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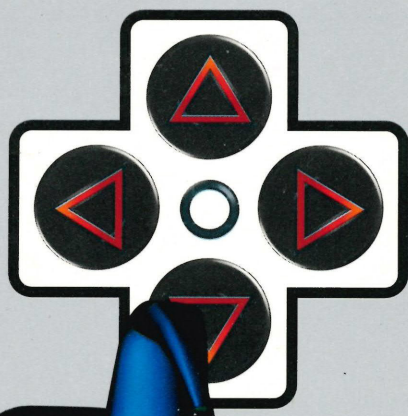
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SATURN

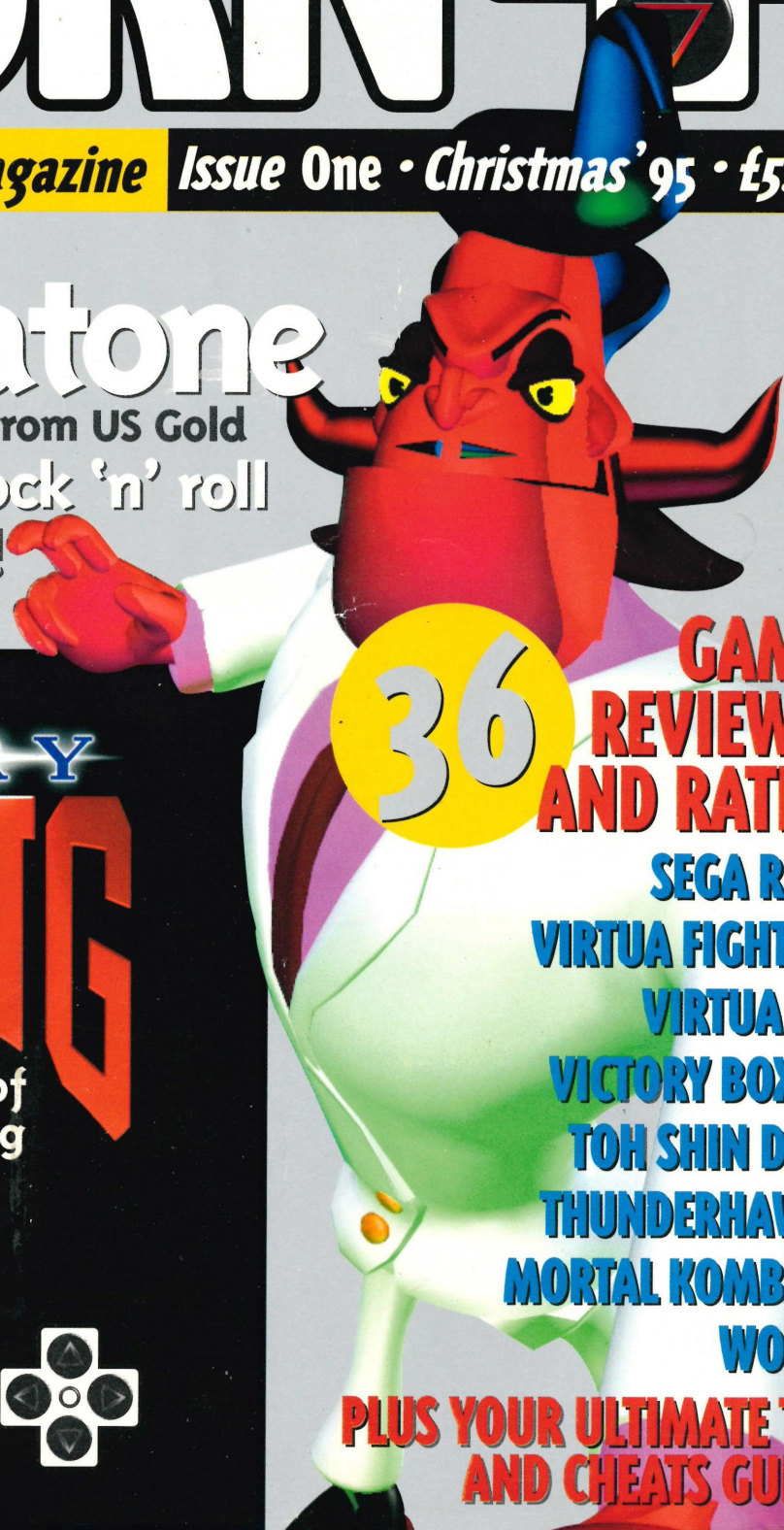
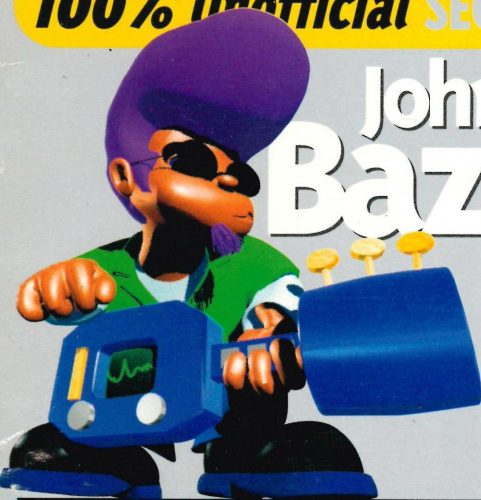


100% Unofficial SEGA SATURN Magazine Issue One · Christmas '95 · £5.99

Johnny Bazookatone

from US Gold

Another rock 'n' roll
Christmas!



36

**GAMES
REVIEWED
AND RATED!**

- SEGA RALLY
- VIRTUA FIGHTER 2
- VIRTUA COP
- VICTORY BOXING
- TOH SHIN DEN S
- THUNDERHAWK 2
- MORTAL KOMBAT II
- WORMS

**PLUS YOUR ULTIMATE TIPS
AND CHEATS GUIDE!**

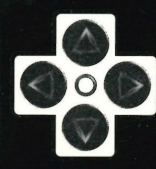
If your cover CD isn't here
see your newsagent now!

VICTORY BOXING

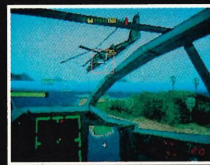
A fully
playable demo of
JVC's new boxing
simulation!

Brought to you
exclusively by

SATURN



F I R E S T O R M T H U N D E R H A W K 2



L O C A T E , I N T E R C E P T & D E S T R O Y



PC CD-ROM, SEGA SATURN & SONY PLAYSTATION

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Contents

Congratulations!

If you're reading this then you've either already bought a Sega Saturn, or are thinking of buying one in the near future. Either way, Saturn+ is the magazine for you! The Saturn really is the future of video gaming.

Faster than a PlayStation, more realistic than an Ultra 64 and not as hilarious as the Jaguar, the Saturn is the business. But a console is only as good as its games and that's where we come in.

We're here to guide you through the maze of video games available. Give you the first looks at new software in development, preview them to whet your appetites and then give solid, comprehensive reviews allowing you to make the right software purchase. Every issue of Saturn+ will also feature an exclusive demo CD on the cover, giving you hands-on experience of titles not in the shops yet. If you like the demo you can buy the complete game!

I think we've put together a great magazine. Written for games players, by games players – and it shows. Write to me at the editorial address at the back of the magazine, or by Email, and let me know what you think. All comments and criticisms are welcome.

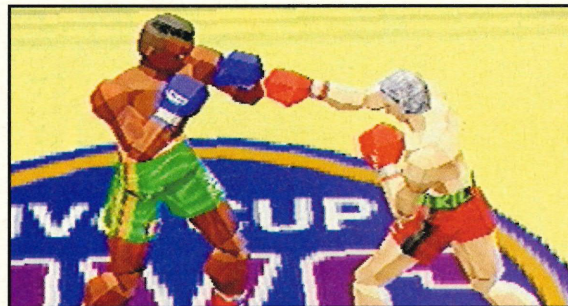
Enjoy Saturn+, and welcome to the next level!

Nick Roberts

Nick Roberts
Editor

[05] ON THE COVER DISC...

Every issue we'll bring you an exclusive cover CD featuring a playable demo of a future Saturn release. We've got a right smasher to kick off with – a demo of JVC's new sports title *Victory Boxing*. Multiple boxers to fight with, a 3D ring with 12 different viewpoints to play from and a brilliantly rendered intro sequence. Not bad for starters!



[10] SEGA INTO '96

Sega have allowed us behind their hallowed doors and into their 1996 software cupboard. We expose all the big games for the New Year, and some of those we weren't even supposed to know about! We've also got every Saturn peripheral to give away in a major competition!

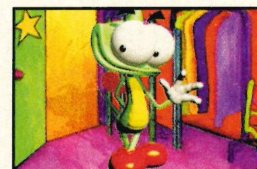
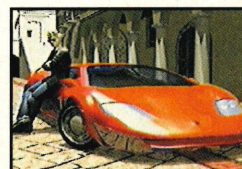
[21] REVIEWS

It starts! The very first reviews from Saturn+ with what we think is the most informative and effective reviews system in the business. All the information you need on a game is at your fingertips, and we even throw in a second opinion so you'll always find balanced reviews here.



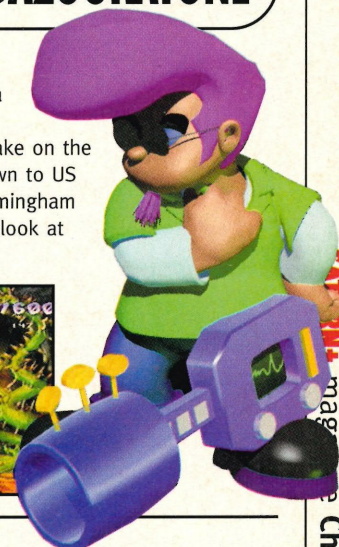
[06] NEWS

All the latest news and gossip from around the world of Sega Saturn including *Virtua Fighter* graphic discs from Japan and all the new games in production.



[14] JOHNNY BAZOOKATONE

Armed with his trusty guitar, a purple quiff and a cheeky grin Johnny Bazookatone is ready to take on the world. We tracked him down to US Gold's offices in sunny Birmingham for this exclusive in-depth look at the new 32-bit game



[48] TIPS AND CHEATS

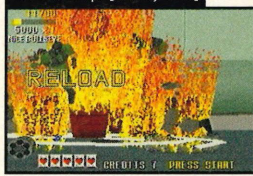
No console magazine would be complete without a tips and cheats section, and this is where Saturn+ can help you out of a tight spot. If you're stuck on a Saturn release, check out the extensive cheats and codes. There're also a few *Virtua Fighter 2* moves to get you started!

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johnny bazookatone [fourteen]



virtua cop [thirty six]



virtua fighter 2 [twenty six]



sega rally [twenty two]



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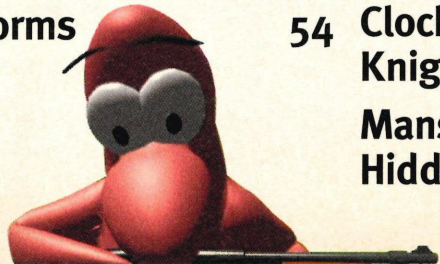
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ON

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BOXING
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PICK A FIGHT!

There are five boxers in our exclusive *Victory Boxing* demo, and they can all be played but there's no selection screen - this one is down to chance! Press **START** to get yourself into the ring and then the only buttons you need remember are: Up - step forward, Down - step backwards, A - defend, B - jab and C - swing. With a combination of the D-pad and the punch buttons you can put together some impressive moves.

To change the viewpoint while you play just use the L and R buttons on the top of the joyypad. There are all kinds of weird and wonderful views available, including from underneath the ring for those strange people out there!

THE COVER DISC...

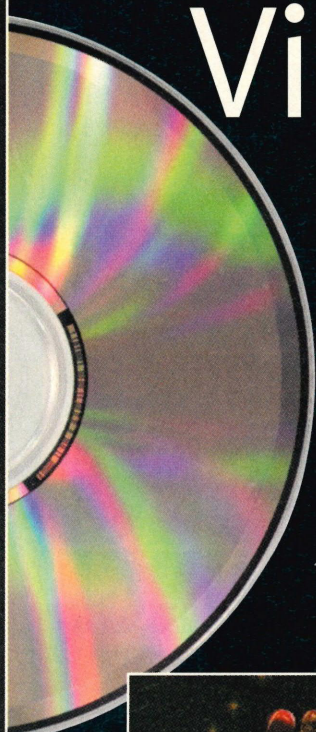
Victory Boxing from JVC

VICTORY BOXING

A fully playable demo of new boxing simulation!

Brought to you exclusively by

SEGA SATURN



Every issue **Saturn+** will bring you a **special** exclusive preview CD of a future Saturn release. Forget lengthy previews, video snippets and toilet paper pamphlets, welcome to the future of console game magazines – compact disc demos!



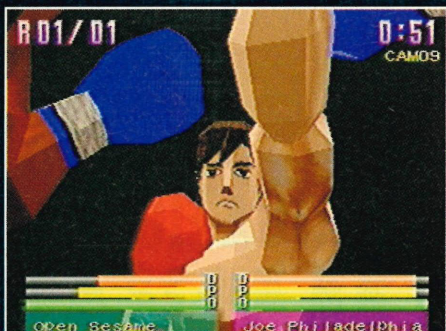
Look at the size of that glove! I don't fancy my chances!



In the red corner we have Colin the Computer Sprite – and he's looking mean!



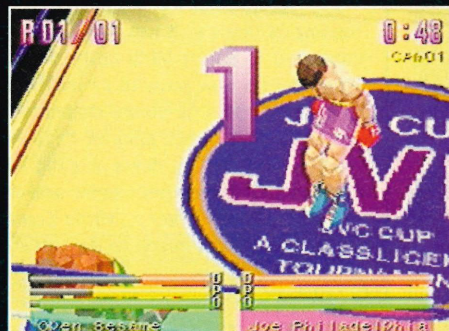
Using the variety of viewpoints you can see all the mean expressions the boxers pull before a fight. He'll be grinning on the other side of his face soon!



I hope this guy uses Right Guard – especially if you insist in playing with this viewpoint!



The rendered intro sequence is a great demo in itself!



And he's out for the count! Can the boy in green shorts get up before the counter reaches 10? 9... 8... 7... 6... Nope!

What better way to get the feel for a boxing game than to play a demo of one of the levels? That's exactly what Saturn + and JVC thought about their new release, *Victory Boxing*. It's one of those sports games that really has to be appreciated. So here is our one bout demo of the game, complete with four boxers to choose from and a smoothly rendered intro sequence to get you in the mood.

For a full review of the game flick over to page 32 now!

<p> joe philadelphia</p> <p>NAME: JOE PHILADELPHIA DIVISION: MIDDLE FRANK: 21 HAND: RIGHT STYLE: BOUTER HEIGHT: 5'7" WEIGHT: 150 lbs</p>	<p> open sesame</p> <p>NAME: OPEN SESAME DIVISION: MIDDLE FRANK: 21 HAND: RIGHT STYLE: BOUTER HEIGHT: 5'7" WEIGHT: 150 lbs</p>	<p> charles oscar</p> <p>NAME: CHARLES OSCAR DIVISION: FEATHER FRANK: 21 HAND: RIGHT STYLE: BOUTER HEIGHT: 5'7" WEIGHT: 125 lbs</p>	<p> peekaboo johnson</p> <p>NAME: PEEKABOO JOHNSON DIVISION: BANTAM FRANK: 21 HAND: RIGHT STYLE: BOUTER HEIGHT: 5'7" WEIGHT: 115 lbs</p>	<p> detroit jake</p> <p>NAME: DETROIT JAKE DIVISION: MIDDLE FRANK: 21 HAND: RIGHT STYLE: BOUTER HEIGHT: 5'7" WEIGHT: 150 lbs</p>
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News

SEGA SATURN THE FUTURE OF VIDEO GAMING!



After many years of planning and designing Sega finally launched their Saturn onto the unsuspecting UK market in July this year. This move was criticised by many as 'running scared' since the original launch date was September, alongside the Sony PlayStation, but Sega put the early date down to the project coming together faster than they expected.

It was on Tuesday 21st September 1993 that Sega first announced in a major Japanese newspaper that it had plans to develop a 32-bit games machine. The following months saw many artists impressions and performance statistics come out of Japan, all pure speculation. Eventually the truth was revealed.

The Saturn is based around 32-bit RISC chip technology with two of them running in tandem. It can handle 50 million instructions per second (MIPS) compared to only 3 MIPS in the Mega Drive and 30 in the PlayStation. Programmers now have 16.77 million colours and 500,000 polygons per second to play with plus 32 sound channels!

The original launch price of £399 with a copy of *Virtua Fighter* held for a few months until settling down at £299 with no game and one controller for Christmas. This new price point and the three hottest console games of the moment, *Virtua Fighter 2*, *Virtua Cop* and *Sega Rally*, will give the Saturn all the ammunition it needs to do battle with Sony's machine. Let the fight commence!

SATURN SIGHTINGS

Since its conception back in 1993 the Saturn has been spotted in many shapes and forms.

1. The original prototype was a slimline version of what we have today and promised to remain compatible with Mega Drive and Mega-CD game, run MPEG Video-CDs and run arcade perfect versions of *Daytona USA* and *Virtua Fighter*.
2. The Saturn then became and mean, lean platinum machine. They tried out a different finish for the machine but it proved to scratch too easily so was soon dropped.
3. Eventually Sega of Japan decided on their stylish grey model. All the rumours were dispelled and the Saturn was launched with a small, comfortable joystick and some top arcade conversions. The UK version was to be exactly the same, only in traditional matte black.
- 4+5. Unlike previous Sega consoles the Saturn has been manufactured by a variety of companies in Japan. The technology was licenced out to Victor and Hitachi and they created their own unique versions. They resemble the normal model but have new logos and small refinements.

IT'S A REMIX!

Another odd Japanese phenomenon is the way they release a game, have time to reflect on their efforts, then release a remixed version. They did a great job remixing *Virtua Fighter* and now *Victory Goal* has had the same treatment.

To tell you the truth, we couldn't see much of a difference between the two games. The main thing seems to be that they've tidied up the front end with new selection screens and graphics, the game played pretty much the same. *Victory Goal Remix*, an interesting game development, but not really worth buying – unless you haven't got the original of course!



All new presentation screens is about as enhanced as the new version of *Victory Goal* gets. Strange really!



The soccer game still plays pretty well though, worth checking out if you don't have the original.

VIRTUA FIGHTER MANIA!

We love our video games here in the UK, but over in Japan they go absolutely mad for them! They've turned the characters from *Virtua Fighter* into super stars and just can't get enough merchandising on the game. The latest craze is a set of Saturn discs that contain nothing but perfectly rendered images of each of the characters.

They started being released in October

Snippets

No Eternal Champions
Rumours that Sega are planning a version of *Eternal Champions* for the Saturn are unfounded. A Sega insider told us that the company had shelved the project for the time being to concentrate on the *Virtua Fighter* series instead, with the game licenced to a comic book company for a series of comics and talks in progress for a TV show.

Saturn 2 rumours
The internet is full of rumours regarding a Saturn 2 console. The official line is that there is no Saturn 2, or a console with any other codename for that matter. Sega have been having early talks regarding their next console system, but when you consider that talks commenced on the Saturn in the second year of Mega Drive you can bet that the Saturn will be the main Sega console for the next three to five years.

What they are planning is a 64-bit hardware add-on for the Saturn, to be called the Eclipse, which will plug into the expansion port adding to the functionality of the machine.

Sega Rally speed
Did you know that *Sega Rally* has the fastest two-player split screen mode on any console in existence? It also has a ghost mode where you can pace against yourself. Every track has multiple terrains and they all run at 60 fps (frames per second) and use the new SGL (Sega

MYSTARIA

► Sega

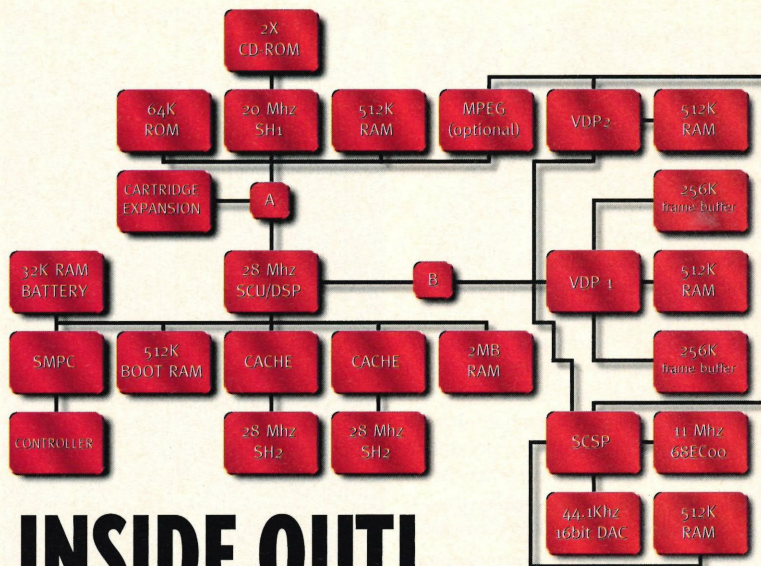
► 1st Quarter '96

Originally entitled *The Riglord Saga*, Sega have converted this RPG into English and have it all ready for the US market, with a European release set to follow. *Mystaria* was once a land of peace and serenity, but has been sent tumbling into turmoil by the evil Lord Bane and his ruthless band of marauders. But there's a group of freedom fighters out to stop them conquering the four kingdoms, and with a Prince, a ninja and a lionman among them, all the people's worries are over.

