, well... bumper.



What was it that made *Sega Rally* so special anyway? There were only a few tracks, after all, and a couple of cars for that matter, so was it the ghost mode? Or the slick frame rate, accomplished PAL conversion? It must have been the sense of realism, or perhaps the superb track design.

Well, whatever the reason *Sega Rally* has been the numero uno racer on the Saturn since its release two years ago. But let's clear one thing up right now: *Touring Car* doesn't look and feel like *Rally*. It's a totally different type of racer. Rather than the bumpy, winding tracks of its stablemate, *Touring Car* has less adventurous tracks and a greater emphasis on speed. So much so, in fact, that *TC* must be one of the fastest racing games we've seen on any format.

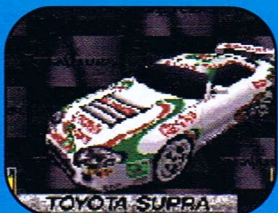
Your rival cars jostle for position with aggression and relatively smart AI, and you can watch them swing in behind the man in front driving the Toyota as a tricky bend approaches, only to swerve out and gun the accelerator when the track returns to the straight. *TC* comes across like a remix of the arcade machine, running faster and handling differently. There are three large tracks to choose from – the Country Course, the Grunwald Circuit and Brick Way Town – each with its own unique style. They require vastly different driving techniques to negotiate.

Sega Touring Car



Dream machines

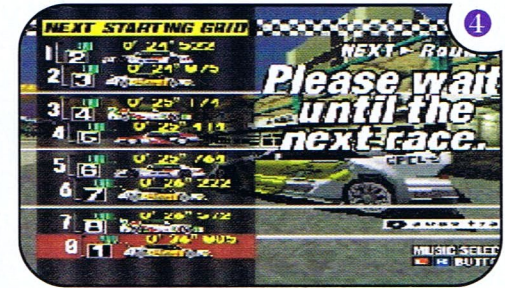
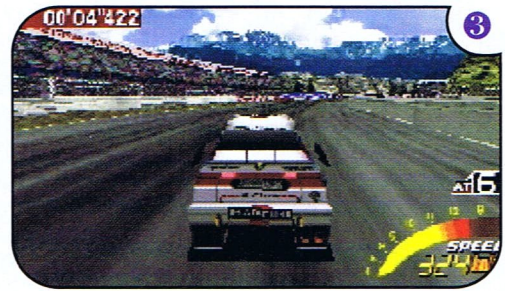
Initially, pick your vehicle from these four lovely motors.



You can also change the colour of all but one of the cars by pressing up or down. This turns the Alfa Romeo a rather fetching red. It also makes it easier to see against *TC*'s occasionally grainy backgrounds.

Here's one I prepared earlier

This makes all the difference. Customise your favourite car to tweaked-up perfection.

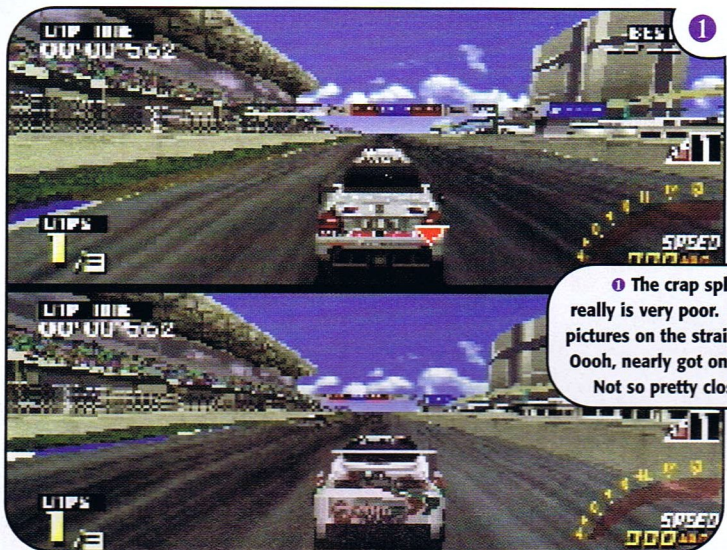


❶ That's the last time I ever get in a car with Iain if that's the best he can do... ❷ The roar of the crowd, the smell of burning rubber. But enough of my sex life. ❸ Turn, lad, turn! ❹ Carooming off barriers has cost Iain dearly.

Championship

That's me in the corner. That's me in the spotlight. Losing my suspension. Is *Touring Car* a worthy de-fender of the faith or just another *Sega Rally* wannabe?





❶ The crap split-screen mode. It really is very poor. ❷ Iain can only take pictures on the straights, it would seem. ❸ Oooh, nearly got one of a corner here... ❹ Not so pretty close up, eh?



The Country Course sports a design based around an oval (with two sloping curves mixed with a group of sharper turns). It's an opportunity for aspiring boy (and, lest we forget girl) racers to polish their handling skills. It serves as a fine introduction to the wealth of driving possibilities that *Touring Car* offers.

The Grunwald circuit is more tricky, far more tricky in fact, with tighter bends and more critical handling skills needed to prevent your vehicle from ploughing into the racetrack's sides. A couple of nasty corners

and a long finishing straight provide the opportunity to overtake on the final stretch, but Grunwald won't be picked up in an afternoon. Naggingly, there's also the annoyingly easy ability to unwittingly sling your car into the pits (not again) on one of the later sections when you don't want to. Still, it's fast, demanding racing and that's what we wanted, wasn't it?

Finally, from the initial track selection comes Brick Way Town — a real sod of a track, bursting nastiness with three really horrible hairpin bends and a large meandering section 'round what looks like the Dockland flats development, but without any water. Or, for that matter, docks. Brick Way has a relatively easy middle section but on the whole is tough, really tough. And, apart from hidden tracks, (more of which in a minute) that's it.

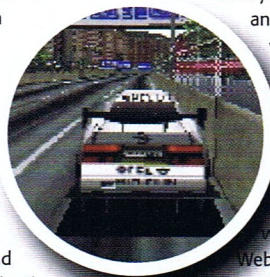
Touring Car is split into Arcade and Saturn versions. Options on the Saturn side are for

championship, time attack and versus race modes, together with car set-up, records and control settings. The car tuning section is useful and fun to muck around with — the changes do really make a difference. Options exist to change gear ratios, handling, suspension and brakes as well as paintwork.

When you turn *Touring Car* on, the programme asks you to check the Saturn's internal clock and set your longitude on a world map. But why? Well the answer's very simple. Buried inside *Touring Car* are many, many hidden items. More cars. More tracks. More options. Sega will be doing a worldwide survey of high scores and the Saturn will give you an encrypted code for your best times which then can be emailed to a special Web site to be included in a global line-up. Nice touch. Also a series of 'worldwide events' will be scheduled for the near future, centred around said 'secrets' becoming active.

The first one is scheduled to take place on Christmas Day 1997 at three in the morning. So, although *Touring Car* may look pretty basic on the outside, there's plenty lurking beneath the surface.

Which brings us nicely onto the cars. Of which, initially there are four. They all look really sporty and their engines growl aggressively when chosen. Take your pick from an Alfa Romeo 155 V6Ti — the very car that won the Touring Car Championship in 1994. It's easier to control than the rest, which is rather a bonus. Next up, it's the AMG Mercedes C-Class, the rep's nightmare. Fast and unforgiving, the car boasts 148



Country Drive

Come for a drive in the country. The Country Circuit, in fact.



horsepower and will rip along like lightning in the right hands. The Opel Calibra V6 is a four-wheel-drive V6 that looks like a Lancia Stratos, but not as much as the Toyota Supra. Built primarily as a sports car, the Supra's never actually won the British Touring Car Championship after being first launched in 1982. This is the best looking vehicle, but not the fastest in the pack.

Going into Tiff Needell mode here. "Nothing's quite as much fun as speeding down the track nudging the rear end of the car in front a little and seeing him spin out, crashing and burning. As the trees, lakes, fences, flyovers and bridges blur past — you might be wondering, just where am I aiming to be in this heat, and, more importantly, how come I've been retired mid-race when I'm spurting along happily in fourth place?"

Maybe I've missed the point of the word 'championship', but if there's anything that's going to get my back up, it's being retired three races into the game, just as the adrenaline starts to flow. Strangely enough, I even came first in a race, but wasn't allowed to qualify! What's it all about, I ask you? The growing impression I'm trying to give you is one of mild disappointment. Well, I might as well break it to you all. The ghost of 'not very impressive *Daytona USA*' patrols the waters charted by *Touring Car*.

The two-player mode is really unresponsive, jerky and in plain language, not half as much fun as it should be. Frustrating too. It's a great idea to have a horizontal two-player mode, but the frame rate spoils it entirely.

But the biggest flaw *Touring Car* has is its steering. Besides the low number of tracks, the dodgy slowdown and the somewhat grainy



graphics, it uses context-sensitive steering. This means that full left on the pad on a straight will result in a slight drift, but doing the same at a corner leads to a sharp turn. This isn't so bad with an analogue pad, but it rather robs *Touring Car* of realism. To get the best times you have to take certain racing lines, turn at certain points... and hell, the benchmark that is *Sega Rally* is nearly two years old now. Haven't they learned their own lessons? Obviously not. Unforgivably, *Touring Car's* dodgy frame rate makes the timing of certain corners awkward, especially when other cars are on the screen. For shame, Sega.

Touring Car should have been brilliant to play, but instead it's just OK, even with the extra features. It's just that, if you (like us) were waiting for a game that would wipe the floor with all of the competition, then it's such a let down. We'd hoped for a high-speed blow-out, but what we got was slow puncture gameplay married to a decidedly flawed (but admittedly fast) engine. Sad, but true.

Iain White



Grunwald Circuit

The second of the three tracks, Grunwald is a challenging race. So here are some pictures. My goodness, you could almost be there. Like, in the flesh. Cor.



COMPARISON



SEGA RALLY

▲ Arguably best racing game on any system.

▼ More tracks! We want more *Sega Rally!* NOW!

Quite simply the best arcade racing experience ever known. Everything from visuals to finely-tuned handling. The arcade machine's playability was ported directly over to the console version, finally showing that the gulf between arcade and home machines is closing. Lovely.

SECOND OPINION

Context sensitive steering? Slowdown? Unresponsive controls? Jerky update whenever another car is on the screen? Polygon 'folding' on the track? Visual glitching? Pop-up? In a world of fables, the ultra-speedy *Touring Car* would be a hare. *Sega Rally*, unsurprisingly, would be a tortoise. The winner of a race between the two? No prizes. *Touring Car* appears buggy and unfinished; it appears the release date was more important to Sega than any pesky 'quality' issues. Keep your wallets in your pockets, folks.

James Price

VERDICT

Graphics

6

Okay in places, but rather grainy and cursed with slowdown. We expected more...

Sound

6

Awful music, but the growling engines are very effective, giving a real feel of speed.

Group play

5

Touring Car does have a split-screen two player mode, but it's pants. Shame.

Lifespan

7

Better here. With the secret tracks and cars, there's enough to keep you playing.

A disappointment, no less. *Touring Car* doesn't play too badly, but it's hardly the *Sega Rally*-beater we expected. Try before you buy...

78



Skipping back to Attract Mode on page 40 before reading this review. This month it features scenes from the beginning of *Enemy Zero*. You know why? Because *EO* has an opening section that puts many adventures to shame. It's here that Warp's almost pioneering use of sound is first encountered, superb cut-scenes create an atmosphere you could cut with a knife and, despite a hint of *Alien*, the plot is a mystery.

Enemy Zero takes place over four CDs. The first contains two introductory sequences and a training mode; the remaining three contain the game proper. *EO* begins with Laura just out of hypersleep, having just witnessed the slaughter of her crewmate Parker.

The spaceship on which Laura is a co-pilot consists of four towers, named after seasons. Her room (and starting position) is, like every other in *Enemy Zero*, a pre-rendered environment. Moving along set paths, the player is usually guided towards objects and scenery of use by the limited number of routes through an area. But, once Laura leaves the safety of her quarters,

Enemy

Games with cinematic pretensions are invariably awful. For a select group of titles, however, their movie-like direction works. *Enemy Zero* falls into both categories...

the rendered environment is replaced by graphics generated 'on the fly'; *Doom*-style corridors that link the various rooms.

In these sections, Laura can run, look around, sidestep and fire a weapon. But she needs to find one first. Travelling through the basement area, there's an alien stalking the maze leading to Parker's quarters, a location Laura must visit in order to get a gun. So, at this early point, her first encounter with the 'enemy' involves

evasion; *EO* is no *Quake*.