Sega have some spectacular 3D graphics with changing viewpoints and perspective in the game, and each character can learn new special attacks with each battle with over 250 in all! There's a vast array of spells to use in the quest to conquer Lord Bane and over 50 monsters and enemies. Not a small game by any standards! Check out your importer for a copy.



Role playing games are thrown into a 3D world with the release of *Mystaria*.



INSIDE OUT!

The Saturn is one of the most advanced video games consoles in the world. With two CPUs and a bank of specialised processors it provides players with arcade quality graphics and sound never experienced in the home before. But what does each element do? To save you ripping open your machine, allow Saturn + to give you a whistle-stop tour of the inside of the Sega Saturn.

A Bus

A data bus that connects the CD-ROM and cartridge expansion to the SCU (central bus controller unit).

B Bus

Running at 28 MHz this 16-bit bus connects the video and sound systems to the SCU.

VDP1

One of the VDPs (Video Digital Processor), this acts as a sprite processor and maps sprites into geometry when handling 3D. Relying on a dual 256K frame buffer to handle rotation it pulls data from a 512K texture RAM cache.

VDP2

This chip acts as a processor for backgrounds. It can handle up to five simultaneously active backgrounds and can rotate two play fields at once with three normal scrolls running simultaneously.

DSP

A Digital Signal Processor, this does free matrix manipulation to relieve some of the work from the main processors.

SCSP

One of the most powerful chips inside the machine, this is the sound processor. It can handle 32 voices, FM synthesis, PCM synthesis and has two CPU interfaces. With a Yamaha FH1 processor for a frequency of 22.58 MHz and a 16 channel digital mixer it can pack one hell of a punch!

Boot ROM

Without a disc in the machine the Saturn still has many built in tools stored in 512K of ROM. It allows six different languages to be used, viewing of CD+G discs and the playing of music CDs as well as the usual memory housekeeping tasks.

SH2 SPU

Inside the Saturn you'll find two Hitachi SH2 RISC CPUs running at 28.6 MHz and 25 MIPS. It may be only 2cm square but includes many important components to provide the console with its power. It can exchange data with memory directly, reducing the wait times.

MPEG

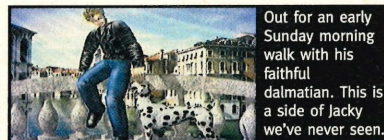
With an optional MPEG adapter in the machine the Saturn becomes a mini movie theatre.

and have a schedule that lasts for many months, going through two or three discs for each character! They contain nothing but pictures of the fighters so to most of us would be as boring as hell, but they seem to love them! Especially when Sarah is posed by the side of a swimming pool in her bikini!

Another *Virtua Fighter* oddity is a pack of playing cards with moves for the game and character shots printed all over them. All kinds of weird toys and trinkets can be picked up in the Japanese shops, we've also had a play with the *Virtua Fighter* dolls and the *Virtua Fighter* jigsaw puzzle. Sad, isn't it?



Jacky's disc is packed with pictures of him posing with his car, and drinking in bars. He's so macho!



Out for an early Sunday morning walk with his faithful dalmatian. This is a side of Jacky we've never seen.



Saucy Sarah relaxes by the pool, after a particularly gruelling fight.



The King of Fighters '95 is one of the first SNK Saturn titles...

OUT OF SNK

A couple of months ago Sega and SNK announced that they had signed a deal where games would be swapped between their respective hardware platforms. For Saturn owners this means that there will be an abundance of top 2D beat-'em-ups from SNK's back catalogue, along with their new releases. For the Neo-Geo CD owners, a 2D game based around the *Virtua Fighter* characters is on the cards.

The first two releases confirmed from Sega are *King of Fighters '95* and *Fatal Fury 3* – both mega hits on the Neo-Geo and games that the Saturn will be able to handle with ease.



...along with their classic *Fatal Fury 3: Road to the Final Victory!*

VIDEO KILLED THE PLATFORM GAME STAR!

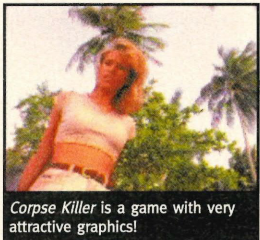
With the advanced capabilities of modern video games consoles, the software is becoming more sophisticated, especially in the graphics department. Many developers have been turning to FMV to add realism to their products, be it in the form of an introduction to the game or as an integral part of the gameplay. A leader in this field has been Digital Pictures, and now they've a new batch of FMV games all set to reach the Saturn.

Corpse Killer: Graveyard Edition is an adaptation of the Mega-CD original. Filmed in exotic locations the basic idea is to roam around, shooting any zombies that pop up in front of you and being helped out by a young lady named Julie. It's unsure whether this, and the other new Digital Pictures releases, will work with the new Stunner light gun, but they are perfectly playable with a joypad too.

In *Maximum Surge* you can join in with actors Yasmine Bleeth of *Baywatch* and *Star Trek's* Walter Koenig in a futuristic fight for power. The year is 2225 and the most precious mineral in the world is Dagan-12, hoarded by renegade governor Drexel. Multiple levels and unique enemies make this an interesting blast.

Double Switch has got a double big name surprise for players. Debbie Harry plays the lead role with music by Thomas Dolby. It's set in an apartment building, wired for entrapment and surveillance – and you've got the controls. With over 20 characters and seven locations packed with action there's plenty to keep your eye on.

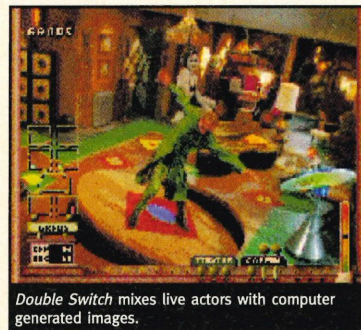
Finally, *Prize Fighter* takes you to the world of boxing. Another FMV epic, this time using black and white footage of actual matches. All these new Digital Pictures FMV productions will be available early next year.



Corpse Killer is a game with very attractive graphics!



The action hots up in Digital Pictures' *Maximum Surge*.



Double Switch mixes live actors with computer generated images.

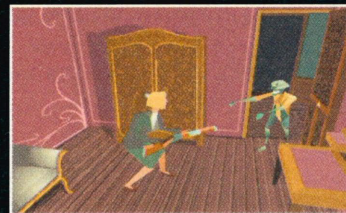
ALONE IN THE DARK

- ▶ Interplay
- ▶ 1st Quarter '96

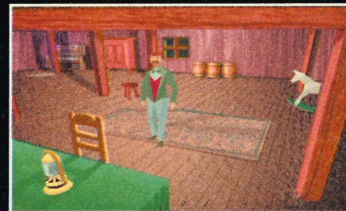
Originally programmed by French company Infogrames, *Alone in the Dark* is one of the top ten games of all time, and now it's coming to the Saturn. A thriller shrouded in mystery, the game is based on the writings of the best-selling author HP Lovecraft. Set in a 3D environment, the gameplay will appeal to fans of the who dunnit genre with ghosts, goblins and plenty of objects to hunt for.

The control method was unique when first released. Players can select to play a male or female character and can walk them around the house with the viewpoint flicking around to various virtual camera points. Weapons can be found and used, and each location is expertly detailed, with the solid polygons of the main character gliding over the top.

A challenging adventure, this will score highly when released next year.



Go on! Poke him with a rifle, see if that has any effect on the undead.



Even the toilets are perfectly rendered in *Alone in the Dark*.

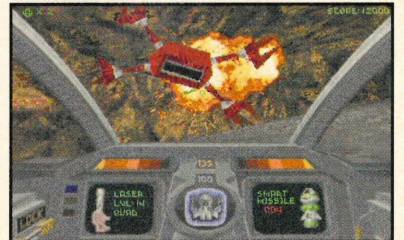
DESCENT

- ▶ Interplay
- ▶ 1st Quarter '96

With the influx of *Doom* clones on all console formats Interplay decided to go one better, creating a game that allowed the player to move anywhere in the 3D environment. Move up, down, or upside down as you battle against the constant bombardment of enemy fire. The state-of-the-art graphics include a new feature – animated texture mapping that's looks fantastic on screen. There are also 3D animated monsters and morphing included. Each enemy has artificial intelligence so they can learn from your style of play and adjust accordingly and with 3D directional sound effects on top, you've got one impressive game.



Animated texture mapping eh? Very impressive!



BLAZING DRAGONS

- ▶ Crystal Dynamics
- ▶ 1st Quarter '96

What do comedy stars do when they need a bit of extra cash? Come knocking on the door of video games companies! Red Dwarf star Chris Barrie did a voice over for *Simon the Sorcerer*, you can buy screen savers of Monty Python's *Flying Circus* for PCs and now ex-Python Terry Jones has created his own graphic adventure.

Blazing Dragons has over 40 characters with celebrity voice overs, using 3,000 frames of animation. There's a psychotic Pied Piper, Trivet the cynical

INSECT INVASION!

It looks like Sega have well and truly dumped Sonic as their mascot. Well, for the time being anyway. They're concentrating their marketing efforts on the new Saturn star – Bug. The popularity of the new character in the US has prompted Sega to open negotiations with award winning entertainment production company Nelvana Limited of Canada, for an animated television series based on the little insect's exploits.

Previous Nelvana creations include *The Adventures of Tintin*, *Rupert the Bear* and *Babar* and Sega chose them above the many other proposals from cartoon production companies because they offered a script and salary package worthy of such a great insect star (well that's what the press release says anyway)! No shows have gone into production as yet, but watch the screen in '96 – he's going to be taking over your TV!

LOADED

► Interplay
► 1st Quarter '96

With artwork created by Greg Staples of 2000AD fame and a unique game style, *Loaded* is all set to blast onto the Saturn in the next couple of months. A cut throat band of mercenaries have been wrongly imprisoned on the meanest prison planet in the sector. Players get to choose from ten mentally unbalanced characters including Mamma: the biggest baby you've ever seen, the Psychotic Fwanf or the cross-dressing Butch – an odd bunch!

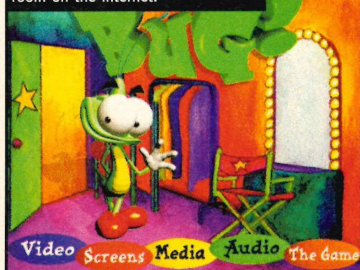
It's a case of 'seek and destroy' with non-stop big explosions, sound effects that rattle around your head and arcade quality graphics. Gameplay features include terrain morphing and interaction as you've never seen before, 12 expansive levels and the biggest guns and power-ups ever. The PlayStation game incorporated a two machine, four player co-operative play style, but no details of a Saturn link-up are confirmed yet.



jester, a hyper-active bartender and maniacal Mervin. Players will get to meet these and more on the way to the King's tournament along with many strange Pythonesque contraptions to try out. Try controlling the targeting of eager acrobat cats in the CAT-a-pult – weird!



You can access Bug's dressing room on the internet.



ON VIDEO-CD

With the release of the Sega Saturn Video-CD card back in October, a whole new world of film and music CDs opened up to Saturn owners. The £169 Video-CD MPEG adaptor fits snugly into the back of the console, allowing any CD marked with the Video CD or Compact Disc Digital Video symbols to run on the Saturn. There are new Video-CD releases every week, and Saturn + will strive to bring you up to date reviews of the best every month.

Here's a selection of the best CDs in the shops this Christmas...



abba [gold]

[1]



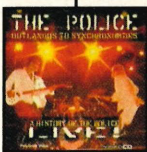
bon jovi [cross road]

[2]



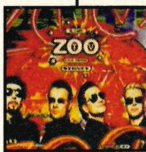
the police [outlandos to synchroigities]

[3]



u2 [zoo tv]

[4]



TV TRICKERY

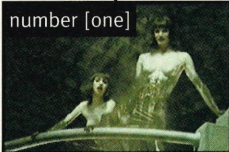
Television advertising in a fascinating subject. These short clips of product get inside our brains and etch their names and prices so that we crave the latest cat food or brand of fish fingers. The Saturn TV ad is a perfect example. The full version was screened late one night on Channel 4, lasting two minutes it showed a games tester arriving for work at the Sega headquarters, walking past a giant screen showing *Panzer Dragoon* and *Virtua Fighter* and then being strapped into a Daytona car to test the game, and having his eyes sucked out of their sockets! As the action hots up and the in-game car crashes, so does its real-life counterpart. The next thing we see is the poor guy being rushed into hospital! As the picture closes in on his face we get the Saturn logo and the slogan, 'The game is never over'.

The ad was filmed in California, with game footage played by Sega's own Mark Maslowicz in Soho, London (he's no stranger to that neck of the woods!). They wanted to get a Blade Runner feel to the ad, appealing to an older audience. It looks like they've succeeded too! Shorter versions of the ad are being run throughout the Christmas period.

The UK ad is very slick and straight and as far removed from the Japanese version as you can get. In Japan they have the 'cone heads'. Strange alien like men who I suppose come from Saturn. Those Japanese are as mad as hatters!

united kingdom [ad] ▼

number [one]



number [two]



number [three]



number [four]

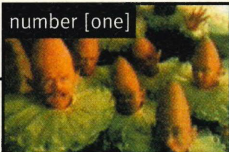


number [five]



japan [ad] ▼

number [one]



number [two] ATURN



Graphic Library) which give them a unique arcade feel.

From Mega to Giga

You think CD games are looking great eh? Well just wait until the new DVD (Digital Video Disk) comes into production. These new CD-ROMs hold Gigabytes of data rather than the Megabytes that can fit on a standard compact disc. A source inside Sega has confirmed that the console will be able to support the new discs, being built with upgrades in mind.

8 – go on, count 'em!

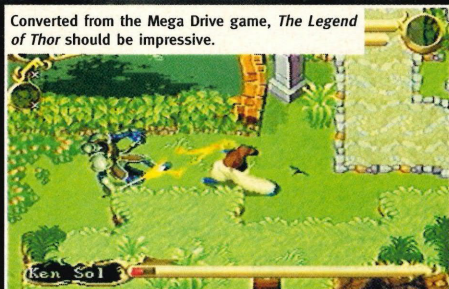
Did you know that there are eight separate microprocessors inside the Sega Saturn? Three of which are highly powerful 32-bit RISC chips. They all work together as a sophisticated suit of coprocessors. There are two main processors designed for Sega by Hitachi, providing the main processing engine, two graphics processors originating from Sega's advanced arcade systems, a custom sound processor, chips for CD-ROM control and system management. And all this for only £299!

The next phase

Developers around the world rejoiced when Sega released their new Sega Graphic Library. It has been written with 3D games in mind, giving developers powerful new tools to create their masterpieces. The new Saturn operating system can achieve 180K/200K texture mapped polygons per second and 60/30 frames of animation per second. The first games to use these new systems are *Virtua Cop*, *Virtua Fighter 2* and *Sega Rally*.

SEGA INTO

The Saturn has an exciting future ahead of it, if the software cupboard at Sega is anything to go by! They've got piles of top tiles in development, all looking impressive and beginning to make better use of the hardware. Saturn+ was granted an exclusive insight into the Saturn's 1996 line-up.



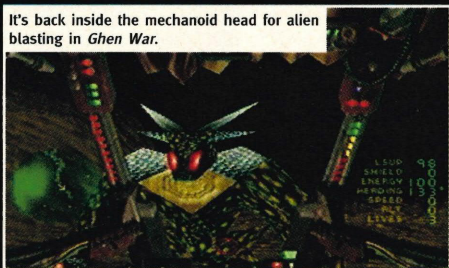
Converted from the Mega Drive game, *The Legend of Thor* should be impressive.

THE LEGEND OF THOR

Anyone remember *The Story of Thor* on the Mega Drive? It was one of the most impressive games of 1995 and really stretched the capabilities of the 16-bit console. Well the team behind that game have taken the best ideas and added all the things they couldn't manage on a lesser console and created a whole new adventure for the Saturn, *The Legend of Thor*.

The main character is the same guy, and many of the enemies are here too. The game is played out over huge multi-direction scrolling levels with castles, forests, rivers and bridges all ready to be discovered and searched. Much of the game is spent exploring the surroundings, but on encountering enemies it's time to get out the sword and you're thrown into a beat-'em-up situation complete with special moves.

All the music for *The Legend of Thor* has been created by Yuzo Koshiro, a famous artist, so you're not only in for a visual treat, but some top tunes too. Watch out for this early in 1996.



It's back inside the mechanoid head for alien blasting in *Ghen War*.

GHEN WAR

A title being worked on by Sega's Away Team development centre in the US and Jumping Jack Software, *Ghen War* is a 3D *Doom* style adventure with shoot-'em-up elements thrown into the pot for good measure. What makes it really special is the way all the introductions and between level FMV has been created with live actors and sets, then mixed with computer generated images. The result is a brilliant futuristic adventure that moves and plays like a dream.

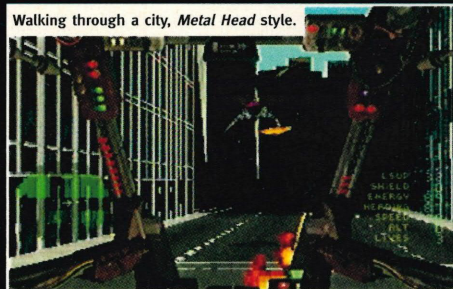
The in-game graphics are reminiscent of *Metal Head* on the 32X, but of course these are much better defined – they are on a Saturn after all! Inside a mechanoid suit the main character gets to charge about levels, firing out missiles and rockets at any suspicious looking alien or tank that takes his fancy.

An interesting release, and something that hasn't been tried on the Saturn so far. One to keep an eye on!

The intro features real actors.



Walking through a city, *Metal Head* style.



GUARDIAN HEROES

If I mention the name Treasure, anyone with any computer game knowledge will immediately shout out '*Gunstar Heroes*' and '*Dynamite Heddly*'. They were both fantastic Mega Drive releases, and the programming team behind them have now turned their efforts to the Saturn.

The first fruit of their programming loins is *Guardian Heroes* (they can't think of any more original titles), a manic beat-'em-up that has more options and fighting modes than your entire software collection put together! Up to six players can battle it out at once – fighting together or teaming up against their enemies and each with a massive selection of special magic moves. Levels scroll left and right and have multiple play fields with characters jumping between them to escape deadly blows.

There's even an *Out Run* style multiple choice when you complete each level giving up to three new challenges to take on.

Fast and furious, this is one beat-'em-up we're all looking forward to.



With up to six players at once, *Guardian Heroes* is manic!

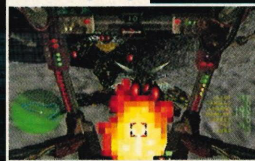
the legend of thor

number [one]



ghen war

number [one]



guardian heroes

number [one]



number [two]



96

feda

number [one]



number [two]



number [three]



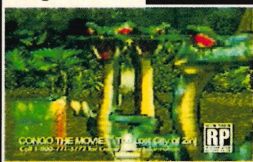
SNIPPETS

There are many other games on the cards from Sega, some of them are considered 'sensitive' at the moment and not even 'honest as the day is long' Saturn + are allowed to see them. But we've managed to snaffle you these early screen shots. You are honoured.

mr. bones



congo



FEDA

Over in Japan role playing strategy games are a way of life. People queue for hours down the street just to get their hands on the latest game! Well Sega are planning on a whole series



I don't know what he's saying, but this guy looks pissed!

of RPGs for the UK market in 1996. One of these will possibly be a traditional little number by the name of *Feda*.

It's reminiscent of the *Shining Force* games with tiny sprites to move around the main play area and only a set number of spaces to move to. Once you manage to square up against an enemy the game changes to a combat screen with both characters displayed larger and the usual hit, energy, stamina and weapon points displayed on the screen.

This kind of game may not be everyone's cup of tea, but they do have a strong cult following. Many people have even been known to buy the Japanese versions from importers and play them, even though they have no idea what any of the text says! Rest assured, all the text will be translated if *Feda* ever comes out in the UK.

ARCADE ECHOES

Of course, one of Sega's strongest points is their ability to convert any of their hit arcade games to run on the Saturn. In fact, many arcade games are developed alongside their Saturn counterparts. The new Model 2 arcade board as used in *Sega Rally* is impossible to port straight into the 32-bit console, new programming techniques and tricks have to be developed to recreate the game. Unlike Sega's Titan arcade board which is essentially just a Saturn in an arcade cabinet. Games like *Baku Baku Animal* can be converted over in a day! Here's a look at some of the arcade releases that will make the Saturn trip in 1996...