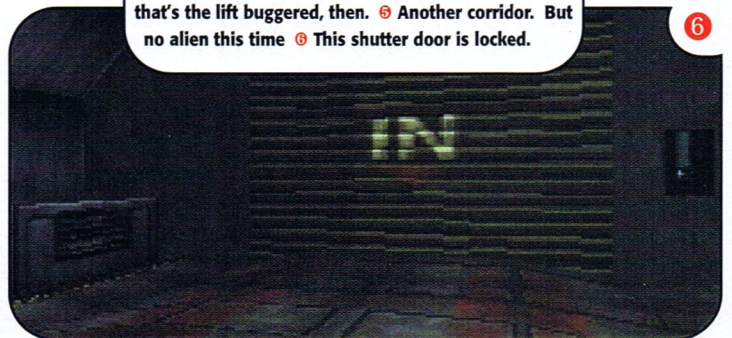
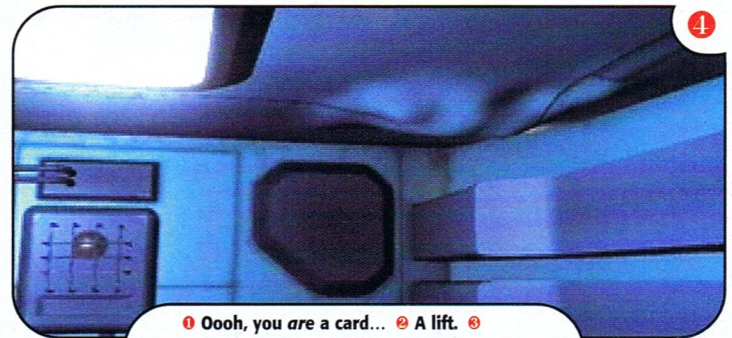
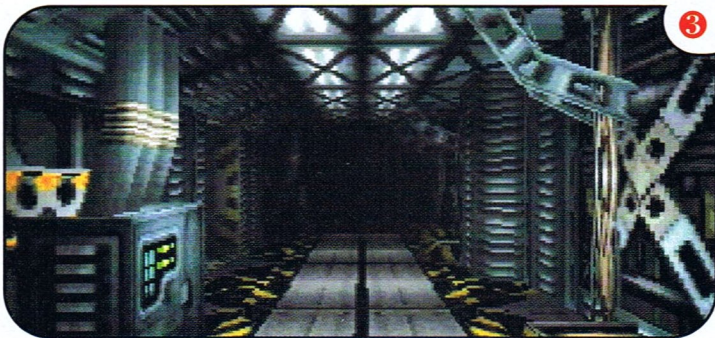
As the aliens are invisible, Laura relies on a special sound-based life-form detector. If a creature is in front of her, it emits a high-pitched noise. To either side and the tone is lower; should there be an alien behind, the pitch is lower still. Distance between her and the creature is indicated by the frequency that the sound repeats. While this is initially confusing, after a little practice players can judge the exact position of the transparent enemies... and, with

gun in hand, fire accordingly.

However, with most weapons having a limited amount of shots, this is far trickier than it seems.

While the first disc increases the player's pulse rate, the second disc is, in many ways, a disaster. It's at this point that the *Enemy Zero*'s action focuses on plot twists and dialogue. Unfortunately, the interchanges between the crew members are embarrassingly bad. The script is predictable and cliched; the acting atrocious; the mechanical delivery a travesty. The atmosphere that the first disc establishes so well is ruined. Without

"An alien stalks the maze leading to Parker's quarters, a location Laura must visit. Her first encounter with the 'enemy' involves evasion; *EO* is no *Quake*"



1 Oooh, you are a card... 2 A lift. 3 ...beep, beep, BEEP BEEP... arrrrrrrrrr! Arse! 4 Well that's the lift bugged, then. 5 Another corridor. But no alien this time 6 This shutter door is locked.

PlayersOne CDs4
 DifficultyMedium Release DateOut now
 Top 100 Position94 Sega (0181) 995 3399

COMPARISON



Torico
 ▲ Pretty, pretty.
 ▼ All 'on rails'. Boring for some. Dean likes *Torico*, I don't. And never will. Dean likes *Torico* more than *Enemy Zero*. Personal preferences, eh? They vary from chimp to chimp. There are lots of them. And they're all correct, in a way. So, to labour the point, Dean prefers *Torico*, because: "Storyline. It's the way the game's structured. And it's all real-time." But I don't, because I find it bereft of any real atmosphere.

SECOND OPINION

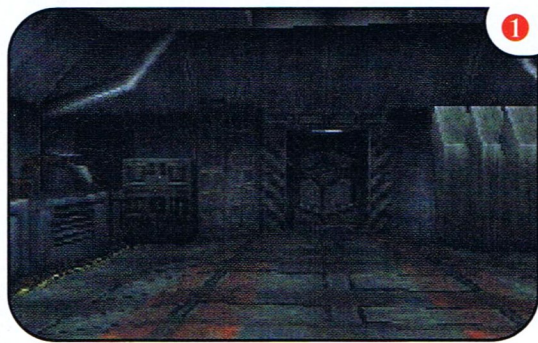
The above comparison comment says it all, really. I disagree, though, about a lack of atmosphere in *Torico* but that's another argument. The problem I had with *Enemy Zero* was a simple lack of interest for me. The original idea showed promise and the graphics (apart from the aliens) are certainly good enough but I didn't feel any compulsion to play through the game. The puzzles were unoriginal and there wasn't a passion for me to play through it 'til the end. Oh and yes, the story and dialogue is truly awful.
Dean Mortlock

VERDICT

- Graphics**
8 Superb renders, adequate corridors and excellent animation. The aliens are crap, though.
- Sound**
9 The music is excellent, and the various spot FX are atmospheric. An experience.
- Group play**
2 Little fun for a group; people can hardly point out where the alien is for you, can they?
- Lifespan**
3 You can complete *Enemy Zero* within a few days. The 'hard' mode offers nothing new.

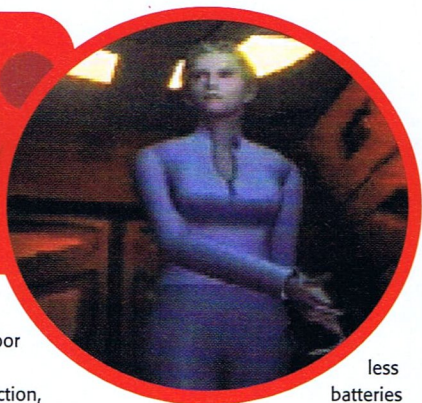
Close, but no cigar. Excellent use of visuals, superb sound... but awful plot and laboured dialogue virtually spoil this almost cinematic adventure.

74



1 The corridor scene aren't bad, but they're visually rather Spartan. 2 Go on, guess the combination lock... 3 An alien is about to 'get some.' No, really. 4 The tense first encounter with an alien in the basement. 5 A quiet moment, as Laura gazes into space.

Zero



wanting to give too much away, its also on disc two that the extent that Warp play homage to *Alien* becomes all-too apparent. At what point does a 'tribute' or the lifting of miscellaneous plot elements become brute plagiarism? There's a fine line between the two; *Enemy Zero* brazenly tip-toes that boundary.

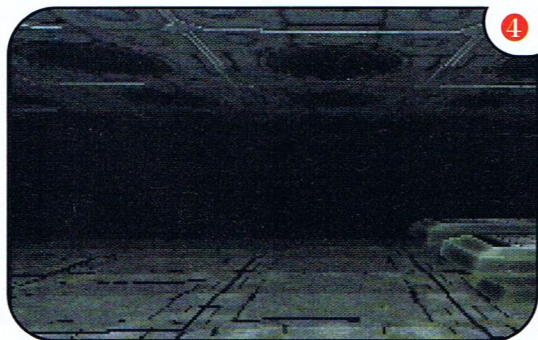
But, above all, it's the conversations between the crew members that rob *Enemy Zero* of its edge. Four of the seven on board are involved in two relationships. Naturally, with murderous extra-terrestrials on board, 'tragedy' is bound to strike. But it's difficult to care when it does, because the characters

are so one-dimensional. Some scenes on the second CD are so poor that you can't help but cringe. After the tension of the first section, the second CD (based in the Summer Tower) is akin to Anthony Hopkins singing a song entitled 'The unbearable lightness of cake' shortly after the infamous shower murder in *Psycho*. Was the acting as poor in the Japanese version? Do we have Sega America to blame for this? Or is something integral simply lost in the translation; should we blame cultural and linguistic differences?

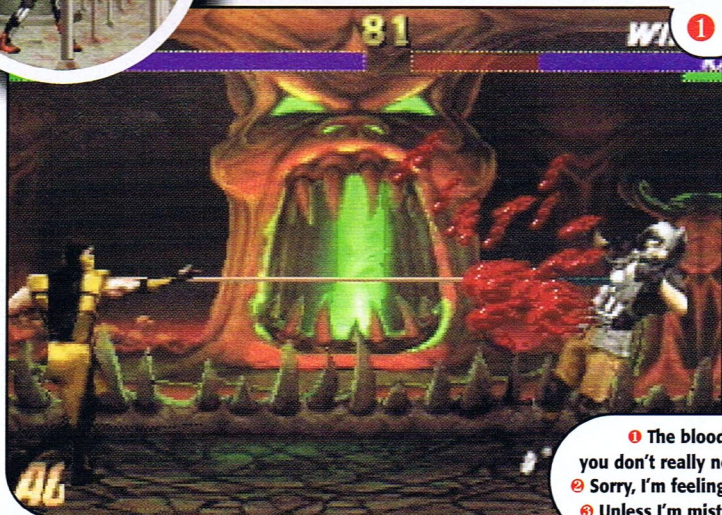
The third CD is perhaps the most action-oriented, with the addition of visible 'baby' aliens who leap at Laura from hiding places. But *Enemy Zero* isn't a huge game; within five hours of play, I had finished the second CD on Normal level. After completing it, players are offered a Hard option with more aliens and

less batteries for the voice recorder. This allows players to store or retrieve their positions but, with every load or save, its power is drained. With each load it gives a short summary of the story so far, voiced by Laura — a fine touch.

The Saturn Power team had high hopes for *Enemy Zero*. It is, in many ways, a disappointment. But it's hard to be too negative, as its better moments are superb. But if there was ever a game that the trade-in system was almost tailor-made for, *EO* is it. Buy it, play it, complete it, swap it for something else. It's as simple as that. If Warp (or any other developer) were to refine the better parts of *EO*, the distilled result could be superb because the basic framework is there. But Warp's space horror degenerates into sub-standard space opera fare too quickly. But I'm now looking forward to *D2* regardless: at very least, *EO* demonstrates Warp's promise as a developer of adventures.
James Price



Mortal Kombat



1 The blood runs as free as ever... but you don't really need me to tell you that, do you?
 2 Sorry, I'm feeling a little horse today. HAHAHAHA!!!!
 3 Unless I'm mistaken, that'll hit him... in... the... ooh.

Gore blimey! *Mortal Kombat Trilogy* finally roars its weight onto the Saturn, but has time been kind to our bloody friend?

My how time flies. It just seems like a couple of months ago that I sat down and played my way (painfully, I have to admit) through the quite awful *Mortal Kombat 1*. Then, it could just be a weekend or so ago when Andy Lowe and myself went to visit Acclaim to see the new and improved *MK2* on the Mega Drive (and oh, how we were impressed). *MK3*? More of the same, really but the combo system improved matters somewhat and Simon Crook (my then flatmate) and I would spend many a pleasant winter evening bashing our buttons and eating lard sandwiches until our thumbs were sore and our eyes were crying out for mercy. And such, dear reader is my experience and mixed joy of the *Mortal Kombat* series.

The fourth version is due in British arcades any... moment... now... and, luckily, we're able to celebrate this monumental occasion by the timely release of *Mortal Kombat Trilogy* by GT Interactive.

There's the distinct possibility that you've played (if you're a fan of the game) *Ultimate Mortal Kombat 3* so, really, I have to go about this review two ways. Firstly, I have to ask myself, is it worth buying if you have *UMK3* and secondly, what if you're new to the Saturn and know nothing much about the game, is there enough in it to hold your interest?

To answer the first question, the answer's probably no. The *Mortal Kombat* game is still as strong as ever (although I agree with James that not having a backwards move as a block is clumsy and awkward) but although there are the new elements (see the boxout) and the option to now play any previous *MK* character in any previous location is the natural way to take the game forward, in my opinion (and that's the one you've paid to read, at the end of the day), isn't quite enough here to warrant buying the game if you've got *UMK3*.