VIRTUA COP 2

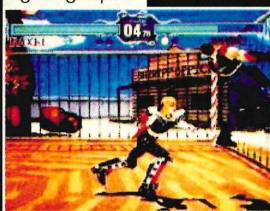
The sequel to... well you know already don't you? *Virtua Cop* is going great guns (groan) on the Saturn at the moment with a brilliant arcade conversion and a gun that is simple and effective to use. The sequel is already in production on the Saturn and boasts new characters, multiple choice of levels and plenty of sneaky new snipers to pick off at will.

Having played the arcade machine I know we're all in for a treat - there's even a car chase scene where you get to shoot out of the window! Christmas 1996 will be when you'll be playing this on the Saturn.

virtua cop 2



fighting vipers



weapons as well as hands and feet. One of the major differences in the game is the way the battle arenas are enclosed, so there's no chance of a ring-out. Instead opponents can be pinned up against the wire fence and pulverised to your hearts' content!

Looking at the great job they did with *VF2* on the Saturn, *Fighting Vipers* should very interesting indeed!

manx tt



MANX TT

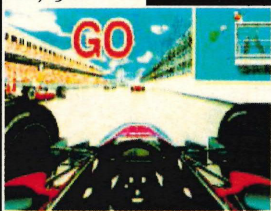
Using the same graphical style as *Sega Rally* comes *Manx TT*. And yes, it is a motor bike racing game, if you hadn't already guessed. All the texture mapped tracks and

bikes are looking fantastic in the arcades. It's on test in selected sights around the UK this month and we've been to play it. As with *Rally*, the Saturn conversion of this will be a major programming feat, but if anyone can pull it off it'll be AM3. If they're producing games to the quality of the Saturn *Sega Rally* this Christmas, just think what they'll be doing this time next year!

INDY 500

Racing games work really well in the arcades, so it's not surprising that Sega have a list of them waiting to be converted to Saturn. One of the latest games is *Indy 500* featuring *Sega Rally* style texture mapped cars and tracks. Being based on the Indianapolis 500 race, most of the tracks are simple ovals but the number of cars racing together at once really heats up the action. This will be making a Saturn appearance before Christmas '96!

indy 500



TITLES IN DEVELOPMENT

Here's a run-down of all the games currently in development for the Saturn. We'll keep you up-to-date on their progress and release dates throughout the year.

GAME	COMPANY	GENRE
11TH HOUR	VIRGIN	ADVENTURE
AFTERMATH	INTERPLAY	UNKNOWN
ALIEN TRILOGY	ACCLAIM	SHOOT-'EM-UP
ALONE IN THE DARK	INTERPLAY	ADVENTURE
BLAZING DRAGONS	CRYSTAL DYNAMICS	ADVENTURE
BRIAN DEAD 13	EMPIRE	ADVENTURE
BUG 2	SEGA	SHOOT-'EM-UP
CHAOS CONTROL	INFOGRAMS	SHOOT-'EM-UP
CLOCKWORK KNIGHT		
PUZZLE GAME	SEGA	PUZZLE
CONGO	SEGA	ADVENTURE
CREATURE SHOCK	DATA EAST	SHOOT-'EM-UP
CYBERIA	INTERPLAY	ADVENTURE
CYBERSLED	NAMCO	TANK GAME
DARK SAVIOR	SEGA	RPG
DEADLY SKIES	IVC	FLIGHT SIM
DEFCON 5	DATA EAST	SHOOT-'EM-UP
DESCENT	INTERPLAY	SHOOT-'EM-UP
DOUBLE HEADER	JALECO	SPORTS
DOUBLE SWITCH	DIGITAL PICTURES	SHOOT-'EM-UP
DRAGON'S LAIR	READYSOFT	ADVENTURE
EARTHWORM JIM 2	PLAYMATES	PLATFORM
ENDORFUN	TIME WARNER	PUZZLE
FEDA	SEGA	RPG
FIGHTING VIPERS	SEGA	BEAT-'EM-UP
FOX HUNT	CAPCOM	SHOOT-'EM-UP
FRANK THOMAS		
BASEBALL	ACCLAIM	SPORTS

FREE RUNNER	SEGA	SHOOT-'EM-UP
GEN WAR	SEGA	SHOOT-'EM-UP
GUARDIAN HEROES	SEGA	BEAT-'EM-UP
INDY 500	SEGA	RACING
IRON STORM	WORKING DESIGNS	STRATEGY
JUDGE DREDD	ACCLAIM	PLATFORM
LODE RUNNER RETURNS	WORKING DESIGNS	UNKNOWN
MADDEN NFL '96	ELECTRONIC ARTS	SPORTS
MAGIC CARPET	ELECTRONIC ARTS	SHOOT-'EM-UP
MANX TT	SEGA	RACING
MR BONES	SEGA	UNKNOWN
MYSTARIA	SEGA	RPG
NBA ACTION	SEGA	SPORTS
NFL '96	SEGA	SPORTS
NFL FOOTBALL	KONAMI	SPORTS
PANZER DRAGON 2	SEGA	SHOOT-'EM-UP
PRIMAL RAGE	TIME WARNER	BEAT-'EM-UP
QUARTERBACK CLUB '96	ACCLAIM	SPORTS
RETURN TO ZORK	ACTIVISION	ADVENTURE
REVOLUTION X	ACCLAIM	SHOOT-'EM-UP
ROAD RASH	ELECTRONIC ARTS	RACING
SHELLSHOCK	CORE DESIGN	SHOOT-'EM-UP
SIGN OF THE SUN	VIC TOKAI	UNKNOWN
SKELETON WARRIORS	PLAYMATES	SHOOT-'EM-UP
SLAM DRAGON	JALECO	BEAT-'EM-UP
SOLAR ECLIPSE	CRYSTAL DYNAMICS	SHOOT-'EM-UP
SPACE ACE	READYSOFT	ADVENTURE
STREET FIGHTER ZERO	CAPCOM	BEAT-'EM-UP
SUPREME WARRIOR	DIGITAL PICTURES	SHOOT-'EM-UP
TECMO SUPERBOWL 3	TECMO	SPORTS
THE HORDE	CRYSTAL DYNAMICS	STRATEGY
THE LAST BOUNTY HUNTER	AMERICAN LASER GAMES	SHOOT-'EM-UP
THE LEGEND OF THOR	SEGA	ADVENTURE
THREE DIRTY DWARFS	SEGA	UNKNOWN
VARUNA'S FORCES	IVC	SHOOT-'EM-UP
VIRTUA COP 2	SEGA	SHOOT-'EM-UP
VIRTUAL CHESS	TITUS	BOARD GAME
WATERWORLD	OCEAN	SHOOT-'EM-UP
WING COMMANDER 3	ELECTRONIC ARTS	ADVENTURE
WORLD CUP GOLF	US GOLD	SPORTS
WRESTLEMANIA: THE ARCADE	ACCLAIM	BEAT-'EM-UP
ZOOP	VIACOM	PUZZLE

TREAT YOURSELF!

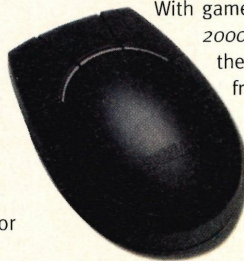
Win every peripheral and piece of merchandising there is for the Saturn, including...

- ▶ Video-CD card
- ▶ Backup Memory
- ▶ 6-Player Adaptor
- ▶ Bomber jacket
- ▶ Virtua Stick
- ▶ Control Pad
- ▶ Arcade Racer
- ▶ T-Shirt

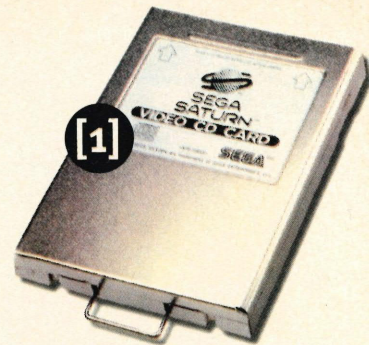
If you're reading this competition then you've probably already bought a Saturn or are thinking of getting one in the near future. In that case you'll be wanting a few little extras to add to your super console. Sega have a whole range of peripherals in the shops now, and many more on their way, and Saturn + has managed to persuade them to part with a few, plus an exclusive T-shirt and jacket so you'll be a real Saturn stunner!

Coming soon...

With games like *Worms* and *Sim City 2000* doing the rounds already, the one thing that's missing from the Saturn repertoire is a mouse. It's already been designed and will be in the shops sometime soon.



To win this colossal collection of cool prizes all you have to do is answer this one simple question: **What is the name of the programming team behind the brilliant *Sega Rally*?** Answers on a postcard or the back of a sealed down envelope to: **Sega competition, Saturn +, Paragon House, St Peter's Road, Bournemouth BH1 2JS.** To reach us no later than 31st January 1996.



1. Video-CD Card

£169.99

Your Saturn is not only a cool games playing machine, with a little help from this plug-in card it can become a home cinema too, playing any MPEG Video-CDs. All the top movies and music videos are available in Video-CD format. It comes complete with a sampler CD too!

2. 6-Player Adapter

£29.99

The more developers explore the Saturn, the more multi-player games you're going to see. To cope with so many players around the console at once you'll need one of these 6-Player Adapters allowing six joypads to be plugged into the one joypad socket on the machine! Come on, let's see a Bomberman game converted quick!

3. Arcade Racer

£49.99

Driving games work fine with a joypad, but sometimes you just want a little extra realism. Sega have thought of that and created the Arcade Racer. It's a steering wheel that you rotate left and right to mimic the joypad controls. It works really well with the likes of *Sega Rally*!

4. Virtua Stick

£39.99

Hmm, with a name like that I wonder which game this stick was designed for? Some people just can't get the hang of joypads so this arcade style joystick will be just what they need. Spaced out buttons and a strong stick make for great gameplay!

5. Control Pad

£19.99

An ergonomically tested 6-button pad, this is the key to success in all Saturn games. After all – you won't be able to play much without one! The machine only comes with one joypad, so here's another so that you can play two-player games of *Virtua Fighter 2* and *Virtua Cop*!

6. Back Up Memory

£39.99

The Saturn has an internal memory back-up, but sometimes that just isn't enough. You may want to save out your data and take it around your mate's house to continue your game. This cartridge holds 512K of game data – which is a hell of a lot!

All winners will be notified in writing. A list of winners will be available in writing on request to Paragon Publishing, St Peter's Road, Bournemouth BH1 2JS. No Paragon staff or employees of any of Paragon's suppliers are entitled to enter the competition.

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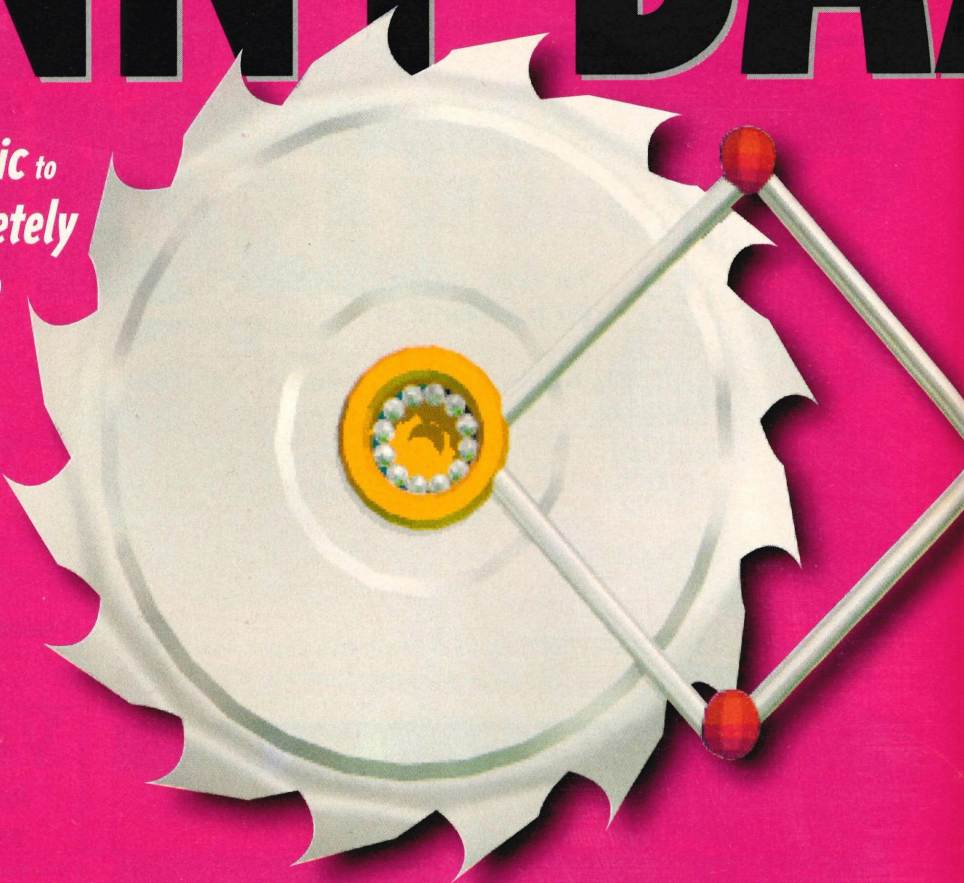
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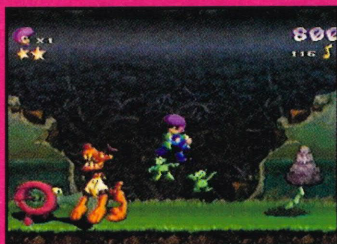
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JOHNNY BAZOOKATONE

Where would we be in the world without music to relax us, inspire us and help us get completely blottoed at the Christmas party? Somewhere near the Hotel Demonique I expect...



No stuck up bouncer is going to stop Johnny from playing his top tunes! With mirror balls spinning and the dance floor rocking, he's ready to roll!



Johnny B is a dark and mysterious game using some gorgeous rendered graphics.



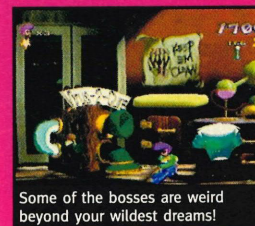
Just as video killed

the radio star, Silicon Graphics machines have

killed the 2D sprite – but who cares? 3D here we come! More and more Next Generation games are appearing with SGI graphics plastered all over them, and everything in US Gold's *Johnny Bazookatone* has been painstakingly rendered.

The game started out as a set of characters, thought up by a programmer at ARC Developments in Walsall two years ago. Sketches were produced and eight months spent experimenting with different animation techniques from hand drawn characters to Claymation. Eventually it was decided to create the whole game on SG machines.

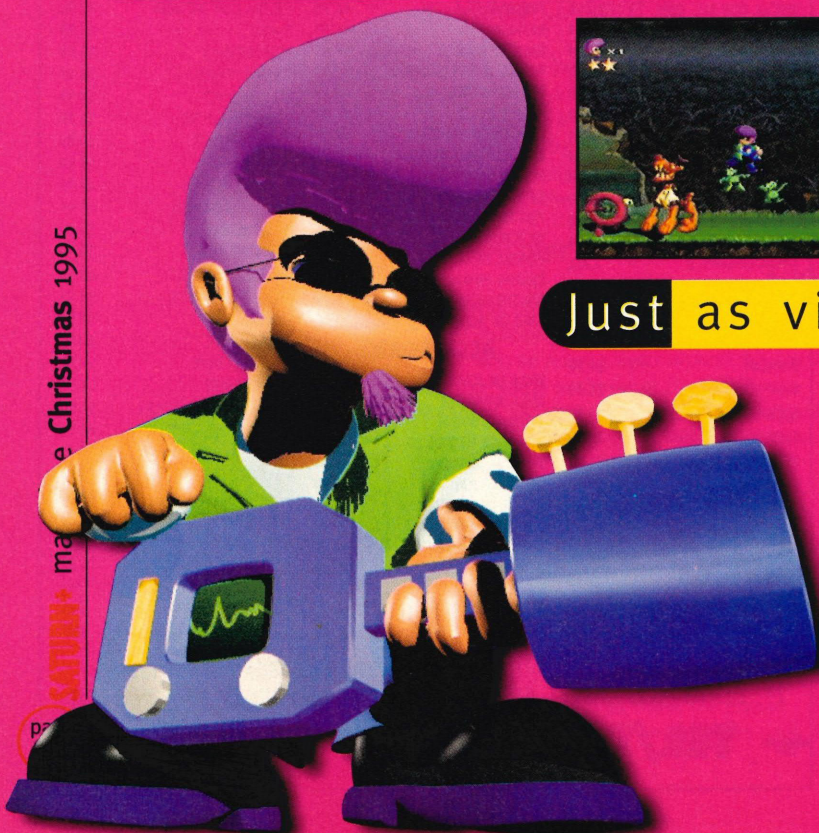
The Johnny B programming team has been working on the game day and night for the past



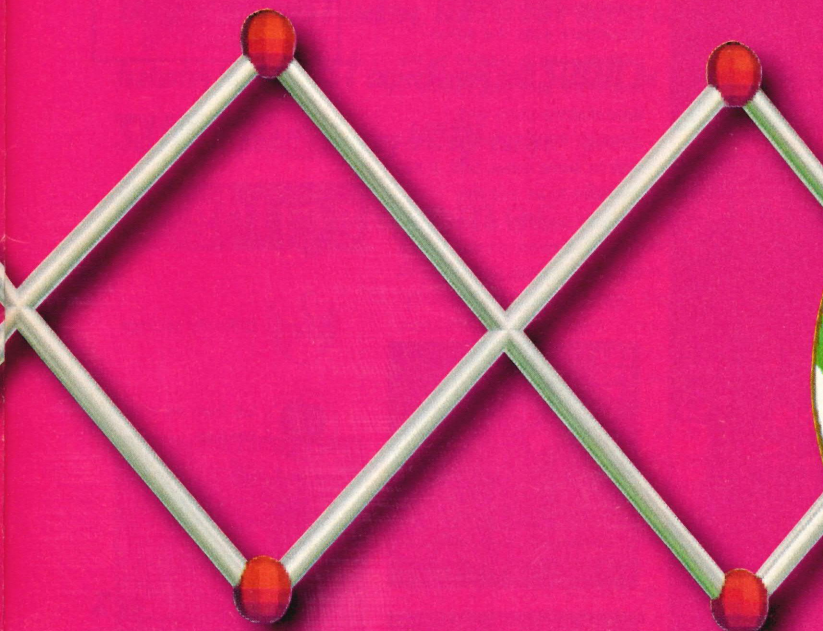
Some of the bosses are weird beyond your wildest dreams!



It's the soundtrack that really makes Johnny B rock. Produced by ARC and some top musical names.



ZOOKATONE



MUSICAL YOUTH

Johnny Bazookatone is a genius. In the year 2050 AD he has a string of number one hits and has united the world in peace and love using his beloved guitar Anita. Everyone is happy for him except for one arch rival in the music business, Mr L Diablo.

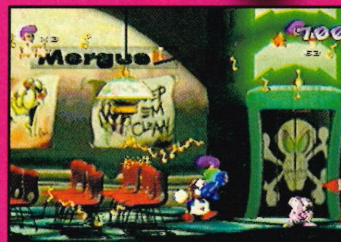
This cad would do anything to steal Johnny's guitar and have the fame and fortune for himself so he sends out his evil imps to do the dirty deed. With Anita guitarnapped and the world in sadness there's only one thing Johnny can do: venture into the evil world of Diablo and rescue not only his guitar, but music from the clutches of this evil force.

In his rendered platform game Johnny will discover hell, a prison, the Hotel Demonicus complete with dirty old man in the attic and huge bouncer and a ballroom full of 70's disco dancers! The final showdown takes place in Diablo's fiery Penthouse.

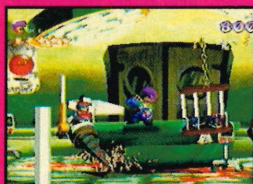
The little chap has a special guitar blaster to aid him in his quest and he'll certainly need it with the hordes of nasties lurking the wings. Can he succeed and restore peace and harmony? That's down to you!



Little Johnny must stay aboard the boat while Death rows it across the green river. You don't want to take a dip in there!



Each location and character has been painstakingly rendered to give this brilliant three dimensional effect.



Poor little Johnny - all this so that he can rescue his beloved guitar Anita.



Look out behind you JB! If he wasn't wearing those stupid shades he might do better!

few months, finishing off the levels and adding those extra special touches that make a game complete. A great animated intro sequence blares out when you first load the game, showing Johnny and his band in an MTV style music video. 1000s of frames of animation have been crammed onto just the one CD.