Now for the next bit and this is a harder one. As fond of the *Mortal Kombat* games as I am (or was, certainly. I haven't played an *MK* game for a while now), the 2D look, the clumsiness of the control pad and the incredibly long loading times (due, I feel to the porting across from the PlayStation version) make it a good game but nothing outstanding.

If you're newer to the market then you've probably already been seduced to the dark side by the likes of *Fighters MegaMix* or *Last Bronx* and, to be fair, this cannot quite compete with those. Having said that, though, there is a lot to be said for the sheer range and originality of the moves and fatalities on offer to you. You haven't got the polygons, though and, in the case of *Fighters MegaMix* certainly, the gameplay isn't as hot.

"If you're newer to the market then you've probably already been seduced to the dark side by the likes of *Fighters MegaMix* or *Last Bronx*."

So, the perfect person for this game, then. Someone who used to own a Mega Drive, played *MK2* to death and has recently bought a Saturn and hankers for those halcyon days when there were only two dimensions to your fighting games. It's older, slightly wiser and has aged pretty well. Now, who remembers Kang's bicycle kick? Anyone? Eh?

Dean Mortlock



That all round new feeling

New things, eh? The main two are listed below but the main selling point of the game has to be the sheer range of characters (32) and backdrops (27)... it really is the definitive game for fans.



Aggressor Mode
 Each time you hit an opponent you get a small amount added to your 'Aggressor' meter and that's what counts if you're really crap and need a bit of an edge to win the round. When it fills up and starts to flash, go like a turd down an oily slide towards your opponent, legs and arms going all over the place and you're bound to win. Trust me.



PlayersOne or two Characters32
 DifficultyMedium Release DateOut now
 Top 100 Position40 GT Interactive® (0171) 258 3791

Trilogy

Tournament torment

One of the best things about *MK3* was the inclusion of an eight-player tournament and, thankfully, it has remained. Now this could be played in all manner of ways as you can only have two players on at once. Because Simon Crook and myself had no other friends, we just used to select four characters each and pretend it was a real tournament. We did this by having prizes for the winner and forfeits for the loser.

Now, some of the above paragraph is real and other parts of it are made up... I'll leave it up to your intelligence to work out which bits are which.

| TRILOGY TOURNAMENT | | |
|--------------------|------------|----------|
| 1 - SEKTOR | 1 - SEKTOR | |
| 2 - RAYDEN | | |
| 3 - CAGE | 3 - CAGE | |
| 4 - JADE | 3 - CAGE | |
| 5 - CYRAX | | 7 - KAHN |
| 6 - MOTARO | 5 - CYRAX | |
| 7 - KAHN | | 7 - KAHN |
| 8 - SHEEVA | 7 - KAHN | |



4 And you, sir, can have some of that. 6 Comedy caption™ Bloke on the left looks up to the skies while bloke on the left is blissfully unaware. That caption's dedicated to Richard Ledbetter, wherever you may be. 6 Now he's a big boy. 7 That's what we call in the trade an 'action shot'



Brutal, pause for fury
 There's a bag of spuds going to the first person who can spot the link between *Saturn Power* and the heading for this grab but, in the meantime, let me tell you more about the new 'ality, the Brutality. Sadly, though, it's not a great leap forward from the 'alities of old. You have to memorise, on average, around 10 button presses to execute a rapid attack that finishes in the demise of your opponent.



COMPARISON



STREET FIGHTER ALPHA 2

▲ Still very playable.
 ▼ Although I'm not a huge fan. James will hate me for saying this but I really feel that very little has progressed with the series over the years and while others will find that fine, I found myself after something a bit well, fresher? At least with the *MK* games each one had a definite 'feel' to it. If you are a fan, wait and buy the *Street Fighter Collection*.

SECOND OPINION

Amidst its mire of derivative beat-'em-up fare, the nineties spawned a *Street Fighter* clone with a gimmick: *Mortal Kombat*. Gore, digitised sprites, banal character design... pap, I say. The fangs in the maw of this monster are in actuality milk teeth; for the monster is, in fact, a mewling, wretched wreck almost bereft of redeeming features. Fatalities? Babalities? Mere button combinations to memorise and repeat, like a *Simon Says* with blood. *Street Fighter* has always been better. Amen. (Hmm - Dean)
 James Price

VERDICT

Graphics

7 Still crisp digitisation but people have started to expect a tad more nowadays.

Sound

6 Nothing special, but hey, it's a beat-'em-up... what do you expect?

Group play

8 It was always one of my favourite after-the-pub games. One to play with friends.

Lifespan

8 There's 32 characters and lots of game styles. You've got to be a fan, though.

It's the definitive *MK* compilation and the game's aged pretty well but whereas it'd be a 'must buy' a couple of years ago, it's just 'worth checking out' now. That's progress.

81



The Lost World

Sega and Dreamworks Interactive are the developers of the latest incarnation of Jurassic Park for the Saturn. It may look like a dream, but it plays like a bloody nightmare...



1+2 Two scenes from the incredibly detailed INGEN computer level intros. 3 The Rex, mad for a bit of gore. 4 High level security. Yup!



The T-Rex bellows its blood curdling roar, the ground shakes, young children cover behind slightly older ones, who in turn cover behind adults. Who in turn just cover. It can only be one movie. One monster movie licence of a game...

The *Lost World* and its predecessor, *Jurassic Park*, are effect-splattered roller-coasters which cost millions and looked worth every penny – thanks to the breathtaking CGI effects. *Lost World* on the Saturn, at least, looks almost as good as its celluloid cousins.

It throws an enormous wobbler in the content stakes, unfortunately playing like a three-legged hyena gently sinking into a vat of amber. The dinosaurs look great and move in a realistic manner – there's plenty of 3D dino action in an on-rails virtual 3D environment. Sadly wonky collision detection, repetitive level design and the general feeling that luck is having more effect on your progress than the precedence

of skill puts the enjoyment kettle more than a little off the boil in the kitchen of gaming pleasure.

"The Rex still has his deafening roar and occasionally rears up triumphantly, overflowing with menace and a toothy grin, but this is ultimately, cold comfort"

Moreover, playing as the Human Hunter, T Rex, Sarah Harding and the Raptor is downright nailbiting in places; in stark contrast, the COM levels are dull as dishwater and seem to respond to the player's controls with a slight delay after all the funky animation processes of your character have done their bit for the atmospherics. What we have hear is the unholy brew of state-of-the-art visuals and prehistoric gameplay.

The programmers have made an effort to keep things interesting, but at the end of the day, it's just not interesting enough. There are many innovative moments (mostly, sadly cosmetic) which try to elevate the game from being simply a

bog-standard affair. Chief among these is the mission impossible-style computer animation of the INGEN Computer, which sparks into life each time you change character within the game. These sequences are jaw-droppingly impressive and give the feeling that you've actually hacked into the mainframe on Doctor Hammond's island. Brilliant stuff.

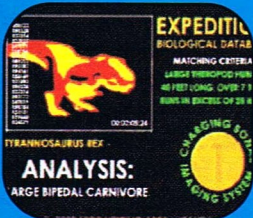
A series of almost hallucinatory juggling images appear as access codes are checked, text flows furiously, diagrams pop up, maps appear and disappear, the sonar finally kicks in and before you can say, 'By Jingo, old Dickie's got a nifty laptop' its all over and you're in another level.

Of which there are tons – thirty in all. But my major gripe with these are they seem very samey within the confines of each character (some consecutive levels actually look *incredibly* similar) and don't go on for nearly long enough. Sure, when you play as Sarah Harding or the



Rex level

Go forth and rip it up as king of the carnivores.



The intro's one of the scariest. With screams and everything.



Come on. Have a go. Are there any takers? Nope?



Run. Kill. Devour. Roar. I'm getting sleepy already.



He looks a bit pleased after destroying that generator.



Get my agent. I've worked with Rachel Welsh you know...



Formula

1, 2 OK, this is cheating. What the replays look like. You wouldn't have known though, had I not been so kind as to disabuse you of your ignorance. 3 What Brazil looks like in last place. 4 Real. 5 Cheating. 6 Real. 7 Getting the hang of it? Oh, Japan, incidentally. 8 Those winter nights really rush in...

Oh yes. Let the great debate begin. Is *Formula Karts* an over-priced low-res lazy effort of a vaguely cobweb-encrusted PC game or a fast, slick (well, pretty slick) rocking and for that matter, rolling karting simulation with a massive rocket in its tail, smacking out the Saturn like a hyena on heat-inducing midnight raids of shopping trolleys and near death experiences down the local hill at the helm of said grocery transporters everywhere? Well... When we first had turns at Manic Media's karting simulation a few months ago (you can read a smashing preview in issue five), expectations were

high. Here we had a variation on the traditional driving game, trying something a little different. Something very fast in colourful overalls with really tight corners to be exact. Well, I can only say *Formula Karts* has come a long way in a few short months and the final version is more dangerous than petrol in a chip pan. For someone who's been karting for real, (bruises to prove it, got a black flag though, terrible, terrible behaviour) the massive thrill factor of karting translates pretty well to the actual game. You don't feel at any point that you're actually about to die, but then again you can't have everything!

What you do have though, is a split-screen two player mode which is quite excellent fun – careering round hairpin bends at top whack, your chosen kart (there are eight to choose from) making a realistic chinking noise anytime you smash into the opponents. There are eight tracks to choose from – England, Germany, France, America, Japan, Australia, Egypt and Brazil and a hidden one too, just for good measure. Now, while the tracks aren't massive (it's not Formula One, after all) each country boasts an array of hill and tunnel sections and when each race is usually about six laps (or more if you wish), thankfully it doesn't take you too long to learn the courses.

"Well, I can only say that *Formula Karts* has come a long way in the few short months and the final version is more dangerous than petrol in a chip pan."

Tracks Of My Tyres

Stick on your helmet and go mental on one of eight circuits. Go on. You know you want to.



One of these is Japan, but I'll be bugged if I can remember...



...which one. Holland. Or is it? James is much better at this...



...caption thing than me. Persil-man pushes up into third.



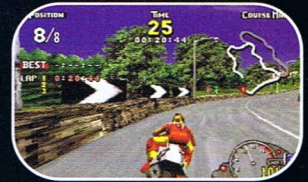
Australia has more twists than a Jeffrey Archer novel.



Which is loads. To be this bad takes ages. Look, eighth again.

PlayersOne or two TracksEight
 DifficultyEasy/medium Release DateNovember
 Top 100 Position80 Sega(0181) 995 3399

COMPARISON



Manx TT

▲ Well it IS a driving game
 ▼ *Formula Karts* has six more tracks, albeit smaller ones.
Manx TT is a frighteningly fast motorbike racer that looks very pretty and even has a hidden sheep mode, in which you race around on, er, sheep. Not baaa-d. More courses would have been nice, though. Only providing the two of the original was just plain lazy – reverse mirrored modes don't count as new tracks...

SECOND OPINION

If every man is an island, the Saturn Power archipelago is currently at war. And all objects of destruction are pointed at Iain's palm tree. For, despite the almost universal opinion that *Formula Karts* is, at best, average, at worst arse, he actually likes it. And enjoyed reviewing it, awarding a hearty rating of 80 by way of conclusion. I, however, would feel compelled to shave around twenty digits from his final score, perhaps making a point about FK's somewhat piss-poor visuals... rather as I did earlier on in this sentence, in fact.

VERDICT

Graphics

6 Very low-res. *Karts* is fast and detailed, but lacks the sharper definition we've come to expect.

Sound

8 Ripping techno tunes, like wacky races for the sixth form... if you like that sort of thing.

Group play

7 Go head-to-head with a pal for maximum thrills of a plentiful nature, split-screen style.

Lifespan

7 It'll not be long before you run out of tracks and the adrenaline buzz wears off.

Racing through the game with your trousers are on fire won't take an age, but the furious and frantic driving provides speed thrills a-plenty.

80

Mini Drivers

Eight teams. Different skills. And Top speeds. And Handling.



Good grip, but doesn't race like a rocket. Unfortunately.



Goes like a Tai Curry. Great fun, but the skidding.



Fast and furious, but prone to run out of petrol.



For the experienced driver only. Difficult to handle.



Good for the beginner. Like YOU, dear reader.



A bit faster than the Sega Kart. And. A. Bit. Noisy.