As the game progressed, music was composed for each level by Andy McGinty at ARC. His tunes even influenced the creation of the many of the weird and wonderful places Johnny finds himself. These tracks were then mixed with the talents of some big music industry names. Well, they've worked with big names anyway. Des Tong, head of music at US Gold, produced Time Warp from Damian (the less said about that the better) and has produced Erasure and Simply Red for the BBC; Mike Hehir the guitarist has played with Debbie Harry; Cissy Stone did vocals and has worked

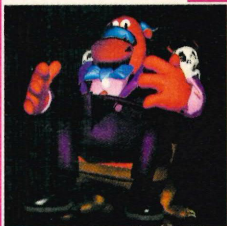
with Marvin Gaye and Aretha Franklin and Snake Davis, the lead guitar player, has played for many top names including Take That, M-People, Kylie Minogue and PJ and Duncan! So you know the music is going to be pretty special.

So has all this intense development been worthwhile? Well you can tell from the screen shots that the game looks a treat. All the characters move really smoothly and Johnny goes through his paces in style. Playing is a little strange at first as all the scenery is huge compared to little Johnny, but once you've accepted this you can get down to the business of completing a top notch platform game.

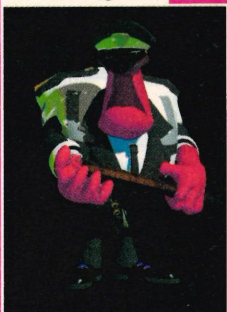
With big bosses, brilliant intro sequences and a soundtrack that wouldn't look out of place in the charts I think it's safe to say that US Gold have a little gold mine in Johnny B. Nice job lads!

● Nick Roberts

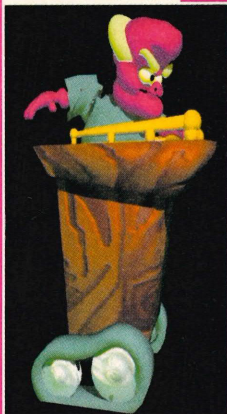
boss one [fat man]



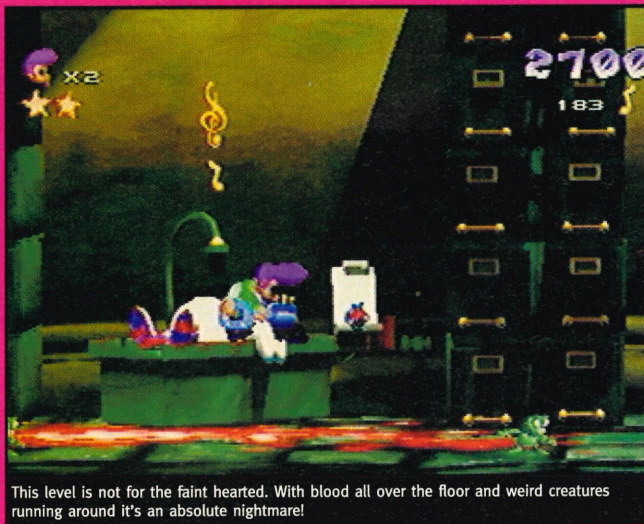
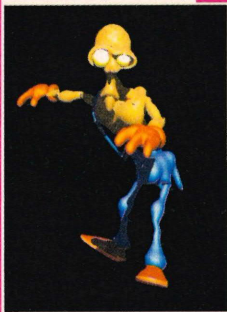
boss two [guard]



boss three [judge]



boss four [skeleton]



This level is not for the faint hearted. With blood all over the floor and weird creatures running around it's an absolute nightmare!



Some of the end of level guardians are many screens high. You never get to see the whole creature on screen at once – and you're supposed to kill them too!



With the chandeliers waving, the backgrounds scrolling in 3D parallax and Johnny running along the 3D scenery in his many frames of animation – you can see why we say that this is a visually stunning game!



This guy just doesn't give up! Give him a blast with the laser guitar – that should sort him out!

The lads up at ARC Developments are a bit potty if you ask me! Just look at the picture in the background – and they can't use DAT machines!

2nd comment

Well, what a spanking game this has turned out to be! *Johnny Bazookatone* takes the loveliest graphics around and throws in plenty of levels, mad characters and plenty of challenge into the bargain. It may not be the most original title going, but it's extremely well hidden under all that graphical splendour. Not forgetting the sound of course – it's amazing! The CD soundtrack suits the action perfectly, and is created by the best in the business. *Johnny Bazookatone* plays well, although the graphics get very dark in some areas. Still, it has no major flaws and this certainly qualifies as one of the best platformers on the Saturn. Highly recommended.

● Steve Hardy

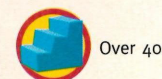
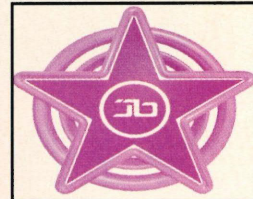


What platform game would be complete without a mincart style level, eh?

A giant butcher with a meat cleaver in his hand might scare your average platform game star – but not our Johnny!

SATURN+ VITAL INFORMATION

PUBLISHER:	US Gold
DEVELOPER:	ARC Development
RELEASE DATE:	January
PRICE:	£49.99



GRAPHICS: 94%

SOUND: 96%

GAMEPLAY: 88%

LONGEVITY: 89%

PRESENTATION: 92%

A visually stunning platform game with a rocking sound track. Not all that original, but great fun.

94 PERCENT

NASTY BOYS

There are hundreds of evil creatures hidden away in the levels of *Johnny Bazookatone*, and some impressive end of level bosses. Here's a peek at some of the worst.

X-MEN CHILDREN OF THE ATOM

One of the **best** looking, **hardest** hitting beat-'em-ups featuring the **latest** superheroes will **soon** be **gracing** the **Saturn** and it's looking **very** tasty!

Fighting games

featuring popular cartoon and comic characters have always done really well on all consoles, and the Saturn is no stranger to fighting. The brilliant *Virtua Fighter 2* has set a standard for all 3D beat-'em-ups to maintain, but *X-Men: Children Of The Atom* takes a different approach to creating an exciting battle game.

Capcom's arcade conversion won't feature all the rotation and scaling that we've been spoiled with on our 32-bit consoles. Instead it has the biggest, hardest characters to battle with, and play areas many screens high.

All the famous Marvel comics characters are here including a favourite for everyone. Wolverine, Cyclops and Storm possess an impressive array of special moves with visual effects that match the arcade machine perfectly. Other special options are auto blocking, double screen air jumps and super finishing knock out moves. Combos are featuring more and more in games of this type, and multi-hit combinations of moves feature prominently in this arcade conversion.

There are ten characters in all, boasting quite



Mr stretchy arms here is Omega Red. His special abilities must come in so handy in everyday life.

Come on you guys, this is no way for two human beings to act with each other, be friends. Oh... you say you're not strictly human? In that case you can pulverise each other as much as you like. See if I care!



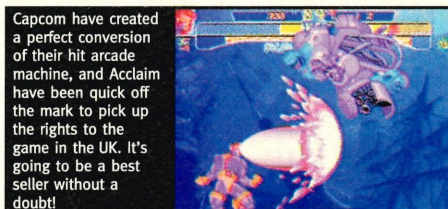
Capcom have turned the Marvel super-heroes into video game giants in this top class beat-'em-up.



An ice blast is more than any super hero can take. The moves in the game are very impressive!

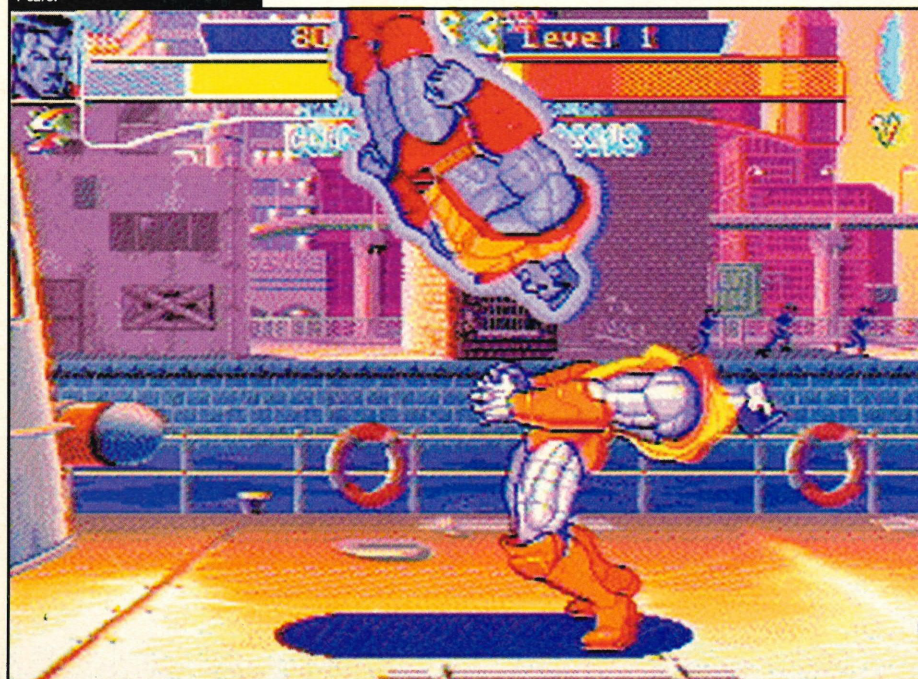


Psylocke is not a guy to get on the wrong side of. You'll end up frazzled in a corner!



Capcom have created a perfect conversion of their hit arcade machine, and Acclaim have been quick off the mark to pick up the rights to the game in the UK. It's going to be a best seller without a doubt!

possibly the biggest sprites to appear on the Saturn so far. Each one is well detailed and all feature in a top introduction sequence done in a comic book style. At this stage *X-Men: Children Of The Atom* is looking very promising and will no doubt be one of the most eagerly anticipated fighting games for next year.



SATURN

VITAL INFORMATION

PUBLISHER: Acclaim
 DEVELOPER: Capcom
 RELEASE DATE: Spring '96

Beat-'em-up

One or two players

Marvel comics, from a Capcom arcade machine.

% COMPLETE

90 PERCENT

CASPER

Yes, it's a movie licence. Yes, the movie was hardly Oscar winning material and yes, only the best games pass the Saturn+ test. So does Casper stand a ghost of a chance? Read on...

The Casper of

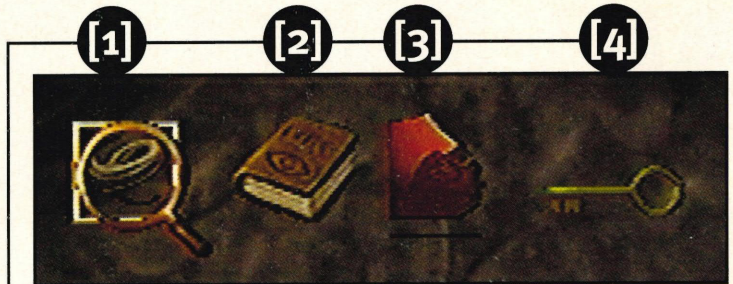
the '90's bears little resemblance to the cute, sickly sweet cartoon

character of the '60's. For a start, the movie boasted a mega-buck budget and the special effects touch of industry wizards, Industrial Light and Magic.

Thanks to the legendary ILM, the film featured a staggering total of 400 effects shots compared to the paltry 56 produced for *Jurassic Park*.

Having the foresight to snap up the video game rights, Interplay have developed a 32-bit title that draws you in with a variety of ingenious puzzles as well as an addictive adventure.

What the Saturn version of *Casper* does is take the established themes evident in most decent RPGs and combine them with movie quality visuals, superb lighting effects and clever graphical touches such as the main character in all his

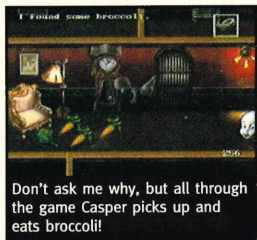


POLTERGEIST PICK-UPS

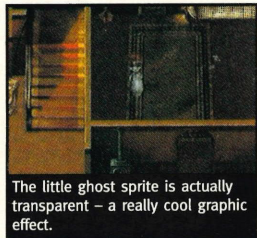
For some strange reason, Casper is able to collect various objects on his journey to aid him in his quest. Quite how an intangible entity is able to lift items such as a one ton weight is beyond us but each object has a specific purpose.

- 1. Weight:** Drop on certain floor areas to activate secret doors.
- 2. Jigsaw piece:** Collect all four picture parts to gain extra powers.
- 3. Book:** Give this to the professor as a present.
- 4. Keys:** Required to open doors and treasure chests.

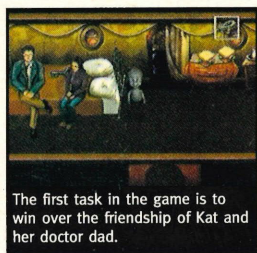
Out in the garden at last, and now all the trees and shrubs can be searched. Most of the gameplay involves floating about and searching everything actually. Boring? Find out in the review.



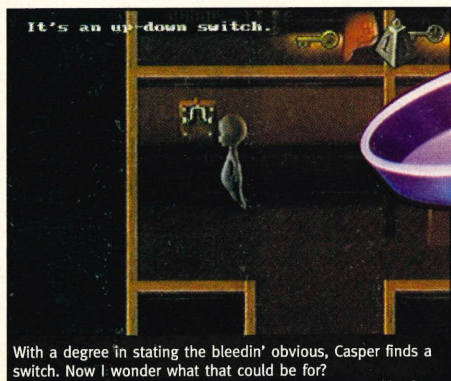
Don't ask me why, but all through the game Casper picks up and eats broccoli!



The little ghost sprite is actually transparent - a really cool graphic effect.



The first task in the game is to win over the friendship of Kat and her doctor dad.



With a degree 'in stating the bleedin' obvious, Casper finds a switch. Now I wonder what that could be for?

transparent glory. Players guide the hapless spectre around the apparently deserted Whipstaff Manor, home to not only Casper but also his three villainous uncles: Stretch, Stinkie and Fatso, not to mention the human protagonists who have just purchased the house: Dr James Harvey and his daughter Kat.

Collect keys to open doors, weights to trigger secrets and ghostly power icons to perform various supernatural feats. Of course as the game progresses the puzzles get tougher but rightly so. One final mention has to go to the music taken directly from the film's original score. Superb stuff, giving *Casper* just the right atmospheric touch needed to make it a great Saturn game.



SATURN+ VITAL INFORMATION

PUBLISHER: Interplay
DEVELOPER: In-house
RELEASE DATE: December

Puzzle/adventure

One player

Movie licence

% COMPLETE

90 PERCENT

CYBERIA

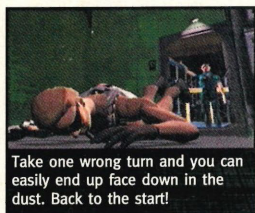
Now that the Saturn is here, platform games have taken on a new form. Detailed, rendered graphics are the order of the day, but will Cyberia deliver the goods?

In the not too

distant future, the world is dominated by terrorists, and worse still, a

doomsday device codenamed Cyberia has been found frozen deep beneath wasteland, and it must be recovered before it falls into the wrong hands.

This is where the player comes in, and the screen shots show that Cyberia is going to be no ordinary game. It comprises of action, adventure and a bit of puzzle solving, all within a time limit. The challenge should certainly be a tough one. It's visually very striking. From the intro that explains the story to the main action



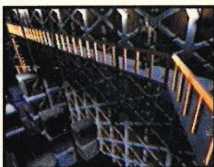
Take one wrong turn and you can easily end up face down in the dust. Back to the start!



The beautifully rendered visuals are directly ported over from the PC game.



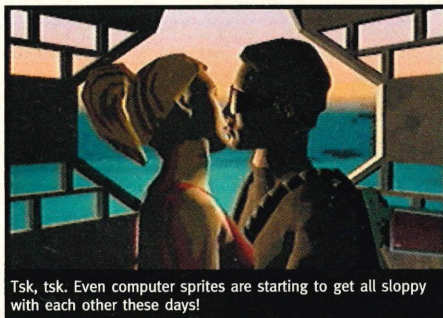
All these graphics may look fantastic in static pictures - but all the characters don't half walk funny!



There I was, minding my own business, and all of a sudden this guy comes up. He ties my hands behind my back and starts to electrocute me on some strange machine. Just an everyday walk home in Bournemouth really!



Life is one big adventure, and we all learn by our mistakes. This guy has just thrust his hand into a dustbin full of acid! I bet he doesn't do that again in a hurry.



Tsk, tsk. Even computer sprites are starting to get all sloppy with each other these days!

of the game, all the graphics have been created on Silicon Graphics workstations, to make them look as bold and as realistic as possible.

The bulk of Cyberia will involve exploring and talking to different characters, although there are terrorists lurking about that can be disposed of with a laser gun. The mission is to locate and safeguard the Cyberia device, whilst avoiding capture or death at the hands of the terrorists. The mix of arcade action and mind bending puzzles is just right, and every character will have full speech. The sound will be just as impressive, and it will all be in Dolby stereo.

Graphic arcade adventures have never looked like this before, so Cyberia should be something of a first for the Saturn. If it plays as well as it looks, then we could see a whole new batch of games using this genre appearing. In the meantime, we await Cyberia with fingers crossed.

THE STORY SO FAR...

This intro shows how the main character has been selected to carry out his world saving task. Along the way, he'll be shot at, closely monitored and snogged by beautiful women. Not bad!



SATURN+ VITAL INFORMATION

PUBLISHER: Interplay
DEVELOPER: In-house
RELEASE DATE: 1st quarter '96

Graphic adventure/action

One player

US from a PC original

% COMPLETE

90 PERCENT

STRIKER '96

BALL BOYS

The technology of motion capture has advanced to such a standard in recent years that it's featured not only in video games but also adverts, music videos and even big budget movies. *Striker '96* features realistic movement created using Silicon Graphics machines.

For years the UK has been responsible for producing some of the most original and inventive software titles in the world. Mix that with our national sport and a winning combination is the result...

The release of

any new console demands certain genre

games to accompany it. Shoot-'em-ups, beat-'em-ups and an assortment of platformers usually make an appearance as well as a multitude of sports titles. As far as football goes, the Saturn has got off to a bit of a bad start with the release of the poorly received *Victory Goal*.

Fortunately for us, ace developers Rage have been busy beaver away on a soccer game that's guaranteed to set new standards in realism and playability when it's released next year. *Striker '96* has been ported over from the Sony PlayStation and produced with Sega's new software libraries that have made programming, for the previously tricky Saturn, a much smoother task.



The game boasts extensive motion capture, rendered stadiums and even graphical touches that were missing from the PlayStation game including background sky. Weather conditions have also been included with rain and wind speed all affecting play.

Of course no footie game would be complete with a decent roster of teams and *Striker '96* is certainly no exception. Although boasting 100 real international teams, for legal reasons every player's name has had one letter changed. After each match, top scores and team stats may be saved straight to the Saturn's RAM and accessed later.

With a wealth of options and features, *Striker '96* is certainly looking like being one of the top Saturn titles available in the new year and of course we'll be bringing you a in-depth review in a forthcoming issue.

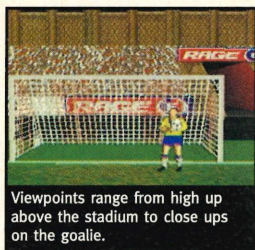
number [one]



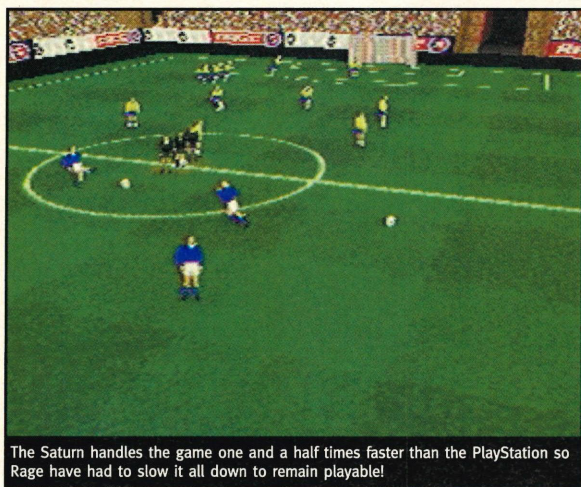
number [two]



In the early version we played for this preview the viewpoint was controlled by one joystick and the players the other. None of the artificial intelligence was in the game, but you could see the potential for a top soccer experience!



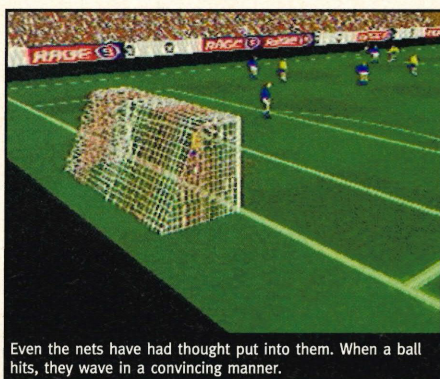
Viewpoints range from high up above the stadium to close ups on the goalie.



The Saturn handles the game one and a half times faster than the PlayStation so Rage have had to slow it all down to remain playable!



You can choose to play a close-up game, like *FIFA*, or go high up and have a *Sensible Soccer* style football match.



Even the nets have had thought put into them. When a ball hits, they wave in a convincing manner.