Plenty of gas but not much in the whoosh department.



Gas a-plenty and great acceleration. My favourite.

Karts

With goggles lowered and sporting leather strides, Saturn Power take to the racetrack with a PC conversion that goes like the clappers.

Which brings us nicely to criticism number one. Of the courses, there are only eight. Sure the Japan level looks like something out of *Wipeout*, which I'm sure you'll agree is no bad thing, Holland has windmills all over the place and the Egypt level has a massive McDonalds/Popmart type tunnel thing in it, but there simply aren't enough of them. No. For twenty quid no-one would grumble, but these days, forty quid is a lot of dosh to splash out on

something you could quite feasibly joyride through in a couple of weeks. Criticism number two concerns the polygon clipping and stretching. Quite a bit of it I'm afraid, which doesn't actually detract from the enjoyment of the game does but unfortunately gives rise to a few nagging moments of the 'unfinished looking' variety.

Number three in the bug-bear department is the low res output. Again, it's not terrible or awful to look at, and it does rip along at a frightening rate, but the display does look pretty blocky.

I actually quite like it and it's not Manic Media's fault, this is what low res mode should look like, but again – it can look a little ragged when

placed besides *Sega Rally*... which itself has a lowish resolution output, but looks much more coherent.

So in summary, a great karting simulation – easy to get into and fun to play. Plenty of options. You can let yourself loose on Championship or Arcade mode or choose a specific track for practice in Single Race mode. The other Karters are a really aggressive bunch, driving like psychotic teenagers from dysfunctional families and the tyres scream realistically while a computer voice in your headset eggs you on with encouragement.

It may look a little ragged and there could be more courses, but *Formula Karts* is an easy pick-up and play experience. Really enjoyable and really playable.
Iain White



At last. Japan. Knew it was here somewhere.



This is Egypt. You can tell by all the sand.



It's colourful and your overalls match the flags. Hurrah!



Raqdoken!



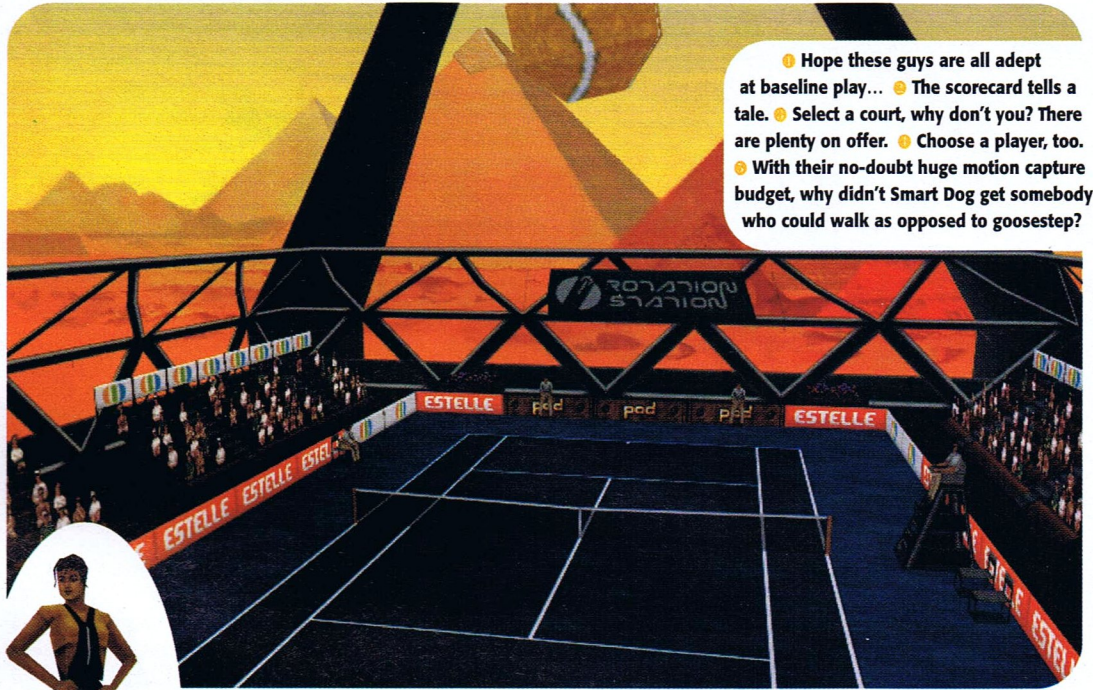
The 'special' shots (activated with 'C') boast a trail to indicate speed.



They're Saturn-controlled (you don't choose the direction) and powerful.



Should you win a point with one, you're treated to several replays.



● Hope these guys are all adept at baseline play... ● The scorecard tells a tale. ● Select a court, why don't you? There are plenty on offer. ● Choose a player, too. ● With their no-doubt huge motion capture budget, why didn't Smart Dog get somebody who could walk as opposed to goosestep?



Tennis

Is Ubisoft's *Tennis Arena* a tale of strawberries and cream? Or is it more raspberries and sour milk?

For those who crave a simple summary, five answers: okay, not really, I suppose so, not bad and possibly. And now, five questions: How good is *Tennis Arena*? Does it look impressive? Is it easy to play? Is it a good multiplayer game? Should I buy it?

Sports games, a strange genre, get away with murder. They can be average yet, inexplicably, people buy and play them to death. The reason? Imagination. Your mind fills in the gaps. Thus, when a *Worldwide Soccer* goalkeeper paws the ball ineptly to a centre forward, it's a fumble by Walker that completes Shearer's hat-trick. Similarly, when a player in *Jonah Lomu* can run

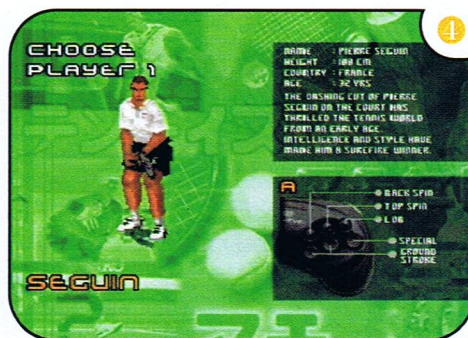
almost the entire length of the pitch in order to score a try, it's his astonishing speed and stamina that make it possible, rather than dodgy AI.

For me, *Tennis Arena* lacks that vital ingredient; it's difficult to associate

it with its real-life subject matter. But this doesn't make it terrible; merely flawed. Having cut their teeth with Ocean's dour *Break Point*, developers Smart Dog have endeavoured to make *Tennis Arena* (its sequel, in a way) a less serious game. So, we have female characters obviously modelled on a certain all-girl pop band, blokes without the traditional tennis garb and courts in a colosseum, on an ocean liner and in a park.

Those familiar with Namco's superb *Smash Tennis* (or its 32-bit PlayStation sequel) will find *Tennis Arena* derivative; the inspiration for Smart Dog's labours is all-too apparent. But the similarities end on an aesthetic level, because *Arena* plays in a totally different manner. Its courts are small, the ball movement fast. Players also judge shots by means of an unwieldy 'power up' system that almost encourages shots towards the centre of the court.

Break Point inexplicably offered no real net play; shots taken by the net invariably landed with a cry of "OUT!", simply because there was no way of reducing the pace of the ball accordingly. *Tennis Arena* is a little better — it allows a soft shot over the net. But



PlayersOne to four CourtsEight
 DifficultyPlayer-defined Release DateOut now
 Top 100 Position94 Ubi Soft .☎ (0181) 944 9000

COMPARISON



Break Point

▲ Tennis. And lots of it.
 ▼ But you can't play net shots. Or anything other than simple baseline play, really. Arse!
 Ocean's *Break Point* – also by Smart Dog – is a strange tennis game. You can't hit the ball at acute angles, play soft shots or engage in simple net play. So it's not so much a tennis sim, more a glorified version of *Breakout* with a tennis theme... if you see what I mean.

SECOND OPINION

I do like my tennis games but the popularity of them tends to increase around the annual play of the Wimbledon tournament. *Tennis Arena's* problems start with the seasonal lateness of its release – who really wants to play a tennis game in the middle of Winter and continue, like James puts so truthfully, with the averageness of it all. Namco's *Smash Court Tennis* (on PSX) proved that a good tennis game doesn't have to look good. There are a couple of nice touches, though, but just not enough.
 Dean Mortlock

VERDICT

Graphics

5 Decidedly rough around the edges. Smart Dog obviously aren't confident with the Saturn...

Sound

5 Farts, whistles... the usual average sounds. Excellent crowd effects, though...

Group play

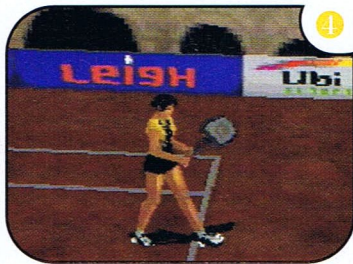
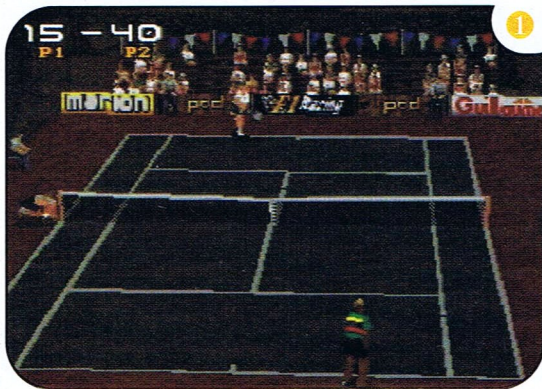
7 An enjoyable multi-player game, but there are far better two-player games to buy...

Lifespan

6 Secret characters, big head modes... the usual life-prolonging extras are all here.

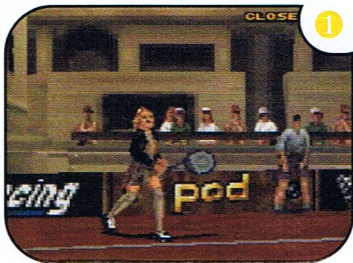
Not bad, but by no means brilliant. *Tennis Arena* tries hard but, ultimately, fails in being quite the cheerful, arcade-oriented tennis game it wants to be.

69



Arena

1 The park court. 2 You can perform impressive diving shots. 3 A secret character is concealed here... 4 And girls can play too. 5 Fine dive from the young lass...



1 Ads for PC games? But why? 2 Doubles. That'll mean four players, then. 3 The blur means it's a fast shot. 4 A special replay angle.

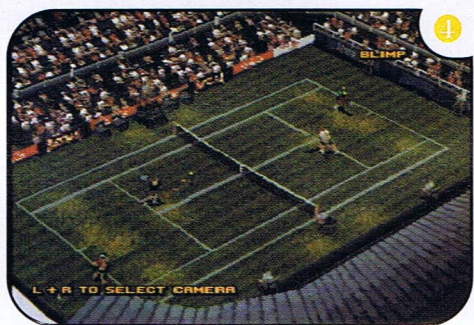
players have precious little control over the direction or distance; it's an almost pre-defined shot that, more often than not, fails to leave your side of the court.

However, and unlike any other tennis game currently available, *Arena* offers special shots after a certain amount of returns. These see the ball, with a trail behind it indicating increased speed, smashed to a certain corner of the court. Each character has their own animation for these. However, players have no control over where the ball goes – once the 'C' button is pressed, the console AI takes over.

Special moves are a fine idea but, against the Saturn, this leads to a disappointing side effect. Players can simply return the ball straight down the court – an easy task – until a symbol at the

feet of their character indicates a special is ready. These shots beat Saturn opposition at least seventy percent of the time. Your opponents have the same abilities but, with practice, these are easy to return.

Tennis Arena's main problem is that it lacks subtlety. Its rallies are enjoyable, but it's frustrating that almost all play takes place from the baseline. As a multiplayer game (with up to four at a time) matters improve – *Arena* is at its best when played against human opposition. But if you've got a multi-tap and a crowd of friends, there are better games to play; after a few days of *Tennis Arena*, the Saturn Power



team were back to *Death Tank*, *Street Fighter* and *WWS '98*.

Tennis Arena isn't terrible; it resides somewhere between average and above average. Although lacking decent competition, it's the best tennis game for the Saturn. But, released as it is in the run up to Christmas, there are far better games to invest in. But if you really must own a Saturn tennis game, *Tennis Arena* should be it.
 James Price



"Tennis Arena's biggest problem is that it lacks subtlety. Its rallies are enjoyable, but it's frustrating that almost all play takes place from the baseline."