SATURN+ VITAL INFORMATION

PUBLISHER: Warner Interactive
DEVELOPER: Rage Software
RELEASE DATE: March '96

3D soccer simulation

One or two players

UK conversion from PlayStation original

60% COMPLETE

60

PERCENT

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Reviews are

always an important part of a magazine really. After all, without them you wouldn't have a clue what we thought about any of the games! The Saturn + reviews system is pretty much like any other. Radical reviews never really work – we all feel more comfortable with what we know.

Games hitting the shops around December whether they be as official releases or on import from the USA or Japan are given at least a one page review, some up to three. The Saturn releases that are already in the shops have been rounded up for you at the back of the magazine as short reviews.

QUICK KEY

These icons appear on reviews. See the Vital Information panel opposite for an explanation.



GENRE



PLAYERS



OPTIONS



ORIGIN



LEVELS

THE REVIEWS EXPLAINED...

In each review you'll find various elements, all here to aid you in the best software choice. At the end of the day £40 is a lot to spend on a piece of software, and we're here to make sure you make the right decision

1. The body text

This describes the storyline behind a game, and details any special features or options available as well as incorporating a personal comment from the writer.

2. Second opinion

One opinion is never enough to get a complete view of a game. Here we give you the option to read what another Saturn + writer thinks.

3. Box outs

These go into a little more detail on specific elements, explaining the ins and outs of

vehicles, showing an intro sequence to set the scene or maybe just taking you through the options screens.

4. Vital Information

Down the right hand side of every review is a column giving details about the game. Publisher, price, release date are pretty standard fare. We've also included the genre of the game (shoot-'em-up, 3D racing simulation, etc.), the number of players it can handle, any options that are available, the origin (whether the game has been converted from another system, or originated in

another country) and the number of levels.

To finish off there are the usual ratings for graphics, sound, gameplay, longevity and presentation and an overall percentage with a comment to give you an instant impression of what we think of the game. Remember, these scores aren't the be all and end all. Read the body text to get an idea of the pros and cons of a particular game. Even a title that gets only 60% has some playability to offer, it just might not have tickled our reviewer at the time!

review virtua cop

virtua cop review

VIRTUA COP

COPS 'N' ROBBERS
Just like a TV cop show, the game has to own up to its cliché. Introducing the two heroes is followed by a cinematic cut scene in which the cops are introduced to their new job. A cinematic cut scene in which the cops are introduced to their new job. A cinematic cut scene in which the cops are introduced to their new job.

[3]

GET IN TRAINING
Testing your shooting accuracy, the training mode is really a separate game in itself. Targets pop up randomly and you have to be quick as lightning to hit them before they disappear again. There are several different screens, ranging from simple grids to ones where the targets roll sideways and forward on conveyor belts. The similar dual mode has you competing directly against a friend to rack up a high score.

[2]

Talk about firepower. So far, we've covered all there is to say about the game's graphics. It's a masterpiece of 3D graphics, with a level of detail that is truly impressive. The game's graphics are so good that you can see the individual hairs on the cop's head. The game's graphics are so good that you can see the individual hairs on the cop's head.

[1]

SATURN VITAL INFORMATION

GENRE: Single player
PRICE: £39.99
PICTURE: Excellent
PLAYERS: 1-2
MODES: Single player, 2 player
REVIEW: Excellent

GRAPHICS: 90%
SOUND: 88%
GAMEPLAY: 91%
LONGEVITY: 91%
PRESENTATION: 89%

91 PERCENT

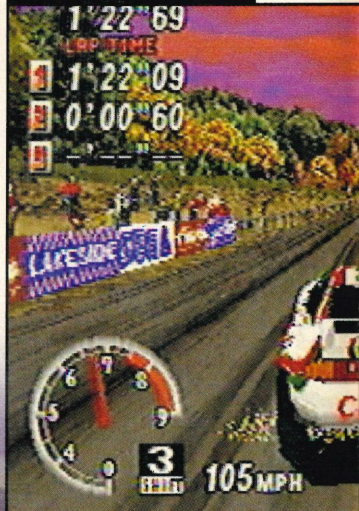
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SATURN+ magazine Christmas 1995

SATURN+ magazine Christmas 1995

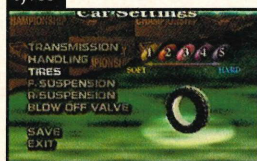
SEGA RALLY

It's scenes like this that make these 32-bit consoles worth while. Just look at the quality of these graphics!



With a new graphic library under their arm, and a bunch of brilliant programmers, Sega locked themselves in a darkened room. This is the result - a near perfect arcade conversion.

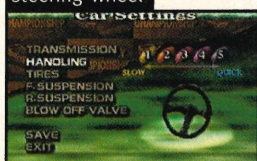
tyres



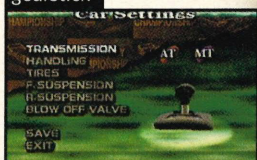
suspension



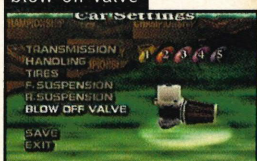
steering wheel



gearstick



blow off valve



UNDER THE BONNET

Unlike the arcade machine, the Saturn version of *Sega Rally* allows the player to customise their car altering the handling in the process.



FLY

TWOS COMPANY

A game like this wouldn't be complete without some kind of two-player option. Sega could have gone for a link-up game but they decided that a split-screen two-player option would be best, allowing two-players to come with just one copy of the game, and one Saturn.

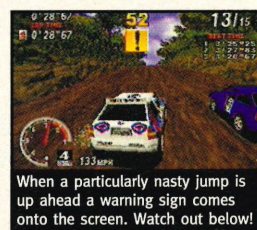


2nd comment

Daytona USA didn't really impress did it? Well I can safely say that *Sega Rally* is the best racing game on any format to date! The slick texture-mapped visuals are breathtaking, as are the excellent digitised speech samples from you're co-driver, who will go head-over-heals to guide you round the difficult bumps and tight corners. There's even a split screen two player mode.

It just goes to show what can be achieved with a little effort and time on your side. I would advise anyone with a Saturn to go out to their local video game store and buy this now. Simply the best.

● Simon Lovell



When a particularly nasty jump is up ahead a warning sign comes onto the screen. Watch out below!

Nice job lads!

Yu Suzuki and his team deserve all the praise they can get for creating the

Saturn version of *Sega Rally*. They've taken a game from a £14,000 arcade machine and reprogrammed it, finding new ways to create the car and background graphics and incorporating the fastest two-player split-screen mode on any console in the world!

I'll explain the game, for those of you who have been living under a rock for the past year. After selecting one of the mean rally machines: a Toyota Celica GT-Four WRC or a Fiat Lancia Delta Integrale '92 WRC, you can choose to race on the easy, medium or expert track. The difficulty of each is measured by the number of twists and turns, and tricky terrain that's thrown up as you fly along. Beginners should choose desert, the easy track, with its long curves and high jumps. A perfect track for learning the *Sega Rally* driving technique.

It's simply a matter of reaching the check points before the timer runs out, and hopefully before your competitors too. Complete the whole stage and you'll be congratulated and go on to the next – without so much as a screen wash and a breather!



The split screen two-player option is the fastest in any console game – a brilliant piece of programming.

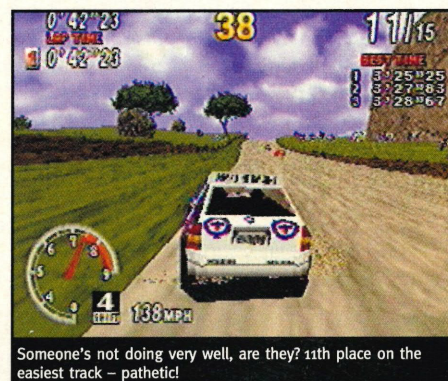


Unlike the arcade machine, Saturn owners can change all the car settings to suit their driving style.

If all three tracks are successfully completed in expert mode you get to race around the fourth special one: Lakeside – this has plenty of devilish twists and turns and lots of trees which tend to jump out at you as you drive by.

I've been a big fan of the arcade machine since its launch in the UK, immediately dropping my love for *Daytona USA*. The way you can slide the cars around every corner, then power out to steal a few extra seconds from the timer is just so addictive. Although there is a slight graphical difference with the Saturn game, the feel is identical. That's the result AM3 wanted to create, they knew the visuals would never be up to the Model 2 arcade board standard.

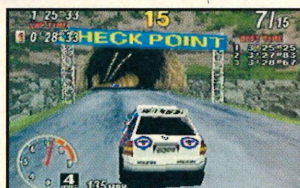
Never being a company to produce a straight arcade conversion, Sega have incorporated a custom car option for all motor buffs to tinker around with. Brakes, tyres and suspension can



Someone's not doing very well, are they? 11th place on the easiest track – pathetic!

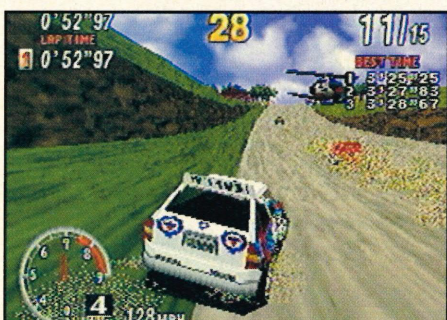
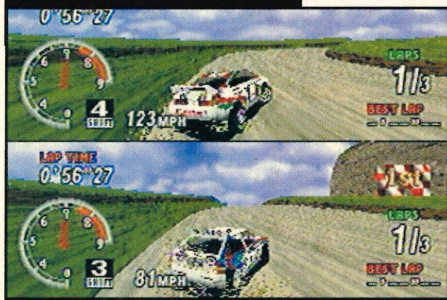


The great thing about *Sega Rally* is the 'rough 'n' tumble' style gameplay. The lead position can chop and change every second, with both cars battling for the check points.



The checkpoint might just be up ahead, but there are many more before the finish so there's no time to relax!

The desert track has some interesting by-standers. People are dotted around on the banks, but if you look carefully you can spot wildlife too. I've never seen a rally with a zebra in it before!



Why do all racing games have helicopters that fly overhead? A strange phenomenon.

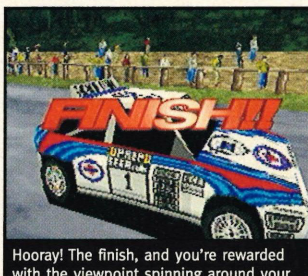
be adjusted to suit, plus you get the bonus of changing your blow off valve – how useful is that?! There's also rumoured to be a hidden car tucked away, accessible with the correct joystick combination. Sega are keeping this under their hat for now though. It's all these options and extras that make the game worth while on the Saturn – elements that not even the arcade machine can offer.

If there's only one new Saturn game you buy over the coming weeks, make it *Sega Rally*. You really won't find a better Saturn driving game now, and probably for years to come!

● Nick Roberts



If the two halves of the screen look significantly different you know that one player is way behind. But then, you're too busy watching your own half when you're playing the game.



Hooray! The finish, and you're rewarded with the viewpoint spinning around your car. If you complete the whole section you might even get a rerun of your best racing moments.

HIDDEN EXTRAS

The Lakeside track isn't selectable from the options screen, you have to complete each track on expert mode first. It's packed full of nasty twists and turns, but is well worth seeking out for a tough challenge.




SATURN 
VITAL INFORMATION

PUBLISHER: Sega
DEVELOPER: AM3
RELEASE DATE: January
PRICE: £49.99




 Arcade rally racing

 One or two split-screen

 Variable brakes, tyres and suspension

 Japanese arcade machine

 Three accessible tracks + bonus

GRAPHICS: 96%

SOUND: 92%

GAMEPLAY: 95%

LONGEVITY: 92%

PRESENTATION: 93%

Words can't describe the brilliance of *Sega Rally*. If you own a Saturn, and you don't buy this, you're a fool.

95 PERCENT

BAKU BAKU ANIMAL

Sega's strength is its quality arcade machine background. Now games are converted faster than ever to Saturn. Here's a prime example...

A strange title

for a strange game – but highly addictive all the same. Baku Baku Animal is a



Aaagghh! When the giant lion's head chomps down on the screen it's game over!



Player two is going great guns, and he's got a panda at the ready, munching through the bamboo.



This kind of game has been attempted many times, but never in this addictive way.

brilliant little puzzler from Sega of Japan that has had everyone in the Saturn + office hooked for days!

Believe it or not it's programmed by AM3, the team behind the fantastic *Sega Rally*. After programming the arcade version of the top racing game they immediately moved on to this project for Sega's Titan arcade board. As the chip set of Titan is almost identical to the Saturn, a conversion was simple.

The game has been influenced by many classics including *Tetris* on the Game Boy and *Mean Bean Machine* on the Mega Drive. With the screen split in two, small icons fall down either side in groups of three. These show tiny animal heads and food. Pile the food up high and then match the right animal and a giant rendered head will munch its way through, dropping the higher icons down. When you've made a match all those icons will fall down on your opponent, and setting up chain reactions causes complete chaos!

Simple but unbelievably addictive is the best way to describe the game. All the graphics are brightly coloured and perfectly rendered. The icing on the cake is the giant lion's head that chomps down on the loser at the end of a battle. Get in touch with an importer and buy a copy of this today – you won't regret it!

● Nick Roberts

2nd comment

I was never a fan of *Tetris*. All that fiddling about with stupid little shapes just gave me nightmares. This, on the other hand, adds a new dimension to this kind of puzzle game and makes it appealing to the younger player. All the graphics make you think of children's toys with candy colours and cute faces. With difficulties from unbarably easy to incredibly hard all levels of games player are catered for too. A great little game.

● Steve Hardy



It's almost curtains for player one. The rabbits are coming!



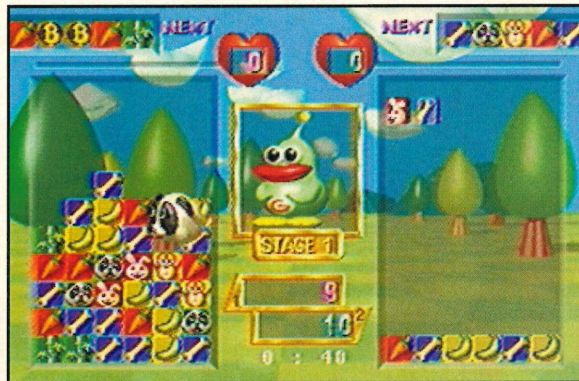
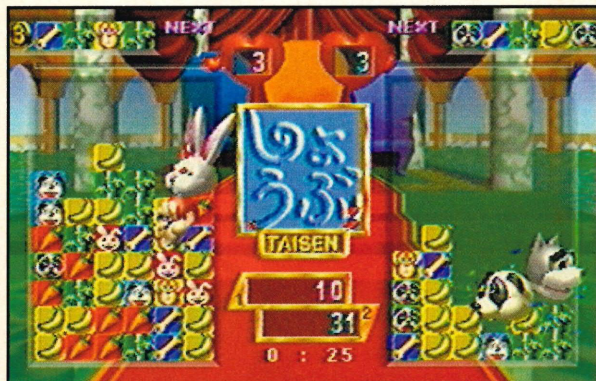
Monkeys and rabbits, munching away in a console game. What is the world coming to?!



The difficulty settings in the game are measured by the weirdness of the character you choose to play against. The pig in a wizard's costume is a pretty nasty one to go up against, I prefer the multi-coloured penguin! Oh dear...

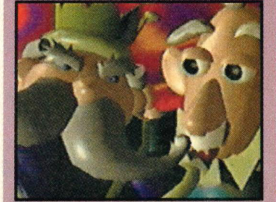


The dogs are on the rampage on the left of the screen, but with a big pile of carrots player two needs to match a rabbit!



SATURN
VITAL INFORMATION

PUBLISHER: Sega
DEVELOPER: AM3
RELEASE DATE: December/Import
PRICE: £59.99



Novelty puzzle game

Two players

Various modes of play

Japan from an a Sega Titan coin-op

Nine skill levels

GRAPHICS: 91%

SOUND: 90%

GAMEPLAY: 92%

LONGEVITY: 89%

PRESENTATION: 90%

An utterly addictive puzzle game from those mad Japanese! Amazingly programmed by AM3!

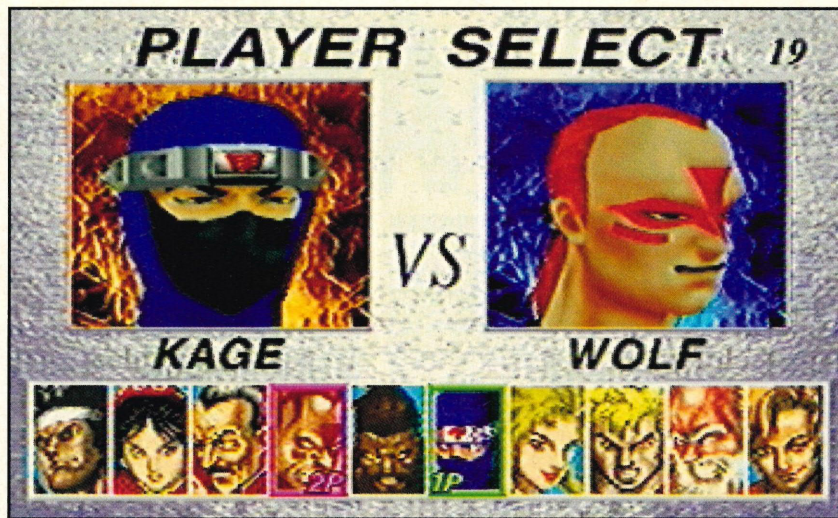
91 PERCENT

VIRTUA FIGHT

*The video game event of the **year** is about to **explode** on TV screens around the world, as **Sega** unleash the title that **everyone** has been waiting for. **It's here, it's awesome** and it's on the **Saturn...***



FIGHTER 2



VIRTUA FIGHTERS

The revamped player select screen offers ten polygon fighters with the mysterious, metallic boss character, Dural, accessible with a joystick code. Instead of dull, flat heads, each fighter has been rewarded with an impressive texture-mapped mug shot as well a cool Anime-style sketch in the smaller boxes.

number [one]



number [two]



number [three]



number [four]



number [five]



When all the fighting is over, Wolf and Pai like to take the time to be a little more intimate!



Backgrounds, scenery and characters all move around smoothly as the fight is played out.



He may be a drunken old fool, but Shun can really pack a good kick behind his wrinkled old legs!



What position do you call this? I've got a funny feeling Wolf and Pai aren't interested in the battle!



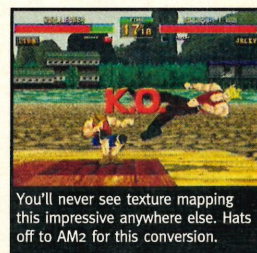
2nd comment

When the original *Virtua Fighter* arrived on the Saturn it was given stupendous scores, but now, by today's standards, it looks abysmal. AM2 have done a fantastic job with the sequel, creating new graphics libraries to cope with the intense 3D game and pulling it off with ease. The polygon drop out problem has been all but eliminated and with only a couple of background elements missing (the bridge has been taken out in the river scene) the game is virtually arcade perfect. You may be tempted by 3D games with weapons and mythical special moves but *Virtua Fighter 2* will always be the standard for other programmers to maintain. Magnificent.

● Nick Roberts



Even on the winner close-ups the graphics are astounding with brilliant facial detail.



You'll never see texture mapping this impressive anywhere else. Hats off to AM2 for this conversion.

Okay, I have to

FRAME BY FRAME

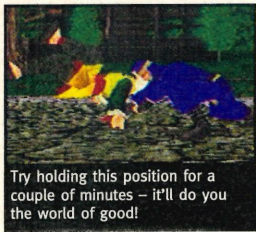
To demonstrate just how impressive the animation in *Virtua Fighter 2* truly is, we've strung together a sequence of shots showing Wolf and Shun battling it out. As the fight progresses the camera angle changes giving players the best possible viewpoint.

admit that I'm going into this review completely biased. Being a big fan of 2D beat-'em-ups, I've never been particularly impressed with the *Toh Shin Den's* and *Tekken's* of this world, even with their flashy visuals and multitude of moves to master. I mean, being able to pull off a million and one wrestling holds can hardly compare to the pyrotechnic splendour of unleashing an energy-based attack on an unsuspecting foe, can it?

But believe me when I say that once you've actually played the Saturn version of *Virtua Fighter 2*, there's simply no going back to the likes of *Mortal Kombat 3*, no matter how many buckets of blood Midway squeeze into it. The fact is that one year after the launch of their 32-bit machine, Sega are finally getting to grips with its complicated hardware and, using their latest graphical libraries, have produced not only a worthy sequel to a huge arcade hit but

have also conclusively proven that the Saturn can indeed hold its own against the PlayStation. You really have to see this game in motion to fully appreciate just how awesome it really is. Original arcade developer Yu Suzuki and the AM2 team have to be congratulated for producing a piece of software that not only sets new standards in home video games, but also manages to replicate the look, feel and gameplay of Sega's Model 2 arcade board. Not an easy task by any means.