More silver sensations from around the world. We've some top import games this month, only currently available through mail order or specialist importers (see opposite page). Bear in mind that you'll need an adaptor to play these games on a UK Saturn...

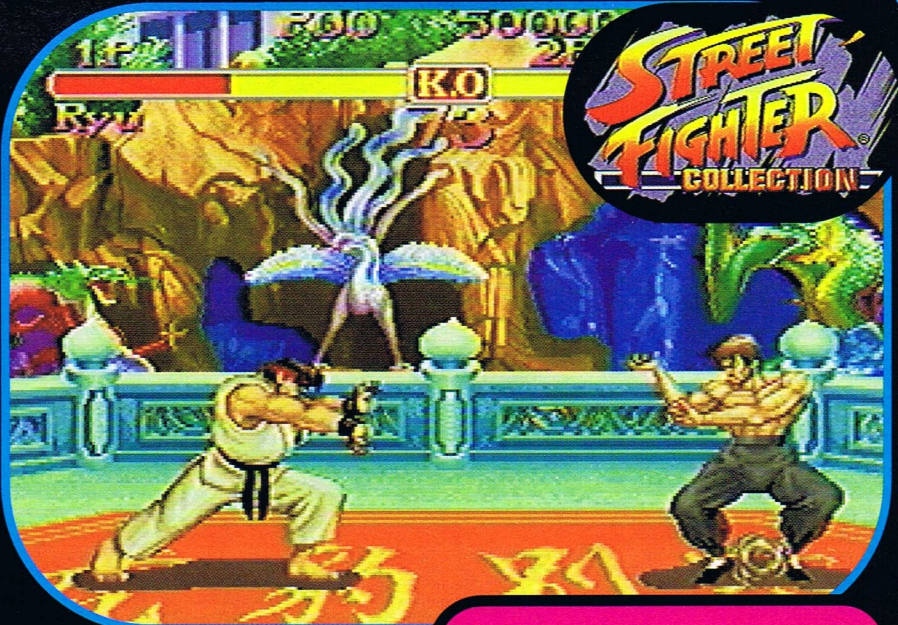
Sega

Street Fighter Collection

Released in: Japan ● Developer: Capcom ● Publisher: Capcom



どんな相手にも、苦手を攻められ方があつた。必殺技を読み、弱点を見つけるのだ!



With retro gaming gaining in popularity and games from the olden days such as *Defender* and *Joust* appearing on compilation disks, it was inevitable that retro releases would eventually get out of the eighties and feature games that are only a few years old. Sigh... nostalgia isn't what it used to be. This three-game retro rave features SNES supremos *Super Street Fighter 2: The New Challengers*, *Super Street Fighter 2 X: Grand Master Challenge* and a revised version of the Saturn stonker *Street Fighter Zero 2*.

Capcom certainly made wise choices regarding the featured games. The *Street Fighter* series went through a series of 'enhancements', from the original



SF2 (let's forget *Street Fighter* ever happened), *Super SF2*, *Super SF2 Turbo*, *Super SF2 Turbo Enhanced* *Mega Latest Buy-It-Again...* you get the picture. The titles on offer are the latest and certainly the greatest of the *Street Fighter* games.

Between them they cover just about all the characters,

special moves and options ever available; buy this and the *SF* legend is yours.

In their day there's no doubt these titles were the greatest beat-'em-ups available. For once tactical gameplay was demanded; if he throws a high punch, you duck under it with a sweep. Jump over an enemy missile and deliver a kick, block a kick and counter with a special move... pretty logical, really. At last there was a fighting game where it wasn't just a question of finding a single move that a computer couldn't handle and repeat it until the final foe fell. This series also developed the combo, now an essential part of any beat-'em-up. Land your first blow and you can follow it up with a series of fast-fire moves which your opponent has no chance of blocking. This is how boxers and martial artists fight; at last the beat-'em-up had come of age.



VERDICT

Still fun after all these years, and one of the few games to have inspired a movie. No one does 2D beat-'em-ups like Capcom.

STATUS

Word has just reached us that *Street Fighter Collection* will indeed get released in the UK by late November. We'll be giving it a full review and rating as soon as Virgin send us a final UK version.

Super Street Fighter 2 has aged surprisingly well. The graphics and animation aren't up to *Alpha* (or *Zero*, for that matter) standards, but they're far from poor. In their day their gameplay was streets ahead of anything else, and it's still fun even after all these years to play through them. The new revised version of *Street Fighter Zero 2* offers new characters, modes and locations.

You know exactly what you're getting for your money when you buy this title. If you've left 2D beat-'em-ups behind and now feel lost without a side-sweep button, look elsewhere. If you enjoy beat-'em-ups and crave a quality example of the genre, this could well be the game for you. A genuine piece of video gaming history... and a superb update of a rather more modern classic as well. Marvellous

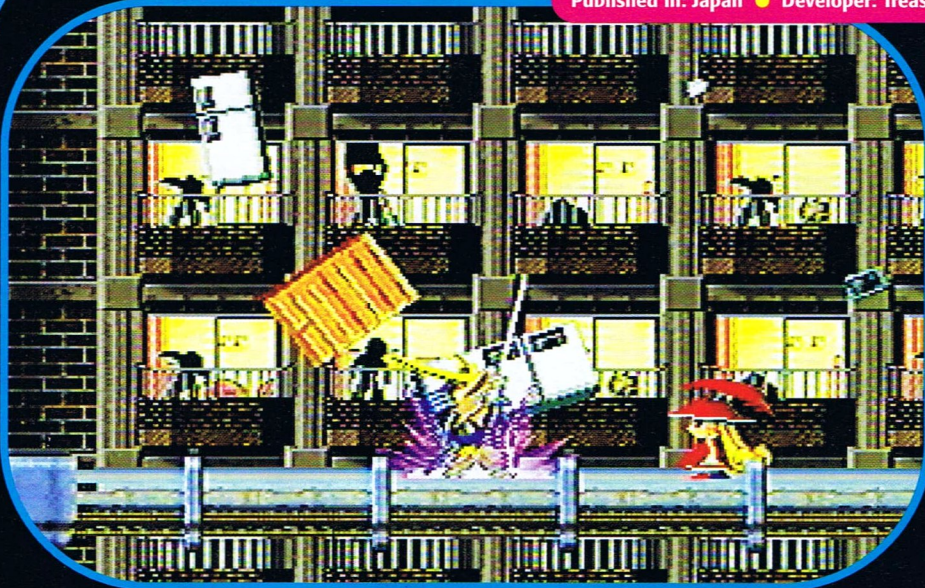


World

Many, many thanks to the wonderful Martin at Video Games Centre in Bournemouth for the loan of the games. They can be contacted on (01202) 527314 for copies of the games mentioned here and all your other import needs.

Silhouette Mirage

Published in: Japan • Developer: Treasure • Publisher: ESP



When a game has a tutorial mode to take you through its myriad of moves, you know you're on a one-way trip to complex controls city. When the text is in Japanese and you can't make head or tail of it, you're in trouble. *Silhouette Mirage* is by no means unplayable to those who can't read the lingo, but expect a few headaches as you get used to its oriental idiosyncrasies.

This platform shooter has that uniquely Japanese feel familiar to all lovers of import games. The backgrounds are stunning, while the sprites are perfectly formed, with primary colours, large faces and cheesy grins as the order of the day. Your own character wears a curious cloak which is red when facing right but blue when facing left. Neat. This also has a bearing on your attacks – firing from one side harms certain enemies with the opposite, naturally, applying.

The enemies come in clusters. To trash them you must attack by blasting their backs or bottoms – full frontal attacks can be blocked, which costs you spirit power – more of this later. Get in close and you can grab the foe, punching the puke out of them to gain coins or smashing them across the screen, toppling other enemies like skittles as they go. You can also perform a little flip that takes you over their heads, landing behind them. Other moves available to you are a sliding attack, limited flying power and a weird move



whereby you float into the air and unleash a burst of energy, draining your spirit power. To what end, I'm not sure. As your spirit power wanes your attacks diminish in strength. See what I mean about the game being idiosyncratic?

You start the game with a high number of lives and a long energy bar, which is just as well – as is traditional in all of

Treasure's platform shooters, the foes come

thick and fast. Unfortunately this takes some of the immediacy out of the game, encouraging reckless, unsatisfying play. After a few games, though, tactics do emerge, especially when fighting end-of-level baddies.

Silhouette Mirage is a very different kind of game. There's certainly plenty of fun to be had here, but not much variety. Fans of Treasure's highly-individual titles will love it, though the unreadable text causes problems well beyond the tutorial. Best wait for an English-language version, if indeed their is to be one.

Reviews by: Pete Coulson



VERDICT

Not a bad game by any means, but the Japanese text seriously detracts from the playability. The unique style and atmosphere of Treasure titles has helped them win many fans, though even they won't regard this as a classic.

STATUS

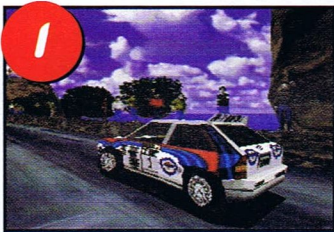
Confirmation of a UK release of *Silhouette Mirage* is still to be announced, but it is by no means out of the question that Sega Europe will publish it over here.



TOP 100

After a few issues with little in the way of Top 100 entrants, this month's bumper crop of debuts makes for interesting reading.

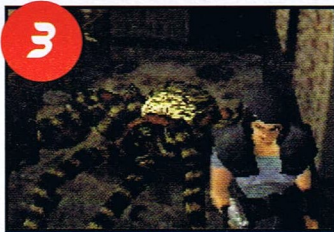
None of the new titles managed to break their way into the now impenetrable-looking top ten, but *Quake* doesn't fare too badly – but *Duke Nukem* will always be the better one player game. *Enemy Zero*, *Tennis Arena* and *Formula Karts* also get a look-in towards the back end of the chart.



1
Sega Rally
Sega • 97%

Sega Rally is, after a year of its release, still the best moment of Saturn gaming possible. After nearly one hundred reviews since that glorious moment, *Sega Rally* hasn't been beaten by any of them. The arcade original was stunning enough. PlayStation-owning chumps may have scoffed when Sega mentioned their conversion plans, but how hastily they had to eat their rashly-spoken words when the finished version appeared to us. Like a vision it is. The way it moves, the smoothness and the indescribable 'feel' of the cars is superb.

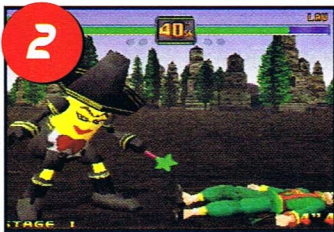
Best points: Shaving half a second off your best time in ghost mode and coming first on the Lakeside track for the first time. Getting to grips with the handling of the Lancia Stratos.



3
Resident Evil
Sega/Capcom • 95%

"One of the best console games I've ever played" said Dean when he reviewed *Resident Evil* in *Saturn Power* issue five. He really wasn't kidding when he says *Resident Evil* is good. With an atmosphere unrivalled by any other Saturn adventure, its sheer size and scope is far beyond what you'd expect. By a frighteningly close poll in the *Saturn Power* offices, *Evil* steals *Tomb Raider*'s number three spot...

Best points: The fact that it's genuinely frightening at times; if you can play *Resident Evil* without jumping at least once or twice, you're made of strong stuff indeed. The graphics: beautifully rendered, shaded to perfection. Also, let's not forget how truly massive *RE* is – completing it will take time...



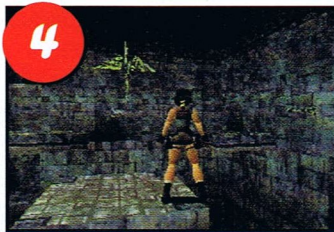
2
Fighters MegaMix
Sega • 95%

The ingenious idea of mixing two of their best fighting games together and including a whole bunch of new characters has paid off dividends for AM2 with this. *Megamix*'s are slightly lower in resolution to, say, *Tekken 2*, but the depth of gameplay and amount of characters, moves and options easily outweigh this non-problem.

Arguably the finest beat-'em-up on ANY console... but, with *VF3*'s release looming ever closer, its crown could be pinched come the Yule period...

Best points: The choice of characters, hidden extras and options are ideal for both one and two players. Getting *VF2* and *Fighting Vipers* in one package, essentially.

And, of course, getting to kick people.



4
Tomb Raider
Core • 95%

It may have dropped down a position, but that's no black mark against this true next-generation platformer. The graphics, depth and freedom to the gameplay in *Tomb Raider* are like no other. If you don't yet own a copy, go get one now.

As platform adventures go, *Tomb Raider* is the best on the Saturn. By far. Nothing comes close to its scope, vision or variety of experiences offered. Core's classic had more in the way of originality than almost every other release of 1996. An essential purchase.

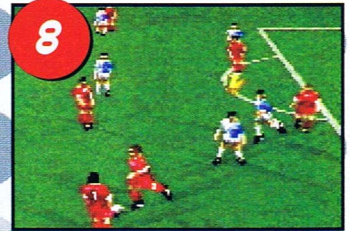
Best points: Getting eaten by a dinosaur, impaled on spikes or falling ten platforms down and, despite being aware that it's only a game, wincing. Shooting a wolf with a shotgun. We could go on...



5
Duke Nukem 3D
Sega • 94%

With *Duke* being the first UK Saturn game with an adult rating, we have bad news for the under-18s – it's excellent, truly excellent. *Duke Nukem 3D*, one of the best PC games available for the past year or so, is just as impressive on Sega's black lunchbox. Almost everything that made the original so fine has survived the conversion process – the secrets, the puerile sense of humour, the detail... and more besides. Will *Quake* make as much of an impression on the Saturn Power team? We do wonder...

Best points: It looks good, plays better – the speedy *Exhumed* engine once again performs wonders on the Saturn. The three cut-scenes between sections are worth a few sniggers, too...



8
Sega Worldwide Soccer '98
Sega • 90%

Remarkable – an update of a soccer game that can be said to be an improvement over its predecessor. *SWWS '98* uses the same engine as the '97 version, but tweaks to the console AI and goalkeeper skills make it a much better one-player game. With two, it's still one of the best Saturn games money can buy.

Other key changes include slightly faster action, club teams – with real names and characteristics – and a new front end, replete with the odd new option.

Best points: The club teams add authenticity; strange as it may seem, scoring with Shearer is much more satisfying than with a player named after a Sega employee *a la WWS '97*. And it's a much better one-player game. Recommended.



6
NIGHTS
Sega • 92%

It still has its critics, but there's nothing (on any format) to rival the original and delightful experience you get from playing *NIGHTS*. Less of a computer game, but more of an bizarre encounter. Many made the mistake of putting *NIGHTS* and *Mario 64* head-to-head for comparison, which isn't really fair or right. *NIGHTS* was never intended to be like Nintendo's creation; it's an altogether different experience. To enjoy it as it was intended, though, you need Sega's analogue pad. With it, *NIGHTS*' many moves, tricks and stunts are a joy to perform.

Best points: Pulling off a really large link or putting together an impressive series of twists and turns for extra points is very satisfying.



9
Wipeout 2097
Psygnosis/Sega • 92%

The second best racer for the Saturn. For months we coveted a Saturn conversion of *Wipeout 2097* and, when it first arrived in the *Saturn Power* office, we were quite frankly stunned. We'd spent so much time speculating how good it could be that, when it turned out to be bloody excellent (and it undoubtedly is) we were somewhat at a loss. Well, you know what we mean.

Best points: Eight tracks, each with their own array of hazards, weapons and power-ups that actually have a bearing on the racing and, unusually, improve it... we could enthuse all day and still not scratch *Wipeout 2097*'s considerable (and, metaphorically speaking, gold-plated) surface. Brilliant.



7
Virtua Fighter 2
Sega • 96%

What can we say? We could argue about the merits of *Virtua Fighter* versus *UMK3* or *Tekken 2* for days, but the game is still a remarkable achievement in console development. A very accurate conversion and all the moves, too. Disregarding its brilliant visuals – everyone must be aware of how good they are by now – *VF2* is an advance over its predecessor in that it embraces 3D a little more firmly. It's still not a true 3D fighting game (at the time of writing, there's no such thing on any format) but some of its characters do perform moves that your average 2D fighter couldn't even imagine...

Best points: Hi-res mode is used to full effect to produce some stunning graphics and the animation and response time is excellent.



10
Exhumed
Sega • 91%

The original Lobotomy shoot-'em-up. It's better than *Quake*, simply because id's game was almost certainly designed as a multiplayer game first and an solitary experience later. But, while *Duke Nukem* has it licked on the gameplay front, *Exhumed* is still a superb adventure. Fast, smooth and detailed, it acts as confirmation that Lobotomy's products are the jewel in the Sega crown – even their home-grown stuff is excellent.

Best points: The way in which *Exhumed* is linked by ever-expanding 'link' areas may not appeal to some, but it suits us just fine. Rather than an out-and-out blaster, *Exhumed* mixes adventure mainstays with a refined line in platform action. A must for any Saturn collection.



11
Virtua Cop 2
Sega • 92%
The cream of the light gun game milk – outside the arcades, at least. Average with pad alone, it's with the requisite peripheral that *Virtua Cop 2* is the sharp-shooting king of its genre.



16
Street Fighter Alpha 2
Virgin • 88%
Good enough and playable as *Street Fighter* ever was. Is *Ultimate Mortal Kombat* significantly better, if at all? Opinion in the SP office is split, but *SFA2* is undoubtedly the looker of the two.



21
Night Warriors
Virgin • 91%
If it wasn't for the technical advancement of *Street Fighter Alpha 2*, we'd have to plump for this. The characters and special moves are in a world of their own.



26
Dark Savior
Sega • 91%
Programmed by the *Landstalker* team and a appealing action RPG. There's certainly enough gameplay to appeal to all types, but enough puzzles to keep the thinkers among us happy.



12
Die Hard Trilogy
EA/Fox • 91%
Arguably the best movie tie-in you'll find for any format, simply because the three games include have little in common with their supposed subject matter but play very well indeed.



17
Marvel Super Heroes
Virgin/Capcom • 94%
One of the most visually-impressive 2D games ever created, *Marvel Super Heroes* is a mad explosion of pyrotechnics and 30-hit combos. We like. You'll like, too. We promise.



22
Bomberman
Sega • 91%
The *Bomberman* games are possibly the best two-player blasts money can buy. Saturn *Bomberman* offers ten-joypad action and a wealth of one-player options. Superb stuff.



27
Thunderhawk 2
Core • 91%
Released well over a year ago, but still an impressive way to show the graphical capabilities of the Saturn. Plenty of missions and the polished gameplay we've come to expect from Core.



13
Quake
Sega • 91%
Technically brilliant, wonderfully refined for console and adeptly converted by Lobotomy: *Quake* is a fine game indeed. However, it's just not as good as *Duke* or *Exhumed*.



18
Command & Conquer
Virgin • 91%
Some may argue that *Command & Conquer* (being a PC strategy conversion) was always going to have a limited appeal, but some ain't many. A fine brain teaser.



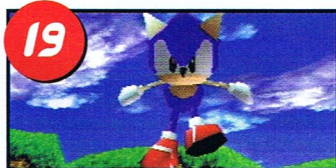
23
Tunnel B1
Ocean • 90%
Another case (maybe) of style over content, but *Tunnel B1* manages to give us an extremely fast and smooth game that manages to appeal to the masses, nonetheless.



28
Soviet Strike
EA • 87%
The famous *Strike* series makes it to the Saturn in a moderately successful way. The landscaped graphics may look highly realistic, but it's a bit more jerky than it should be.



14
Manx TT
Sega • 91%
Perfect's conversion of Sega's popular AM3 arcade racer is accurate, fast and addictive. It ain't *Sega Rally* but then, what is? Top marks for 'sheep racing' mode, too...



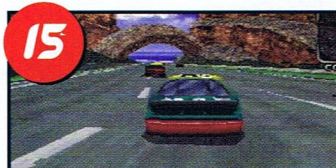
19
Sonic Jam
Sega • 92%
The best retro compilation we've seen to date. Compiling four of the best 2D platform games into one £35 package – with free extras too, mind – is an almost altruistic move by Sega...



24
Bust-a-Move 3
Acclaim • 91%
A hopelessly addictive puzzle game. It's not a significant step forward from its predecessor, but it's still bloody good fun. And, retailing at £30, it's not too pricey, either.



29
Pandemonium
Sega • 88%
Bouncing, boinging visually 3D but technically 2D platform game achieves fair PlayStation success. Saturn version appears over four months later. Sad, but true. Top game, though.



15
Daytona USA: CCE
Sega • 91%
Just skirts around the large trim of the top ten by being another disappointing conversion of *Daytona* for the Saturn. More tracks and the like, but it still isn't enough.



20
NHL Powerplay Hockey '97
Virgin • 92%
By far the best ice hockey game on any format. Smooth, brilliant to look at and superb to play, *Saturn Powerplay* is also better than on any of the other formats.



25
Puzzle Fighter Turbo 2
Virgin/Capcom • 81%
Bust-a-Move 3 has a slight edge over *Puzzle Fighter*, hence its entry at a position above. But PF is still an enjoyable, novel puzzle game. It's an excellent two-player game.



30
Virtual On
Sega • 88%
Any game with huge robots fighting each other with multiple weapons is bound to go down a storm, and this AM3 arcade conversion is pretty true to the original.

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Virtua Cop (67)
Virtua Cop 2 (11)
Virtua Fighter 2 (7)
Virtua Fighter Kids (82)
Virtua Racing (88)
Virtual Golf (79)
Virtual On (30)
Warcraft 2 (34)
Wipeout (33)
Wipeout 2097 (9)
X-Men: Children of the Atom (77)
Highest entry: Quake (13)

But will it...

...offer sprites rather than that polygon nonsense?

Top 100 games that boast sprite-based engines rather than a polygon-oriented affair, thus using (and perhaps pushing) the Saturn's superb capabilities in this area...

- 1 Street Fighter Alpha 2 (16)
- 2 Marvel Super Heroes (17)
- 3 Command & Conquer (18)
- 4 Sonic Jam (19)
- 5 Night Warriors (21)
- 6 Bomberman (31)
- 7 Bust-a-Move 3 (24)
- 8 Puzzle Fighter (25)
- 9 Dragon Force (31)
- 10 Warcraft 2 (34)
- 11 Swagman (36)
- 12 Street Racer (38)
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- 15 Baku Baku Animal (49)
- 16 Sim City 2000 (51)
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- 18 Theme Park (55)
- 19 Discworld 2 (56)
- 20 Grid Run (57)
- 21 Lost Vikings 2 (58)
- 22 King of Fighters '95 (60)
- 23 Madden '98 (69)
- 24 Rayman (76)
- 25 X-Men: COTA (77)
- 26 Keio Flying Squadron 2 (84)
- 27 NBA Jam TE (85)
- 28 Earthworm Jim 2 (86)
- 29 Discworld (87)
- 30 Story of Thor 2 (93)
- 31 Golden Axe (98)

Dipping out this month...

A hearty goodbye to *Slam 'n' Jam*, *WWF Wrestlemania*, *World Series Baseball 2*, *Blazing Dragons...* and *Doom*. Awaited for so long, Rage's conversion is, sadly, utter toss. We shall not mourn its passing.

SP's fave games of the month...

Death Tank (SP100: N/A)
Possibly the best multiplayer game ever created.

Duke Nukem 3D (SP100: 5)
Reviewed SP06, page 68

Street Fighter Collection
Previewed this issue, page 14

Quake (SP100: 14)
Reviewed issue, page 68

Enemy Zero (SP100: 69)
For the first CD. Reviewed on p78

Mortal Kombat Trilogy (SP100: 40)
Reviewed this issue, page 80



31 Dragon Force
Sega • 90%

It's a niche title with RPG overtones many will find off-putting, but *Dragon Force* is a truly unique release. With eight scenarios to play through, it offers good VFM, too.



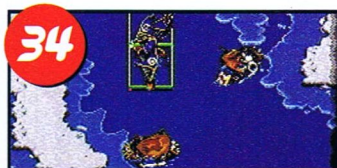
32 Last Bronx
Sega • 85%

In many ways a step back from the superlative *Fighters MegaMix*, *Last Bronx* is a game for beat-'em-up enthusiasts. Others may find it somewhat derivative, not to mention limited.



33 Wipeout
Sega/Psychosis • 87%

The game that most Saturn owners wanted to see and nicely put into the shade by the brilliant conversion of *Sega Rally*. Still one of the better racing games, though.



34 Warcraft 2
Electronic Arts • 88%

Lacking the superb multi-player capabilities of the PC original, *Warcraft 2* is a somewhat disappointing conversion from EA. But quality gameplay will always out – it's still great to play.