Virtua Fighter 2 boasts a total of ten characters, each with their own particular combat style and trademark looks, with new additions being the hilarious drunken old Shun and the young, cocky skateboarder, Lion. The original eight fighters have all been given a graphical overhaul as well as receiving many new moves. Fights still take up to three timed rounds with the winner being the player who either defeats their opponent with a flurry of



Try holding this position for a couple of minutes – it'll do you the world of good!



The viewpoint flicks around the characters, but isn't user controllable.

OPTIONAL EXTRAS

Handy features tucked away in *VF2* include the Team Battle Mode, where players choose five characters for a match with new fighters jumping in when one has been defeated. Other extras include checking out the best fight times on the record screen and altering the control set-up.

blows (combos are easily accessible) or, if their foe is pushed beyond the edge of the arena, by a Ring Out.

Those of you doubting the Saturn's abilities to handle complex texture-mapped images can bite their tongues as this wonder machine manages to display two large, smoothly animated characters moving at an astonishing 60 fps with no graphical glitches or polygon drop-out at all. Each background has also been faithfully recreated with settings as varied as a raft floating on a river and a beautiful Japanese temple, all of which boast intricate texture-mapping and incredible detail.

Added extras such as the Tournament Mode and Team Battle are merely icing on the cake. In Japan the God-like *Virtua Fighter* series has obtained a status few games ever achieve and, coupled with the launch of both *Sega Rally* and *Virtua Cop*, we too can finally have a piece of that polygon pie.

● **Mat Yeo**

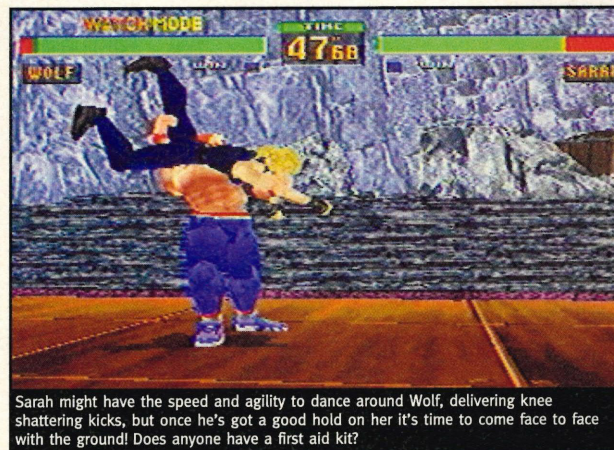
Poor old Lau didn't like that last 'foot in the face' move. He's out for the count!



If your opponent is foolish enough to turn his back on you, you just have to give him a good kick!



When there's no fair in town you can get the same effect as the Waltzer with little effort!



Sarah might have the speed and agility to dance around Wolf, delivering knee shattering kicks, but once he's got a good hold on her it's time to come face to face with the ground! Does anyone have a first aid kit?



Like father, like daughter! I've seen some domestic squabbles in my time, but nothing to match the arguments Lau and Pai have. If only her mother could see her now – she'd probably join in!

SATURN+ VITAL INFORMATION

PUBLISHER: Sega
 DEVELOPER: AM2
 RELEASE DATE: January '96
 PRICE: £49.99

Virtua Fighter 2

3D polygon beat-'em-up

One or two player fights

Tournament Mode, Team Battle Mode, save scores

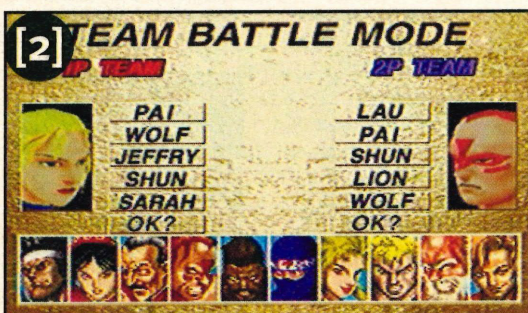
Japan, conversion of legendary coin-op

Eleven character stages to tackle

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

Without a doubt the slickest, smoothest, most accurate coin-op translation ever. A testament to the power of the Saturn.

98 PERCENT



VIRTUA RACING

Cast your mind back to the arcades of '93 - a new kind of game was in town, one that used a new graphic technique called solid 3D polygons. Two years on and the Saturn gets in on the act...



PUBLISHER: Time Warner Interactive
 DEVELOPER: In-house
 RELEASE DATE: December
 PRICE: £49.99



3D polygon racing simulation.

One or two players in split screen.

Laps and drone cars

USA from an arcade original.

Ten tracks

GRAPHICS: 88%

SOUND: 80%

GAMEPLAY: 87%

LONGEVITY: 84%

PRESENTATION: 80%

Virtua Racing has nothing outstanding to offer, and a bit more detail wouldn't have gone amiss. Not bad though.

85 PERCENT

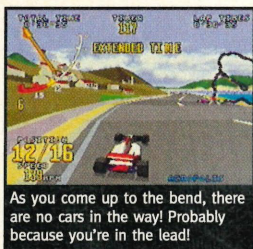
SATURN magazine Christmas 1995

Racing games

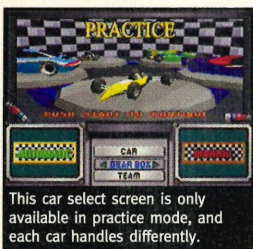
are big business on the next generation consoles of today. In fact, many of them are



The F1 car is the basic one to race with but it can reach some high speeds too.



As you come up to the bend, there are no cars in the way! Probably because you're in the lead!



This car select screen is only available in practice mode, and each car handles differently.

2nd comment

I just couldn't believe it when I first loaded up *Virtua Racing*! How could Time Warner Interactive think they had a winner on their hands with this? When it goes head-to-head with *Sega Rally* this Christmas, my money's on the one with a bit of realism (I'll let you work out which that is!). Sega themselves chose not to convert this to the Saturn, so why did TWI bother? There are a few good ideas, and the karting is quite fun, but the game just doesn't have the standards expected these days.

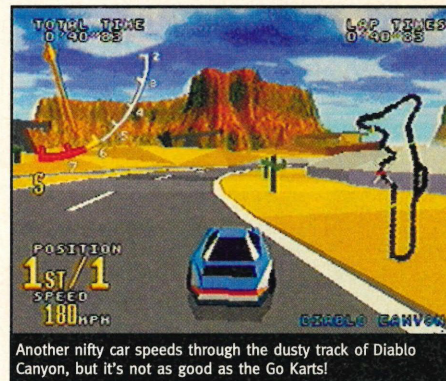
● Nick Roberts

flagship titles. The PlayStation has *Ridge Racer*, and the Saturn has *Daytona USA* and *Sega Rally*. *Virtua Racing* certainly doesn't look as detailed or realistic as those two, but it is undeniably a well thought out racer that demonstrates what the Saturn can do.

A variety of race tracks are on offer including a huge metropolis, picturesque Pacific Coast and Diablo Canyon. The arcade machine only had the one Formula One car to race, but there are a greater number on offer here. The prototype, which was in *Virtua Racing Deluxe* on the 32X, go kart racers are catered for and a variety of sporting types are available.

The karts are my particular favourite. They can reach immense speeds, but get difficult to handle on those tracks with lots of corners. Each vehicle handles differently, so choosing the correct car before the start of a particularly complicated track can be a bonus.

Of course, *Virtua Racing* is recognised for



Another nifty car speeds through the dusty track of Diablo Canyon, but it's not as good as the Go Karts!

being one of the first games to use a multi view mode, which the Saturn version has retained. Each view of the track is impressive, although the sky high view does reveal a little more of the surrounding environment to convey that sense of realism.

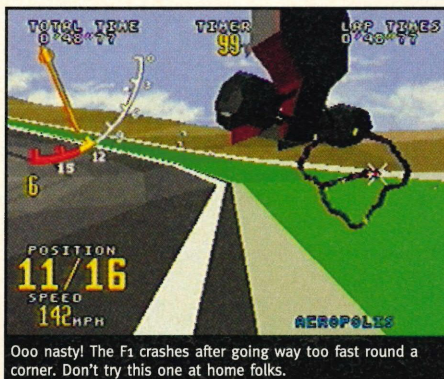
Unfortunately tracks don't fly by as fast as they could do, and the game suffers from the usual graphical glitching problem that most racers have.

Still, it has much to offer the motor racing fan. Everything handles well, and most importantly, it's fun and user friendly. There are certainly better racing games currently available for the Saturn, but *Virtua Racing* is a big step forward from the old Mega Drive version, improving in all the vital departments of graphical style, playability and lifespan.

● Steve Hardy



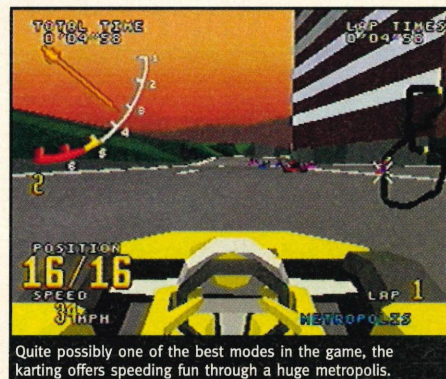
The prototype car undergoes rapid repairs in the pits, complete with polygon mechanics who replace the tyres.



Ooo nasty! The F1 crashes after going way too fast round a corner. Don't try this one at home folks.



The backgrounds on *Virtua Racing* don't look half bad, and notice the tyre marks made every time a car skids or brakes.



Quite possibly one of the best modes in the game, the karting offers speeding fun through a huge metropolis.

**'IT'S HARD TO BE HUMBLE WHEN
YOU'RE AS GOOD AS I AM'**

VICTORY
BOXING

WHAT A KILLER BLOW

- ★ **Save your World Champions and best rounds to memory cartridge.**
 - ★ **High end video replay including slow motion and any view angle.**
 - ★ **Progressive Training and Special Move Development.**
 - ★ **Build your Strength, Stamina and Speed up to world class standards.**
- More depth of gameplay with three distinct game playing styles**
- ★ **Main Event – defeat the worlds' 30 top ranked contenders and be declared Victory Boxer.**
 - ★ **Sparring – practice your moves against a computer player.**
 - ★ **Two Player – One on One fighting allowing you to fight against your friends and annihilate them.**

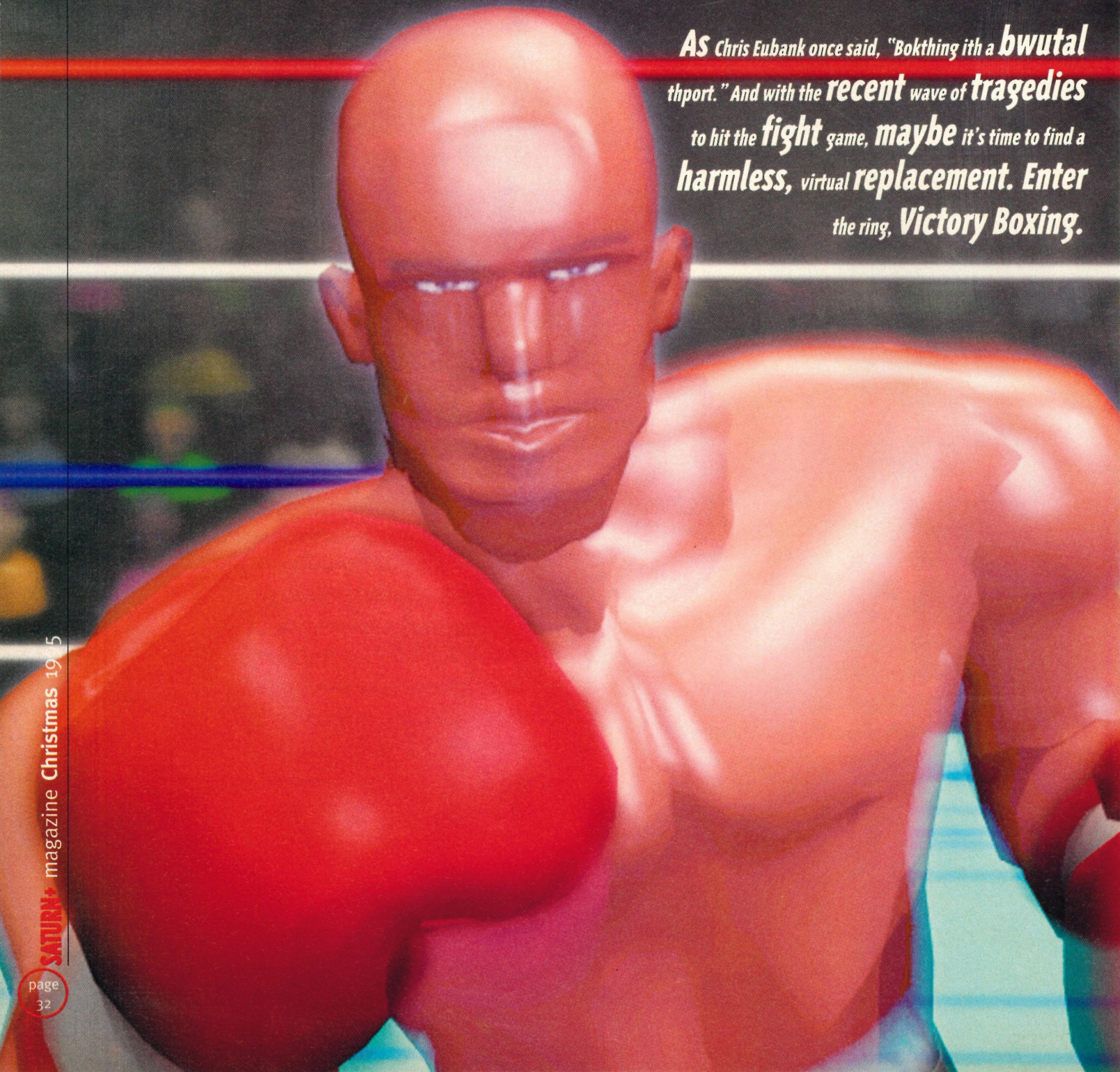
JVC

TM TM
 **SEGA SATURN**



VICTORY

As Chris Eubank once said, "Boxing is a brutal sport." And with the recent wave of tragedies to hit the fight game, maybe it's time to find a harmless, virtual replacement. Enter the ring, Victory Boxing.



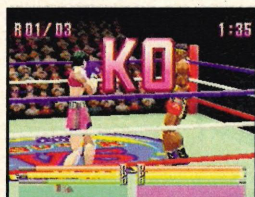
BOXING

GET IN SHAPE

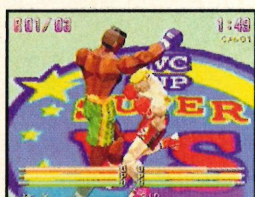
There's no point in having the best looking boxer in the sport if he's a wimp in the ring. *Victory Boxing* gives you the option to create your own Frank Bruno and then train him up using various methods until he's ready to fight for real. An interesting inclusion that really enhances the game.

Simply the best?

Or just another great white no-hoper? You see, there's been no



Too bad. You didn't get up in time to beat the count, so the ref has awarded a knockout.



The white geezer ducks under a punch, probably before countering with a powerful uppercut.

shortage of boxing simulations over the years, across all the formats, and many of them have been dull, button-bashing affairs with little or no skill. Well, thankfully, the Saturn's debut pugilist challenger has more class. In fact, it's a genuine championship contender.

The first thing to hit you is an excellent intro, showing the big build-up as two rendered fighters enter the packed arena and start slugging it out. Admittedly, their more angular in-game polygon counterparts don't look quite as good, but their animation gives them a sense of realism as they duck and dive around the ring. This is only marred by the occasional glitching when they both try to move the same way – or even more bizarre, spin around each other like ice skaters! Mostly though, they look fine – whichever of the 12 camera angles you view from, including first-person and even looking upwards.

The big fight atmosphere is aided no end by the roar of the crowd and the satisfying thuds and thwacks as the punches connect, rocking the fighters' heads or bodies. You can even hear the ringside trainers shouting advice like "Take it easy" and "Use your feet."

What really makes it so enthralling, though, is the intelligent nature of the fighting. Rather than simply unleashing as many punches as possible, you have to play it more tactically. Your yellow punch-power meter is quickly reduced with missed or blocked blows, and only regenerates slowly; so you have to choose your punches wisely, be they jabs, hooks or uppercuts. Good defence is also a key element, keeping your guard up and dodging before countering. Once your



With only 13 seconds left in the first round, Mr X has been floored by his much smaller opponent. Size doesn't count here.

red defence meter starts getting low it's time to get out of there: if it reaches zero you're knocked spectacularly to the canvas, in which case it's a good idea to stay down for as long as possible to recoup your strength.

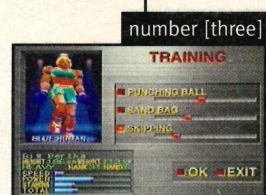
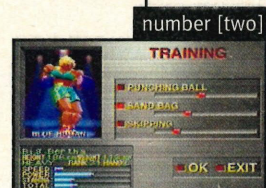
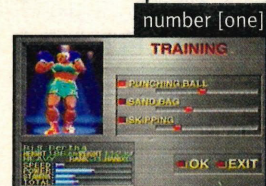
One of the strangest aspects of *Victory Boxing* is that there are no default boxers to play with when you first load it up. Instead you must create your own via the amusing custom boxer option, choosing weight, height, face, shorts colour, and even sex – the women fight the men in this game! You can then try and move your fighter up the rankings in the one-player mode, taking on 30 progressively harder opponents and building up your skills by allocating training time between bouts. A nice touch is that after every few fights you're taught an extra move, usually a punishing combination.

The challenge of the solo game isn't that huge, but your custom fighters are automatically saved so you can use them in two-player bouts against a friend's. Great fisticuffs fun!

● Phil King

MAKE YOUR OWN

Starting with no decent playable boxers in a game is a problem, so your first port of call must be the boxer define screen. You can change the build, weight, height, skin and hair of your boxer. And women are catered for too! Maybe this will catch on in the real sport!



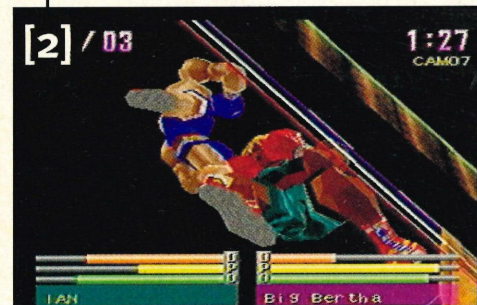
2nd comment

The first boxing game on the Saturn, and it's a real stunner. Personalise your own boxers from scratch and then build them up until you're top of the rankings. Your fingers are guaranteed to be tired out after a single round of brutal body punches, left hooks and uppercuts. But that's half of what the poor blighters are suffering in the ring itself! If you're fed up of the default views, several others are here for you to try, including a look up the fighters' shorts! Enter the *Victory Boxing* ring and you won't want to come out.

● Simon Lovell

VIRTUAL CAMERA MAN

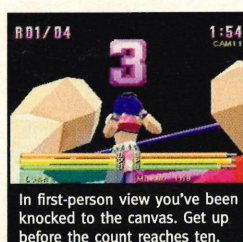
TV sport use some strange angles these days, be it from the front of a Formula One car or from the jump of a horse race. JVC have gone one step further with *Victory Boxing* and given you almost unlimited angles to play from, all selectable in mid-fight. Try out the view from underneath the ring – very useful!



Big Bertha keels over on the canvas as her defence bar hits zero. It's a good idea to stay down for a few seconds while your energy is replenished.

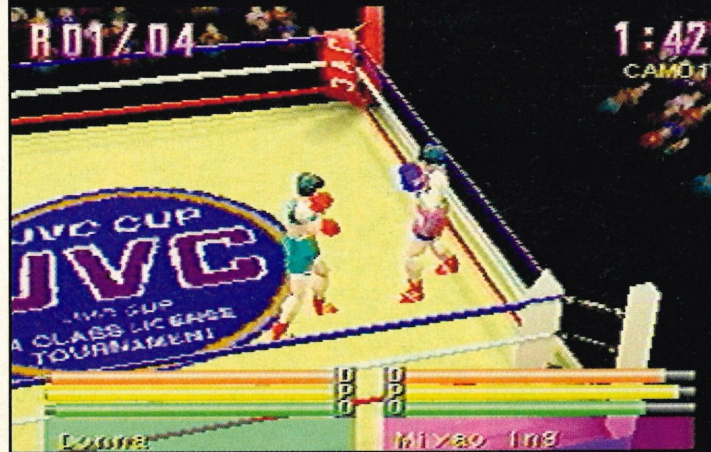
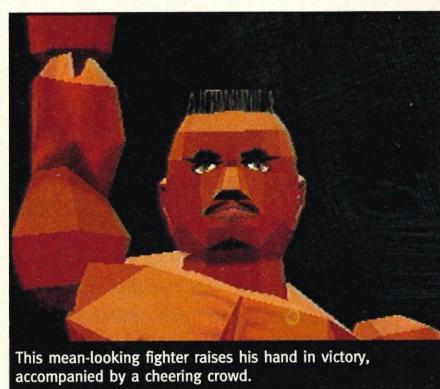


One of the 12 selectable camera angles is this extreme close-up view. Better than a ringside seat!



In first-person view you've been knocked to the canvas. Get up before the count reaches ten.

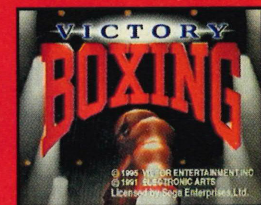
The standard zoomed out view is probably the easiest to fight on as you can see both boxers' movements. These two female fighters still have near full energy bars – come on girls, let's have a bit of action!



1. High up view. 2. Under the ring view. 3. Flat out view. 4. Above ring view.

SATURN+ VITAL INFORMATION

PUBLISHER:	JVC
DEVELOPER:	In-house
RELEASE DATE:	December
PRICE:	£44.99



3D polygon boxing



One or two players



User definable boxers and data save



Developed by JVC in Japan



30 progressively harder boxers

GRAPHICS:	79%
SOUND:	83%
GAMEPLAY:	90%
LONGEVITY:	81%
PRESENTATION:	89%

Not quite a knockout, but very playable. With skilful action and powerful punching, this'll take some beating.

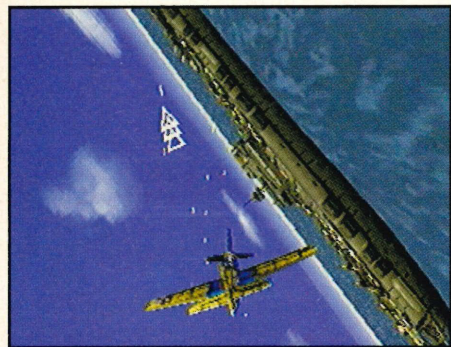
87 PERCENT

WING ARMS

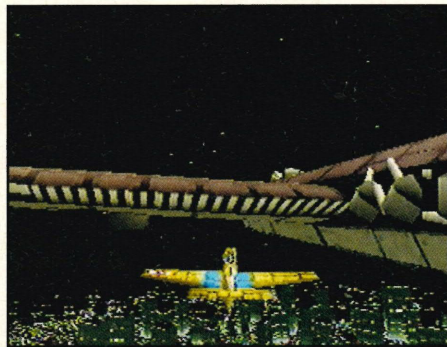
2nd comment

There's one major problem with *Wing Arms*. It's not the graphics, they're not half bad with decent texture mapping and cloud effects. It's not the gameplay, there are some challenging missions with all kinds of different enemy planes. It's the lack of realism in the nitty gritty controls. If you can repeatedly bounce off an aircraft carrier in your plane like some strange Monty Python animation the game's respect goes straight down the toilet. These little things spoil the overall effect of what could have been a top title.

● Nick Roberts



What on earth is going on here? You really wonder about the mentality of a pilot who flies like this! I wouldn't want to be cruising on that ship!



One of the larger enemies to dispose of, this bomber is many times bigger than your plane. With clever use of the machine guns you can soon have him down.



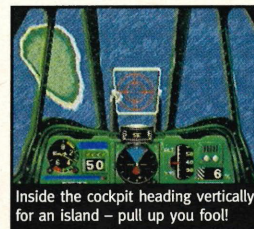
With seven different planes to choose from you can choose your particular favourites, but they all control in pretty much the same way.



One of the most impressive stages in the game is played out high above a cityscape at night. You don't get to fly low through the skyscrapers though.



Clear a mission and you're given a breakdown of your performance.



Inside the cockpit heading vertically for an island - pull up you fool!

Sega can produce some of the **highest quality titles** to ever hit a home console. So while you're waiting for those great games to arrive, why not play **Wing Arms?**

It may seem

to some folk out there that Sega are relying too heavily on their arcade divisions. Although the Saturn is touted as a next generation games machine, the quality of some of its coin-op conversions has so far been fairly poor.

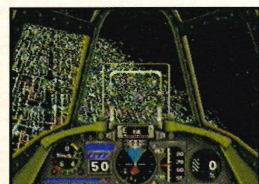
The much hyped *Daytona USA* was a graphical mess and the mighty *Virtua Fighter* suffered from replay glitches before a remixed version was finally released to satisfy critical gamers. Fortunately Sega are now getting to grips with their 32-bit monster and we can all look forward to quality titles such as *Sega Rally* and *VF2*.

Until then we'll still have to put up with hastily produced software such as *Wing Arms*. The original AM1 coin-op, *Wing War*, provides the basis for this World War 2 aerial exercise in poor polygon programming, but any resemblance to the half-decent arcade machine has mysteriously vanished.

Players select from a choice of seven planes and then get to grips with a variety of tricky



Every plane has its own unique cockpit layout, so you'll be constantly learning how to fly.



You wonder how on earth pilots can fly at night - it's dark out there you know!



The one thing that soon becomes apparent in *Wing Arms* is that you hardly ever get to see your enemy close up. After chasing him for a while he'll usually just fly past at high speed. Not the best use of a 32-bit console.

missions from strafing aircraft carriers at sea to night raids on enemy cities. Three optional viewpoints include an in-cockpit angle displaying standard controls such as altimeter, fuel levels and compass.

However, unlike most PC based flight sims where some skill is required to actually fly a plane successfully, *Wing Arms* guides players during missions with a pointer arrow. It's also impossible to actually crash into the sea/ground/buildings, although planes do suffer some minor damage. Not the best example of what a £300 console can do but fun for an hour or so.

● Mat Yeo

SATURN VITAL INFORMATION

PUBLISHER: Sega
DEVELOPER: In-house
RELEASE DATE: December
PRICE: £44.99



Action flight simulation

One player

Various planes to fly

Influenced by the *Wing War* coin-op

Seven missions

GRAPHICS: 71%

SOUND: 56%

GAMEPLAY: 65%

LONGEVITY: 49%

PRESENTATION: 60%

A decidedly less than average aerial shoot-'em-up that suffers from shallow gameplay and rough visuals.

68 PERCENT



VIR

Oh my God it's a mad axe murderer. These blokes pop up really quickly so you need good reactions to shoot them.

number [one]



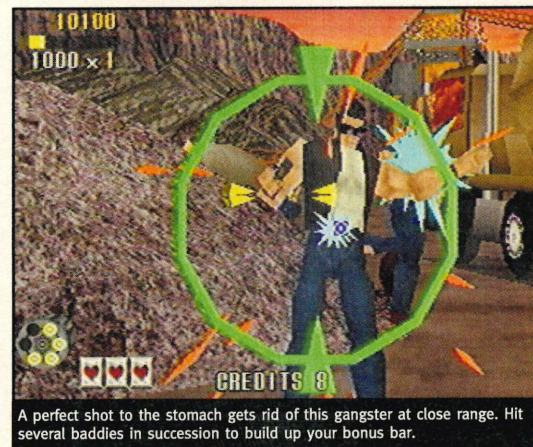
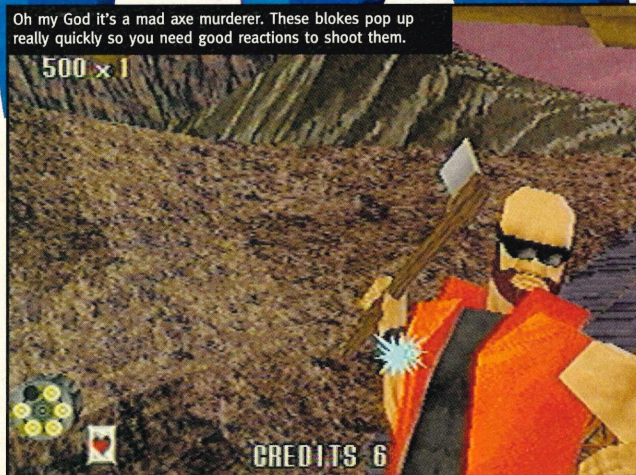
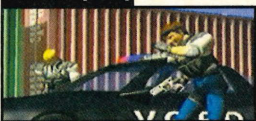
number [two]



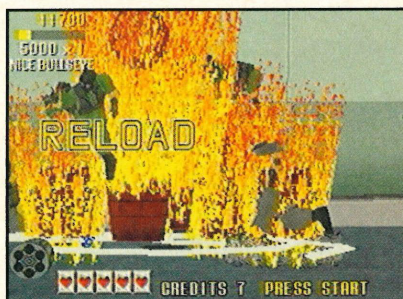
number [three]



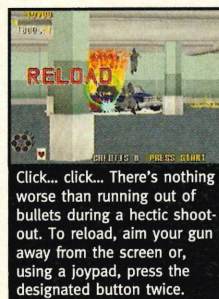
number [four]



A perfect shot to the stomach gets rid of this gangster at close range. Hit several baddies in succession to build up your bonus bar.



Whenever you see an oil drum, try to shoot it. It'll usually start a massive chain reaction of explosions, frying several gangsters in one go. You've still got seven credits left and full energy, so you're doing okay.



Click... click... There's nothing worse than running out of bullets during a hectic shoot-out. To reload, aim your gun away from the screen or, using a joystick, press the designated button twice.



COPS 'N' ROBBERS

Just like a TV cop show, the game has its own swish title sequence, introducing the two heroes in splendid rendered 3D. A cinematic car chase ensues, with their police car screeching round bends and knocking over crates – one of which bursts open to reveal, yes... the Saturn game pack! The intro ends with a dramatic shoot-out.

Talk about firepower.

These guys make the LAPD seem like Miss Marple.

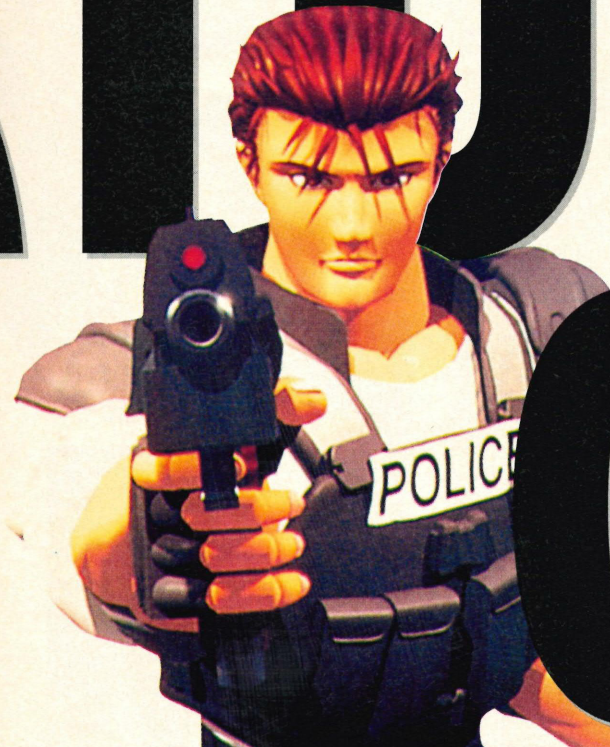
Never mind fiddling with bloody gloves and painstakingly collecting forensic evidence. As far as the Virtua Cops are concerned, if someone looks like a villain, just shoot 'em dead!

Sega have used all theirs to create a masterful

conversion of their blockbuster coin-op. Is it really any cop?, you ask. Too right – this is arcade-perfect. The same smooth polygon graphics are here with absolutely no glitches as the screen continually scrolls and zooms around. Even better, there are no pauses for the CD accessing – it's just non-stop action all the way.

It plays identically, too – particularly if you shell out the extra dosh for a Stunner gun. Just calibrate your lethal weapon on a special target screen and you're ready to shoot your telly to smithereens. (By the way, don't try this with a

VIRTUA COP



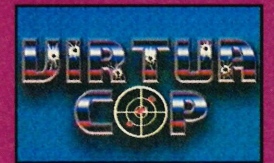
2nd comment

When I heard that Sega were going to release the 'big three' around Christmas I immediately got excited about *Sega Rally*, I new *Virtua Fighter 2* would be good, but *Virtua Cop* didn't really jump out at me. Now, after playing one game with the Stunner light gun, I'm completely hooked! The similarity to the coin-op is astounding. Play this on a big TV and you won't be able to tell the difference between the two. I recommend buying the gun though, a joypad just isn't the same as the pointer moves quite slowly. Another essential Saturn release.

● Nick Roberts

SATURN VITAL INFORMATION

PUBLISHER: Sega
DEVELOPER: In-house
RELEASE DATE: December
PRICE: £49.99 game, £24.99 gun
 £59.99 combination



Arcade shoot-'em-up

One or two simultaneous

Various training modes

Japan from an arcade original

Three

GRAPHICS: 90%

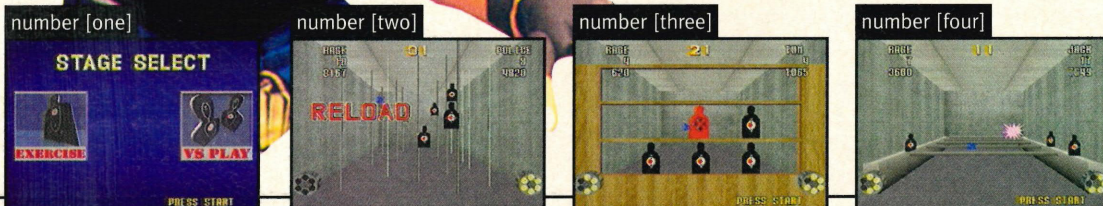
SOUND: 88%

GAMEPLAY: 91%

LONGEVITY: 91%

PRESENTATION: 89%

Bullseye! You can't beat a bit of shooting, and this is the business. Totally addictive blasting in a flawless conversion.



GET IN TRAINING

Testing your shooting accuracy, the training mode is really a separate game in itself. Targets pop up randomly and you have to be quick as lightning to hit them before they disappear again. There are several different screens, ranging from simple grids to ones where the targets roll sideways and forwards on conveyor belts. The similar duel mode has you competing directly against a friend to rack up a high score.



real gun or you'll have a right job cleaning up all that broken glass.) If you're really loaded, you can even buy a second Stunner for your partner, although the game plays perfectly with a joypad. Simply hold down a designated button to move the gunsight faster, and tap it twice to reload.

Just like in the arcade, you (and optional colleague) can play the three large levels in any order. The easiest is the warehouse, followed by the building site (complete with dumpster trucks trying to run you over), and the super tough EVL gang HQ. On all levels, the villains suddenly pop up from behind bits of scenery, but are

immediately indicated by a big green target: you need rapid reactions to shoot them before it turns red and they fire back. Sharpshooters can earn bonuses for knocking the gun right out of a baddie's hand (a 'justice shot') or shooting several gangsters in succession. Avoiding hitting innocent bystanders, though, or you'll lose vital energy.

It really is like having the coin-op in your own home – this conversion simply can't be faulted. Not just that, however, but Sega have even added a few extras to improve the lastability. If you manage to learn the patterns of the baddies off by heart (a tough task), there's a new practice mode to test your shooting skills. This comprises several different stages with countless randomly appearing targets to blast (and 'innocents' to avoid) to rack up a high score. You can also play this against a friend in the duel mode to decide once and for all who's the best shot. Along with the supremely playable arcade action, these bonus features make *Virtua Cop* a sure-fire hit.

● Phil King

91 PERCENT

One of the first

Contact:
The
Video
Game
Centre
on
01202
527314.

real 'wow' games to appear on the Sony PlayStation, *Toh Shin Den S*

Den has finally hit the Saturn – and this excellent version proves that Sega's machine is every bit as good as its arch rival. So there. *Toh Shin Den S* even boasts a few extras, including an excellent rendered intro sequence showing all eight fighters. But who is that mysterious ninja lurking in the shadows? Yes, a brand-new character featured at a later stage of the new story mode – complete with cartoon conversations to tell the tale between bouts. Other fighting options include the standard solo game and Vs CPU or 2P mode.

The big question, though, is whether the Saturn can replicate some of the most awesome 3D graphics ever seen. Well, the good news is that it does a darn good job. Although the fighters are slightly chunkier and less smooth than on the PlayStation, their superb animation is just as fluid as they run, jump and cartwheel. Meanwhile the 3D arenas look just as good as the camera swirls and pans around to follow the action. And what action there is: you can just feel those powerful punches and kicks hit home, resulting in fiery explosions or blue sparks and groans from the victim. Even more impressive are the special moves, featuring some neat pyrotechnic effects.

Yep, this is an awesome-looking and satisfyingly spectacular beat-'em-up alright. The trouble is, this version suffers from the same gameplay flaws as the original. One of these is the way you can activate your special moves by simply pressing the top buttons. This removes the skill and satisfaction in performing them, and also results in a much-reduced solo challenge. However, you can always edit the controls to correct this, forcing you to access specials via the usual tricky D-pad movements. Even so, the playability isn't up to the standard set by the *Virtua Fighter* games. The inability to perform any really punishing combos is disappointing, as is the way the protracted special moves

leave you very vulnerable to counterattack. Most of all, there isn't quite the variety of moves or tactics available in the very best combat games.

Nevertheless, *Toh Shin Den S* is good fun, particularly for beat-'em-up novices, and at least shows that anything the PlayStation can do, the Saturn can too.

● Phil King

CRAZY CHARACTERS

A motley crew of eight selectable fighters includes muscular macho men, two foxy ladies, and the obligatory old codger.

Eiji

The standard sword-wielding bloke, Eiji is agile, strong, and a dab-hand at power punches.

Kayin

Don't make remarks about this geezer's ginger hair or he'll frazzle you with one of his fireballs.

Sofia

Wey-hey! This leather-clad vixen soon whips opponents into shape and then laughs hysterically.

Run Go

The biggest of the fighters, Run Go likes to bash enemies with his massive stone club.

Fo Fai

Old he may be, but Fo is a sprightly chap and can really hurt opponents with his magic bubble.

Mondo

Armed with a very long pole, Mondo really believes in giving opponents some stick.

Duke

Armour-clad Duke looks like a knight in shining armour, but his sword will really cut you up.

Ellis

The green-haired girl with a see-through skirt, Ellis uses acrobatic expertise and sharp daggers.



Flamin' hell. Eiji ducks down and unleashes a powerful fireball to frazzle poor old Fo and send him flying across the arena. Some of the special moves in this game are really spectacular, lighting up the screen with pyrotechnics. The only problem is that they're a bit too easy to pull off.



Toh Shin Den S is the first three dimensional beat-'em-up on the Saturn to incorporate magical special moves like fireballs and weapons like swords and clubs.

The game may not have been created by Takara's 'A' team, but it looks mighty fine to us!



[6]



[5]

Circus acrobat Ellis is a bit of a show-off. Not content with green hair and a flimsy chiffon skirt, she squeals with delight as she attacks her opponents. Kayin doubles up in agony as she slides in to whack his ankles. Now that hurts.



[4]



[3]



[2]



[1]

Many of the PlayStation's flagship games are now heading for the Saturn, the first being Takara's visually stunning 3D beat-'em-up. This impressive conversion certainly bodes well for future Saturn translations.

TOH SHIN DEN S

[8]



2nd comment

When Sony's PlayStation was launched one of the most impressive games was *Toh Shin Den*. Now, it's arrived on the Saturn and predictably all the PlayStation fans gathered around to slag it off with jeers of, 'Oh, the characters aren't as smooth, are they?', and, 'Ooo, I don't like that messy background!'. The truth is that this is a damn fine conversion with all the special moves of the original, all the characters and backdrops and even a new hidden character to find and master. Takara have done a great job and although it might not be a *Virtua Fighter 2* beater, it's a worthy addition to anyone's software collection.

● Nick Roberts



Fo has a brilliant blue energy blast he can use when the going gets tough. He can even jump on top of it to add a bit of extra weight to the move! You have to see all this moving to appreciate the graphics.



No, those aren't special onion rings, they're another impressive move. Don't you just love this game?



Sofia goes for a spin to repeatedly whip the armour-clad Duke.



Phew, that was close. Eiji manages to roll out of the way of Mondo's stick.



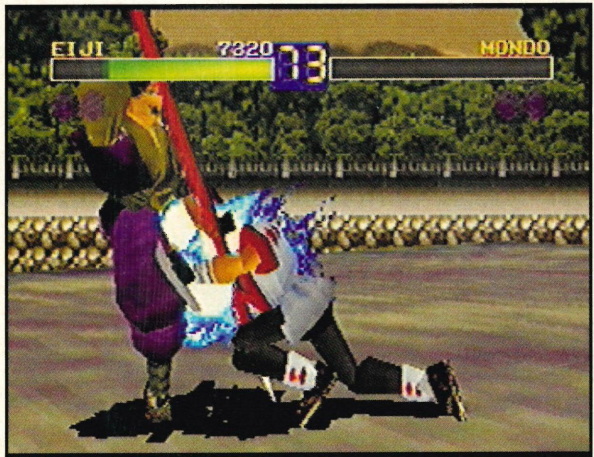
It's enough to give you vertigo: the fighters look like ants on the sky view.