35 Alien Trilogy
Acclaim • 83%

A great licence – putting *Aliens* in a *Doom* environment should've made it the best game yet. Probe (the developers) should really have made more of the opportunity.



36 Swagman
Core • 86%

Eclipsed by stablemate *Tomb Raider*, many will dismiss *Swagman* without a second's thought. Mistake. It's by no means a classic, but it is playable, polished and packed. Give it a try.



37 Panzer Dragoon ZWEI
Sega • 80%

Multiple routes, better graphics and improved gameplay make *Panzer Dragoon ZWEI* a worthwhile sequel to the flawed original. An RPG version is currently in the works.



38 Street Racer
UbiSoft • 84%

The closest you'll probably ever get to *Mario Kart* on the Saturn, but that's where the comparison ends. Playable enough, but the courses should be larger.



39 Shining the Holy Ark
Sega • 89%

Despite a slow-moving and unsatisfying combat system, *Sonic Team's* 3D RPG has a lot going for it. Varied locations, reams of text and pretty pictures are *Ark's* contributions to the *Shining* cause.



40 Mortal Kombat Trilogy
GT Interactive • 81%

Saturn owners have had a fair wait for *MKT* and, in many ways, it's a disappointment. It lacks the lustre of Capcom's games, loads slowly... the list could go on. One for the enthusiast.



41 Torico
Sega • 83%

Programmed by the team responsible for the woeful *Mansion of Hidden Souls* but far, far better, *Torico* offers visuals, plot... but rendered graphics make for very little freedom.



42 Olympic Soccer
US Gold • 83%

Olympic Soccer's graphics are awful, but its gameplay is fast, there are lots of easy-to-access moves and it plays like a dream. Still... doesn't really matter now, as we have *WWS '97*.



43 Victory Boxing
JVC • 82%

Build up your fighter and fight through to the champ. Then there are hidden characters啊 and plenty of extra moves. Plays well, too – especially in two-player mode.



44 Athlete Kings
Sega • 87%

Another Sega Titan board conversion and one of the best you'll find. *Track 'n' Field* at its best, but a couple more events and a four-player option would've led to a higher score.



45 Spot Goes To Hollywood
Virgin • 82%

An isometric platform game with 7-Up's bullet-point circle bouncing all over the shop. Much like *Sonic 3D*, *SGTH* just has more colours than its Mega Drive equivalent.



46 Fighting Vipers
Sega • 84%

The arcade original was popular in Japan but never really made an impact elsewhere. The developers wisely opted for a lower resolution and better graphical effects.



47 Sonic 3D
Sega • 90%

One way of looking at this is that, as his debut, the first Saturn *Sonic* game should've been more original. Another, though, is to just appreciate it for the good game that it is. YOU decide.

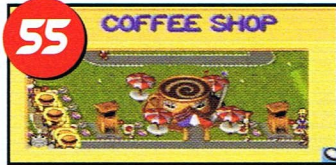


48 Mystaria
Sega • 82%

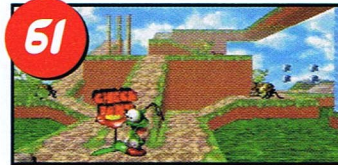
An RPG in 3D on a large enough to lead to sky-high electricity bills. Battle scenes can take up to an hour and there are loads of places to explore. Arguably the best RPG for the Saturn.



49
Baku Baku Animal
 Sega • 85%
 Clearly based around *Columns* and *Mean Bean Machine*, AM2's *Baku Baku Animal* manages to be original enough to warrant the amount of interest it deserves.



55
Theme Park
 Bullfrog • 92%
 Is classic too small a word? Possibly, but that's what *Theme Park* has turned into. Very original and completely engrossing. Sadly, Bullfrog have now turned their backs on Saturn development.



61
Bug!
 Sega • 76%
 Originally very appealing, we soon realised *Bug!* to be an almost impossible game to complete. The levels are fair too large with not enough restart points.



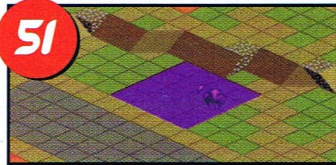
50
Pro Pinball: The Web Empire
 • 84%
 Clever table design and great graphics (not to mention a soundtrack by Bruce Foxton – formally of The Jam) make this the best of its type. Only one table, though! Arse!



56
Discworld 2
 Sega • 80%
 A vast improvement over the original *Discworld*, *D2: Missing, Presumed...?* is an enjoyable if limited adventure. Its puzzles are by and large logical, but it's perhaps a little easy to complete.



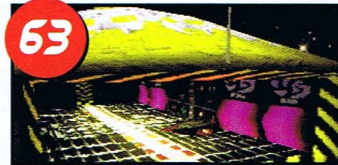
62
Alone in the Dark 2
 Infogrammes • 88%
 Very French and fairly tricky, *AITD2* manages to translate well to the consoles and is large enough for most people. Lots of stops and starts, though.



51
Sim City 2000
 Sega • 90%
 Completely anal and sad, but (like *Theme Park*) seems to be frighteningly addictive as you build up your towns and cities – only for monsters to destroy them.



57
Grid Run
 Virgin • 89%
 One of the most original games of last year and a fun little affair as you play high-tech 'tag' with a multitude of aliens and the like. Better when played in split-screen two-player mode.



63
Darklight Conflict
 EA • 76%
 First-person space combat games are two a penny on the PC, so it's rather surprising that this inoffensive effort from EA is the Saturn's first. Worth a look if you like this type of thing.



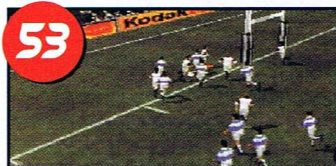
52
Hexen
 GT • 84%
 Compared to *Rage*'s conversion of *Doom*, *Hexen* is a veritable masterpiece. However, it does have its fair share of flaws. Give it a try if you're bored of *Exhumed*.



58
Lost Vikings 2
 Interplay • 82%
 A pleasing blend of platform action and logical puzzles, *Lost Vikings 2* is a great update of its 16-bit predecessor. It's full of horned helmets and everything...



64
Magic Carpet
 Bullfrog • 89%
 Another classic Bullfrog game and another worthy conversion from the PC original. Make spells and fly dragons, but do it in an arcade type of way, folks.



53
Jonah Lomu Rugby
 CodeMasters • 79%
 Its subject matter may not be of great interest for many, but *Jonah Lomu Rugby* is a distinctly playable rendition of its sport. It's rather slow, but nothing's perfect, eh?



59
Mech Warrior 2
 Activision • 79%
 A decent conversion of the popular PC title, *MW2* is flawed unless you're playing it with an analogue pad. You could also argue that Activision were wrong to remove the strategy of the original...



65
Die Hard Arcade
 Sega • 88%
 Based on the AM1-developed game from the Titan board, the second *Die Hard* game in as many months is a little short, but playable enough for its style of game.



54
Ultimate MK3
 GT • 94%
 A fall from grace for *UMK3* this month: from top ten to this, the mid-table position most premier releases dread. It's still recommended for fans, but Capcom games are plainly better.



60
King of Fighters '95
 Sega • 90%
 A beat-'em-up for fighting game purists. Despite its usage of a performance-enhancing ROM cart, *KOF '95* is still inferior to Capcom's *Alpha* games, but enthusiasts will love it regardless.



66
Black Dawn
 Virgin • 84%
 An attractive and moderately compulsive helicopter shoot-'em-up, *Black Dawn* offers a good level of bang for buck. It won't be everyone's cup of tea, however.

The best driving games



- 1 (1) Sega Rally
- 2 (9) Wipeout 2097
- 3 (14) Manx TT
- 4 (15) Daytona USA: CCE
- 5 (33) Wipeout

The best shoot-'em-ups

- 1 (5) Duke Nukem 3D
- 2 (10) Exhumed
- 3 (11) Virtua Cop 2
- 4 (12) Die Hard Trilogy
- 5 (13) Quake

The best beat-'em-ups



- 1 (2) Fighters MegaMix
- 2 (7) Virtua Fighter 2
- 3 (16) Street Fighter Alpha 2
- 4 (17) Marvel Super Heroes
- 5 (21) Night Warriors

The best adventure games

- 1 (3) Resident Evil
- 2 (26) Dark Savior
- 3 (36) Swagman
- 4 (39) Shining the Holy Ark
- 5 (52) Hexen

The best football games

- 1 (8) Sega Worldwide Soccer '98
- 2 (42) Olympic Soccer
- 3 (91) FIFA '97
- 4 (NR) Actua Soccer Club Edition
- 5 (NR) Striker

The best other sports games

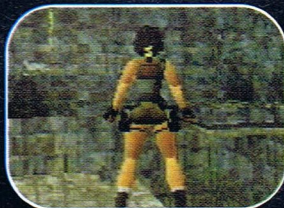
- 1 (20) NHL Powerplay Hockey
- 2 (43) Victory Boxing
- 3 (44) Athlete Kings
- 4 (69) Madden '98
- 5 (79) Virtual Golf

The best strategy games



- 1 (18) Command & Conquer
- 2 (31) Dragon Force
- 3 (34) Warcraft 2
- 4 (48) Mystaria
- 5 (51) Sim City 2000

The best platform games



- 1 (4) Tomb Raider
- 2 (19) Sonic Jam
- 3 (29) Pandemonium
- 4 (45) Cool Spot GTH
- 5 (47) Sonic 3D

The best puzzle games

- 1 (24) Bust A Move 3
- 2 (25) Puzzle Fighter
- 3 (49) Baku Baku Animal
- 4 (56) Grid Run
- 5 (97) 3D Lemmings

Top 100 casualties to date...

- Casper (Interplay)
- NHL '97 (EA)
- PGA Tour '97 (EA)
- Myst (Sega)
- Road Rash (EA)
- Worms (Ocean/Team 17)
- Guardian Heroes (Sega)
- Robopit (THQ)
- Tetris Plus (Jaleco)
- Actua Soccer Club Edition (Gremlin)
- Scorcher (Sega)
- Loaded (Gremlin)
- Shining Wisdom (Sega)
- Amok (Sega)
- Slam 'n' Jam (BMG)
- WWF Wrestlemania (Acclaim)
- World Series Baseball 2 (Sega)
- Doom (GT Interactive)
- Blazing Dragons (BMG)

...and a special mention to *Ultimate MK 3* which, this month, plummets from 10 to 54 – a considerable fall from grace.



67
Virtua Cop
Sega • 92%

Superseded by its sequel, *Virtua Cop 1* is still an excellent arcade game and a perfect example of showing how good Sega Saturn arcade conversions can be.



73
Mass Destruction
Sega • 78%

A clever mix of horror, FMV and adventure gameplay and opened the way for similar games to appear. Too short (even though it's on two discs) and still too easy, though.



79
Virtual Golf
Core • 87%

Arguably the best golf game on the Saturn and we're fully prepared to fight anyone who wants to argue with our superior judgement. Unless, of course, they're holding a golf club at the time.



68
Formula Karts
Sega • 80%

Sega's *Formula Karts* is a game you'll either like or loathe. It's a very low-res racer, and rather short on tracks, but there's entertainment there to be had if you like the simplistic driving.



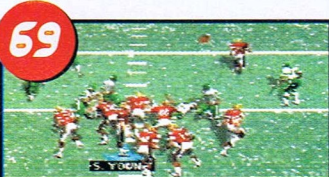
74
Destruction Derby
Sega/Psychonosis • 80%

Sega's tank-based shoot-'em-up has some of the best explosions we've ever seen on any format. However, it lacks depth and content. Buy a second-hand copy.



80
Destruction Derby
Sega/Psychonosis • 80%

Saturn owners never really wanted a poor conversion of *Destruction Derby* at the same time as its superb sequel was about to hit the PlayStation. *DD's* moderately playable.



69
Madden '98
EA • 89%

One of EA Sports' better 32-bit updates and the best American football game you're likely to see on the Saturn for a while. Still a niche title for the UK market. Well, do you know how to play?



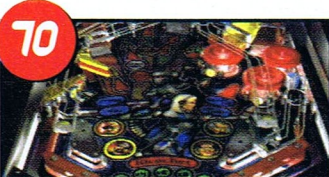
75
Tempest 2000
Interplay • 84%

First in the arcades hundreds of years ago and then the updated version on the Jaguar. It's the best game on that machine and this is a very solid conversion, indeed.



81
Hardcore 4x4
Gremlin • 73%

A good enough off-road driving game, but a little problem with Mr Jerky and a lack in the polish department keeps the score down. One for hardcore race fans only. Geddit?



70
True Pinball
Ocean • 83%

The second best pinball simulator on the Saturn and mixes the usual hi-res table graphics with some good gameplay. Pinball on a console can be entertaining, but it's never like the real thing.



76
Rayman
Ubisoft • 81%

Despite the over-the-top cartoony graphics and solid platform gameplay, *Rayman* proves too hard for most and boredom can set in. It's very 16-bit in terms of design, too.



82
Virtua Fighter Kids
Sega • 68%

Saved by its cheap price (£30), *VF Kids* is a pointless addition to the fold and offers very little new of any interest. Buy its big brother (*Virtua Fighter 2*) instead.



71
Enemy Zero
Sega • 74%

From the start, a superb and atmospheric (almost cinematic) experience: from the middle onwards, a miserable tale of missed opportunities and dire dialogue. A shame.



77
X-Men: Children of the Atom
Virgin • 90%

One of the better 2D beat-'em-ups and we still wait with baited breath for news about the latest *X-Men/Street Fighter* conversion. *SF Alpha 2* would be a better buy than this.



83
Space Hulk
EA • 81%

Expect *Doom*-style action and *Space Hulk* is terribly disappointing. Take it as it is – a strategic blaster with slightly crap graphics – and *Hulk* can be enjoyed as such.



72
Return Fire
GT • 84%

Marginally better than the superior-looking *Mass Destruction* on account of its excellent two-player mode, *Return Fire* soon becomes dull when played alone.



78
Andretti Racing
EA • 79%

Andretti Racing suffered when first released for the PlayStation because it just wasn't Psychonosis's *F1*. It ain't *Sega Rally*, either. Definitely worth a look for race fans, though.



84
Keio Flying Squadron 2
JVC • 80%

A bizarre Japanese platform game that, somehow, manages to impress all that come into contact with it. The graphics are fairly primitive, but the gameplay's excellent.

85



NBA Jam TE
Acclaim • 85%

The first *NBA Jam* game to hit the Saturn and a worthy effort it is, too. All the gameplay and extras of the arcade version are included. It's not for everyone, however.

86



Earthworm Jim 2
Virgin • 74%

If you've never seen *EWJ2* before you'll probably like it, although the game's still a huge disappointment as a conversion from 16- to 32-bit. It has its moments, though.

87



Discworld
Sega/Psygnosis • 81%

The best-selling series of Terry Pratchett books is a good enough reason as any for the adventure game, and it's lovingly faithful to that. Prepare yourself for obscure puzzles...

88



Virtua Racing
Time Warner • 91%

A fair attempt at re-creating some of the hype of the original game, with seven new courses, four extra cars and plenty of polygons. Not as arcade perfect as it should've been.

89



Actua Golf
Gremlin • 84%

Graphically superb, with two detailed courses and multiple views. We at *Saturn Power* prefer the gameplay of *Virtua Golf*. Peter Aliss — the commentator — gets on your tits after a while.

90



Tilt!
Virgin • 85%

Pinball on a console. If that short sentence doesn't nauseate or discuss some weird purist strain in your character, *Tilt!* could well be worth a few tries.

91



FIFA '97
EA • 74%

An improvement over last year's release, *FIFA '97* still suffers from a number of flaws, most of which were present on *FIFA*'s Mega Drive debut years ago...

92



Blam! Machinehead
Core • 83%

Bird on a bomb! Nothing mind-blowingly original in any fashion but, in typical Core style, an interesting game nonetheless. More birds on bombs, please.

93



Story of Thor 2
Sega • 80%

Story of Thor 2 apes Nintendo's *Zelda 3* all the way, without capturing what made it such a classic. It's still as close to *Zelda* as you'll get on a Sega machine, though.

94



Tennis Arena
Ubi Soft • 69%

The best tennis game for the Saturn, but *Tennis Arena* has little in the way of competition. It's not a great looking game (or particularly well-designed) but it's fun enough with two.

95



Ghen War
Virgin • 80%

Varied level design and clever gameplay makes *Ghen War* a more interesting and challenging mission-based *Doom*-like affair. Speed fans beware — it's as fast as a dead sloth to play.

96



The Need for Speed
EA • 80%

In a different world *The Need for Speed* may have fared better, but in the Saturn market it's up against some very stiff opposition. It's a nice idea that you race on roads, though.

97



3D Lemmings
Sega/Psygnosis • 82%

A clever update of one of the best-selling and most popular games ever. Sometimes the third angle makes things a tad confusing, though. It's TV-smashingly frustrating at times.

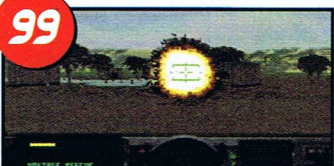
98



Golden Axe
Sega • 70%

A beat-'em-up based on the characters from *Golden Axe* is no bad idea, but the game just doesn't have the flair of the other Capcom 2D fighting titles.

99



Shellshock
Core • 79%

An excellent soundtrack and some very good rendered FMV made up for an average game based on the same game engine as the better *Firestorm: Thunderhawk 2*.

100



Break Point
Ocean • 78%

Not the worst game we've ever seen, and it's definitely the best tennis game around at the moment, but it needs to be faster. It also needs more varied plays, better shot angles...

Next Month

Games expected to make a splash in the shimmering pool that is the SP100 next month include *Atlantis*, *Touring Car* (which arrived too late for inclusion this issue), *Fighting Force*, *Croc*, *Street Fighter Collection* and, of course, *Sonic R*. But will any of them break their way into the illustrious ranks of the top ten? Read next month's *Saturn Power* to find out...

Although Sega's Saturn is renowned for its quality arcade conversions and innovative third-party launches, it — much like any other console — has its fair share of duff titles you'd be advised to avoid. These are the ten worst we've seen...

Rockman X3
Virgin • 23%

The very worst game that we've ever played on the Saturn and a shocking smack around the face to show just how badly games CAN be given the wrong people. *Rockman* is a port across of the very popular *Megaman/Rockman* series of games and is the only 2D Saturn platform game that we imagine would need a border.

The graphics are primitive, the gameplay far too hard and the action crawls along with all the pace and urgency of an asthmatic slug. Released in the USA by Capcom, Virgin have sadly decided to pick up the license over here. Don't. Buy. It.

The Crow: City of Angels

Acclaim • 29%
One of the worst games we've ever played at Saturn Power, and certainly a contender for Worst Game of '97. Buy this and be the butt of every joke.

Highway 2000
JVC • 56%

Trying to sell a poor driving game by rewarding good racing performance with pictures of bimbos in bikinis may well be one of the better marketing ploys of the year, but it still stinks like a corpse.

Darius 2

Sega • 28%
It's a 2D shoot-'em-up in the *Darius/R-Type* mould and fails because it's simply too dull to play.

In The Hunt

THQ • 31%
Another release that makes no sense. We hope that, with *Project X2* from Team 17, we'll finally have a decent 2D shoot-'em-up on the Saturn.

Valora Valley Golf

Virgin • 32%
Um, it's almost unplayable, there's only one badly-designed course and the inclusion of volcanoes is just silly.

Virtual Open Tennis

Acclaim • 31%
Technically the first tennis simulation on the Saturn, but Acclaim sneakily brought us a poor Japanese game released to try to cash in on Wimbledon. It failed.

Digital Pinball

Sega • 22%
One of the Saturn's first releases, and the first game to make us worry that everything in the garden might not be so rosey.

Chaos Control • 22%

Infogrames' Saturn conversion of their crap 3D0 gun game is, um, a crap gun game. *Virtua Cop* fans steer clear — there's nothing even remotely entertaining in this turgid release.

Crypt Killer

Konami • 38%
Konami's *Crypt Killer* is, thankfully, just as dire for PlayStation owners as it is for us Saturn bods. You can use a gun with it, but why the hell bother? It's crap.

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I bet you're all getting excited now, aren't you? You've been nagging for that present for six months and now you're a hair's width away from actually finding out whether or not you've got it. Well, we know. We know everything. We also know what you're grandparents and your Auntie Betty from Cleethorpes have got you... but that would be telling, wouldn't it?

Last Orders

Classics of our time

Number 8: *Ultimate Mortal Kombat 3*

Looking a bit tired now, isn't it?

It'd be true to say that it's looking a bit worn around the

edges but *UMK3* is still a lovely after-pub game to play.

Oh, why?

The combo system (introduced in *MK3*) and the sheer range of 'alities make it a great laugh compared to the 'stiff' *Street Fighter Alpha 2* – ever the more serious of the two...

But which is the better game?

Ah, the ultimate question. All down to taste, really. James



prefers the gameplay and depth of *SFA2* while Dean (in a far more shallow way) was always a sucker for a flash effect and a bit of gore.

More of a laugh, then?

We think so (with the 'we', naturally, being the boss's opinion... – James). It may not necessarily be intentional but *UMK3* is a 'hoot'.

But the gameplay's solid enough, isn't it?

Oh yes, as a rock.



Twenty Questions: the answers...

- 1: D2.
- 2: The ill-fated M2
- 3: True.
- 4: If you believed that, you'll believe anything. Her name is actually *Virtua Fighter 2* Mortlock. But Dean and Emma abbreviate it and call her Eliza.
- 5: True.
- 6: Around twenty five, plus third party stuff.
- 7: Anything from: axe, shotgun, nail gun, double-barrelled shotgun, super nailgun, grenade launcher, rocket launcher or thunderbolt.
- 8: *Duke Nukem*.
- 9: Yep. "I can't take it any

- more. I'm going to jump... ARRRRRRRGGGGHHHHH! [crunch]. Leaf suicide rates go up exponentially during autumn, with post-summer blues taking their terrible toll.
- 10: Players can now jump tackles.
- 11: The Saturn does it for you.
- 12: It's a World Cup licence.
- 13: The qualifiers have finished.
- 14: *Andretti Racing*.
- 15: Are you? Fine idea. Skip to page 96 for details on how to do so. And well done.
- 16: *The Crow: City of Angels*.
- 17: *Riglord Saga*. Hmmm...
- 18: Yes.
- 19: None. Trick question.
- 20: Yes.

Painshopping

Yes, I know you're all going to be flying through WH Smiths like whirling dervishes buying last minute cards, paper and Michael Palin videos for your Dad but please spare a thought that our ninth issue is on sale on December 3, won't you? Course you will.

STRANGE BUT TRUE

Once again we shove our inquisitive thumb into the pie of strangeness and fact and, sure enough, we've managed to come up with a few plums. This month we wear our mortar board and delve into the art world...

A nearly fatal misjudgment marked Pablo Picasso's birth. The midwife, thinking him stillborn, had abandoned him on a table. His uncle though, a physician, revived him with a blast of needed air into his lungs.

When Picasso died in 1973, he left in four repositories in the South of France the following: 1,876 paintings, 1,355 sculptures, 2,880 ceramics, more than 11,000 drawings and sketches and some 27,000 etchings, engravings and lithographs in various states of completion. His estate was worth, at the official appraisal, 1,251,673,200 francs – or roughly £175 million.

When he won 100,000 francs in the state lottery, Claude Monet became financially independent. He could then spend his life the way he wanted to – wandering around and painting the French countryside.

The world's largest art gallery is the Winter Palace and the neighbouring Hermitage in Leningrad, Russia. You'd have to walk fifteen miles to visit each of the 322 galleries, which house nearly three million works of art and archeological remains.

Vincent Van Gogh only sold one painting in his lifetime and died poor.

Arcade Classics

Number 4: *Donkey Kong*

In a purely bizarre episode in gaming history, the Japanese released their answer to the American's first arcade platform game, *Miner 2049er* and called it *Donkey Kong*. There are no donkeys in the game (although there is a rather large ape) but it instantly became a classic simply down to its horribly addictive gameplay.

Home versions soon sprouted up all over the place (with one of the best ones I ever saw being *King* on the Dragon 32, believe it or not) and, although the game only contained a few different levels, the replay factor was enormous.

Interesting fact: This was the first appearance (in a starring role, anyway) of a certain Brooklyn plumber called Mario.



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SATURN POWER

MERRY CHRISTMAS!

Next Month



Although our Christmas issue will have come and gone by the time the next issue is due to appear (as is the natural course of these magazine things), the actual festive event should only be a couple of weeks away. We've got some you, plus (promise!) massive reviews of: *Sonic R*, *Fighting Force*, *Croc*, *Rampage World Edition*, *Trash It*, *Atlantis*.