Here she goes again. Sofia really loves to crack the whip. Maybe Duke can block it with his huge sword.



Ellis has daggers drawn, but before she can use them she's struck down by the spinning Sofia. She takes some stopping.



Eiji performs his special charge move and although Mondo is blocking with his pole, it looks like he's about to lose this fight.



The magic sparks fly as Duke charges head-first into Run-Go. He's liable to get bashed on the bonce with that huge stone club, though.

SATURN
VITAL INFORMATION

PUBLISHER: Takara
DEVELOPER: In-house
RELEASE DATE: Import now
PRICE: £59.99



- 3D beat-'em-up
- One or two players
- Various camera angles
- Japan from a PlayStation original
- Multiple battle arenas

GRAPHICS:	92%
SOUND:	87%
GAMEPLAY:	80%
LONGEVITY:	75%
PRESENTATION:	88%

Top-notch 3D and fantastic moves make this one of the best-looking games around. It doesn't have the power to compete with *VF2* though.

SHIN DEN S

80
PERCENT

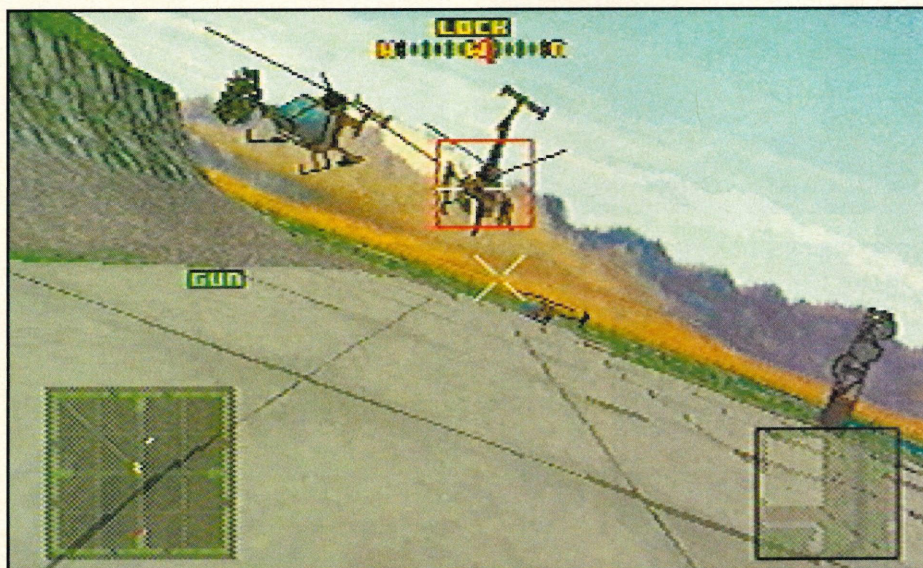
FIRESTORM THUNDERHAWK 2

UNDER THE THUNDER

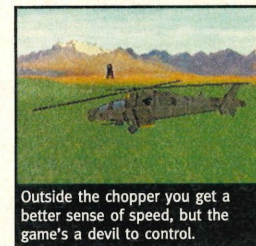
The *Thunderhawk 2* cockpit is packed with flashing LEDs and gauges. To get a better understanding of the instrumentation, take a look at this annotated screen shot.

1. Armour level
This display indicates the level of armour integrity.
2. Map display
Provides an overhead view of the terrain displaying all ground targets.
3. Radar
Displays short-range threats in the mission zone.
4. Weapon selection
When lit this displays the current weapon, reverting to chain gun when all are used.
5. Radar Detection Warning Display (RDWD)
The display flashes when an enemy is tracking your flight path, beeping when they have locked on.
6. Mission Complete Indicator (MCI)
Illuminates when all mission objectives have been completed.
7. Heading indicator
Indicates the course to follow for primary targets.

Conversions from Sega's Mega-CD may not be what you expect from the Saturn, but when they look this good who's complaining?



In the midst of a manic battle with choppers flying about left, right and centre. It's the speed of *Thunderhawk 2* that really makes the game, coupled with these impressive 3D texture mapped visuals of course.



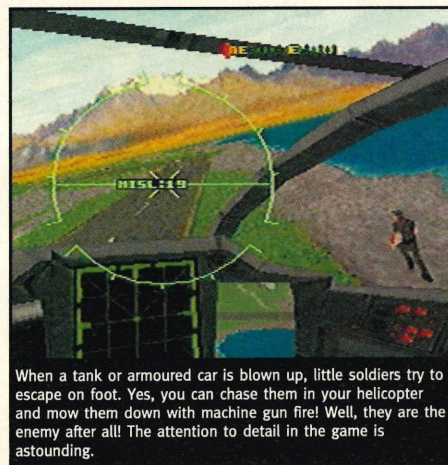
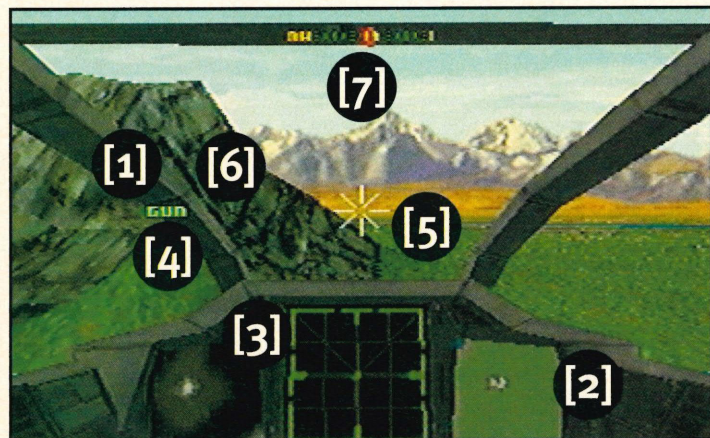
Outside the chopper you get a better sense of speed, but the game's a devil to control.



2nd comment

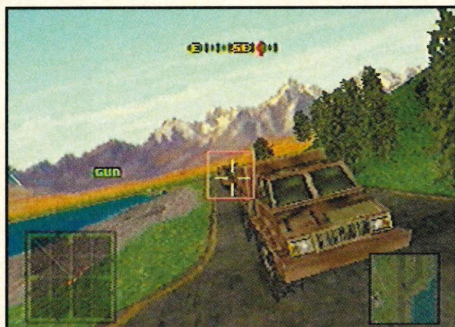
Thunderhawk 2 is a smooth flowing and exciting action game that takes Saturn shoot-'em-ups that little bit further. The attention to detail is pretty special, although the landscape tends to show the usual glitches. Despite this the helicopter handles well and there are some great looking explosions which produce debris flying in all directions. Enemy vehicles and artillery look just as good, becoming more detailed the closer you fly to them. Unless something better comes along, this is the most realistic and certainly the most enjoyable war game we'll have on the Saturn. Definitely worth playing!

● Steve Hardy

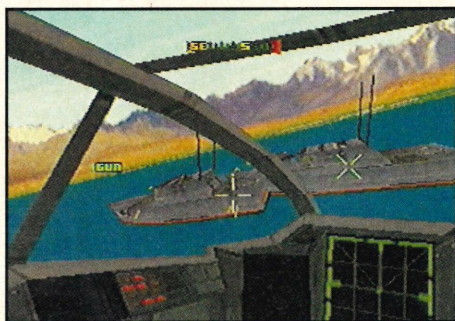


When a tank or armoured car is blown up, little soldiers try to escape on foot. Yes, you can chase them in your helicopter and mow them down with machine gun fire! Well, they are the enemy after all! The attention to detail in the game is astounding.

M: 2



Every vehicle is a 3D object, with textures mapped onto each polygon. You've just got to play this game to appreciate it.



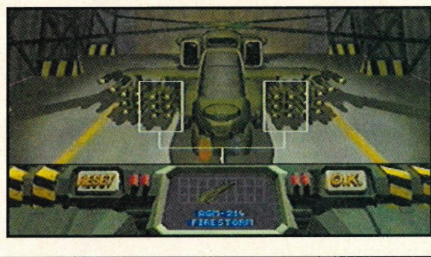
The explosions as you blow up enemy tanks are excellent. You can almost feel that fire!



THE AH-73M THUNDERHAWK ATTACK HELICOPTER

Are choppers just choppers to you, or do you think about what you're flying. Well the machinery in Core's latest action game certainly packs a punch, as these statistics show.

- Origin: USA
- Engines: Two 1750 SHP (each) T-800B turboshaft engines, with a back-to-base capability with only one engine operational.
- Performance: Max speed, 235 mph. Minimum hover ceiling, 13,500ft. Max range (own fuel), 500 miles.
- Weights: Empty, 9,127 lbs; Mission Weight (Gross), 12,048 lbs.
- Systems: Designed to withstand enemy fire of 12.7mm and 30mm, thereby greatly reducing combat losses due to damage to critical flight components.
- Armament: 30mm Chain Gun: Unlimited supply of ammunition. AGM-214 Firestorm Homing Missile: Maximum of 28 missiles. FFAR Rocket Pod: Maximum of 116 rockets (fires 2 at a time). RCS-233 Runway Cratering System: Maximum of 4 pods. 'Big Boy' Mk-84 500lb bomb: Maximum of 8 bombs. Max-874A Cluster Bomb: Maximum of 20 bombs. Mk-3 Penguin Anti-shipping Missile: Maximum of 8 missiles. RC-14 Depth Charge: Maximum of 8 depth charges.



SATURN VITAL INFORMATION

PUBLISHER: Core Design
 DEVELOPER: In-house
 RELEASE DATE: December
 PRICE: £44.99



- 3D helicopter shoot-'em-up
- One player
- 3 viewpoints, 3 difficulty levels
- UK from a Mega-CD original
- 26 detailed missions

GRAPHICS: 92%
 SOUND: 90%
 GAMEPLAY: 91%
 LONGEVITY: 91%
 PRESENTATION: 90%

A visually stunning and challenging battle simulation. Intensely addictive from the very first mission.

91 PERCENT

Core Design have

always been a company to build on their strengths, and *Thunderhawk* has definitely been one of their strongest titles over the past few years. It's sold 70,000 units on Mega-CD in Europe and as there is only a 90,000 installed user base, that's almost 80% of Mega-CD owners with a copy! If the Saturn game does a fraction of that they should be happy.

There's no reason why it shouldn't either, as this is the most impressive combat shoot-'em-up I've played on any next generation console. The first thing that hit me was the level of detail and accuracy in the graphics. All kinds of terrain can be fought over. There are missions based on water, in the hills or simply rough 'n' tumble shoot-outs on the plains.

Every enemy is generated in 3D from polygons, and texture mapped, giving a fantastic level of realism. The game can be played from three viewpoints: inside, outside or from a virtual cockpit with a 180° view of the combat area. Add all these elements up and you can tell why the game is so addictive.

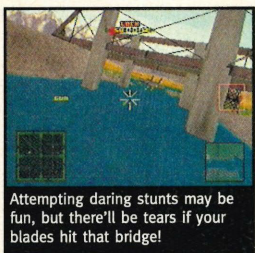
Missions are split into eight campaigns with a

variety of tasks to perform. Some simply have primary targets to take out, others have important officials to rescue or blockades to destroy, enabling aid convoys to get through to troubled areas. Many of the missions have elements of real life events running through them, but nothing too close to the knuckle. After completing one you're rewarded with a password, so you don't have to go through it all again – unless you want to of course!

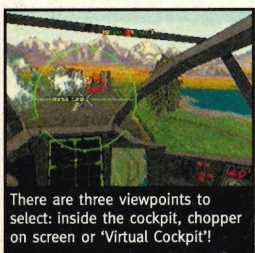
Weapons can be selected through a default for each mission, or custom loaded to suit your battle style and there's a return trip to the weapons screen after each successful mission. A wide variety of missiles and bombs are waiting to be bolted onto your chopper, but use them quite sparingly as there's only a chain gun when they're all used up!

It took me a little time to get used to the flying technique needed in *FIRESTORM: Thunderhawk 2*, but once mastered I just couldn't put the game down. Core Design have done a magnificent job creating a texture mapped polygon game with hardly any graphical glitches to spoil the action. Thoroughly recommended.

● Nick Roberts



Attempting daring stunts may be fun, but there'll be tears if your blades hit that bridge!



There are three viewpoints to select: inside the cockpit, chopper on screen or 'Virtual Cockpit'!

Job Vacancies

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Highly motivated, with first-class interpersonal skills and a desire to work within a team-based retailing environment.

A REAL games player; You must be able to appreciate a good 16-bit game as much as a good PSX game. You need an in-depth knowledge of everything from mainstream favourites to cult classics.

Have good references and an excellent track record.

Able to commit yourself to a tough career and to realise both your own, and the company's potential.

Not a Nine to Fiver in any respect.

1st year OTE Salary: £10,000 p.a.

Console Engineer

The successful applicant will be:

An expert with extensive knowledge of PCB/Console architecture.

Able to repair, upgrade, and modify a wide range of machines.

Capable of working efficiently to tight deadlines.

Have good references and an excellent track record.

Able to commit yourself to a tough career and to realise both your own, and the company's potential.

Not a Nine to Fiver in any respect.

1st Year OTE Salary: £15,000 p.a.

Asst. Designer

The successful applicant will be:

Familiar with layout & design packages such as QuarkXpress, Pagemaker, and CorelDraw.

Imaginative, efficient, and hard-working.

Able to demonstrate a well-developed sense of humour.

Knowledge of the industry a major advantage- also knowledge of HTML authoring a definite plus.

Able to commit yourself to a tough career and to realise both your own, and the company's potential.

Not a Nine to Fiver in any respect.

1st Year OTE Salary: £11,000 p.a.

Stock Controller

The successful applicant will be:

Experienced in all aspects of stock control.

Able to work efficiently under pressure.

Well organised, quick-witted, and astute.

Have good references and an excellent track record.

Able to commit yourself to a tough career and to realise both your own, and the company's potential.

Not a Nine to Fiver in any respect.

1st Year OTE Salary: £10,000 p.a.

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- 1) Call in person at 32 Rathbone Place
- 2) Fax a CV to us on (0171) 637 7898
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London W1P 1AD
Hotline: (0171) 636 2666
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(0171) 637 7898

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enquiries@cex.co.uk

Here's TOBY

OH BOY OH BOY OH BOY! I CAN'T WAIT TO TRY OUT MY NEW SEGA SATURN!

BUT... SORRY TOBY YOUR LITTLE BROTHER'S WATCHING HIS FAVOURITE PROGRAMME. YOU'LL HAVE TO WAIT.

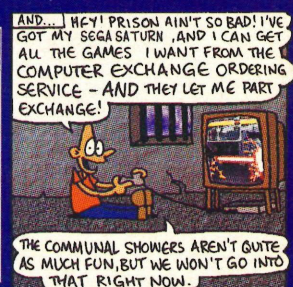
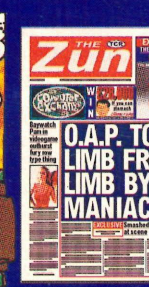


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Address _____

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I enclose a cheque

I enclose a P.O.

I'm paying by card

Name _____

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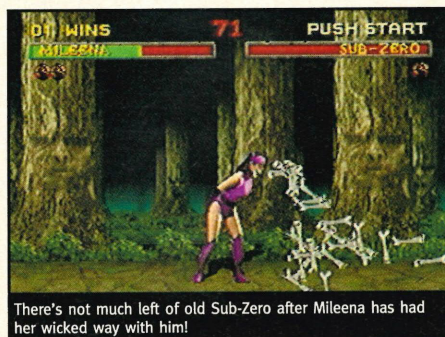
Expiry date ___/___/___

Signed _____

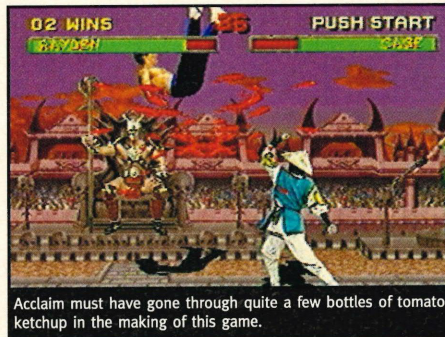
For those of you who like your beat-'em-ups with a decidedly 2D flavour, Acclaim have cooked up a little retro-gaming treat. Take it away lads...



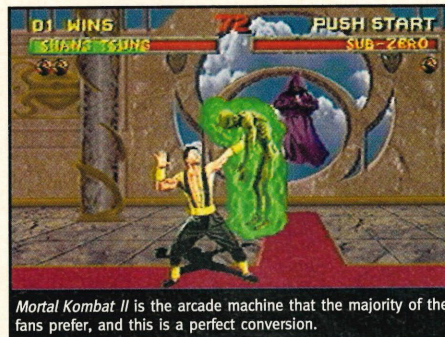
You'll never play a beat-'em-up arcade conversion that's nearer to the original than *Mortal Kombat II*.



There's not much left of old Sub-Zero after Mileena has had her wicked way with him!



Acclaim must have gone through quite a few bottles of tomato ketchup in the making of this game.

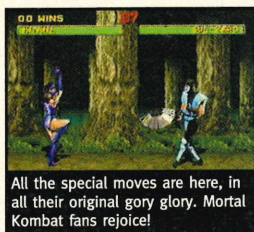


Mortal Kombat II is the arcade machine that the majority of the fans prefer, and this is a perfect conversion.

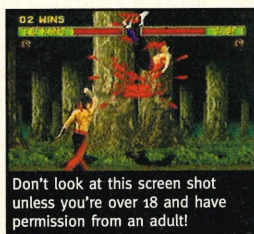
MORTAL KOMBAT II

Ed Boon and John

Tobias certainly have to be commended.



All the special moves are here, in all their original gory glory. *Mortal Kombat* fans rejoice!



Don't look at this screen shot unless you're over 18 and have permission from an adult!



Reptile tries out his new custard ball move on the unsuspecting Sub-Zero. Nasty!

What was once considered a 'filler' game by Williams/Midway has grossed millions worldwide. There are no doubt many critics out there may have dismissed the whole *MK* concept as a passing fad but, like it or not, three years later it's turned into a full on multimedia phenomenon.

With the PlayStation stealing an exclusive lead on the 32-bit version of *Mortal Kombat 3*, Acclaim have had no choice but to release an arcade perfect conversion of its predecessor. Beat-'em-up fans argue that in many ways *Mortal Kombat II* is far better than its current incarnation, although this '94 coin-op hit lacks an intricate combo system or more elaborate finishing moves.

What *MKII* does have however is some incredible characters and special moves, most of which have only just been reinstated, in the *Ultimate MK3* upgrade chip, due to fans requests.

Saturn *MKII* is easily the best of the home versions. Boasting, as it does, all the animation frames of the coin-op, every bone-shattering sound effect and even some secrets that weren't included in the original game. So should Saturn owners make this an essential purchase or simply wait for GT's *MK3* due to arrive on Sega's machine in early May '96? The answer, of course, is obvious - buy both. After all, Buddha say, "You can never have too much *Kombat*, *Glasshopper*", er... or something.

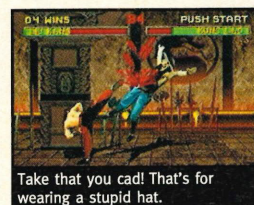
● Mat Yeo



With *Mortal Kombat 3* already finished on the Saturn, but unable to be released until May, this should see us through.



The special moves look more impressive than ever on the Saturn. Just remember - don't try this at home. These *MK* characters are trained pros.



Take that you cad! That's for wearing a stupid hat.

2nd comment

It just doesn't seem fair. The PlayStation owners are enjoying the delights of *Mortal Kombat 3* while we

only get *Mortal Kombat II* on the Saturn. Bloody exclusivity deals. *MK3* is finished on the Saturn too - I've played it! This is a fantastic conversion of the second in the series though, nothing is out of place. All the fatalities are intact and the animation is arcade perfect. The nearest thing you'll ever play to the arcade machine in your home.

● Nick Roberts

SATURN+

VITAL INFORMATION

PUBLISHER:	Acclaim
DEVELOPER:	In-house
RELEASE DATE:	December
PRICE:	£49.99



● Arcade beat-'em-up

● One or two simultaneous

● Nothing

● Midway arcade machine series

● Fighters range in difficulty

GRAPHICS:	89%
SOUND:	92%
GAMEPLAY:	90%
LONGEVITY:	94%
PRESENTATION:	85%

Acclaim have succeeded in producing an arcade perfect conversion of one of the best one-on-one beat-'em-ups ever.

90 PERCENT

SATURN
VITAL INFORMATION

PUBLISHER: Electronic Arts
DEVELOPER: Bullfrog
RELEASE DATE: December
PRICE: £49.99



HI-OCTANE

The future of motor racing is fast, furious and occasionally fatal. Hot developers Bullfrog have their PC racer up and running on the Saturn - but has it already run out of puff?

Over on the PC,

Hi-Octane's success rate was huge. In fact the game was more than just an ordinary day to day racing game - it was a way of life for many PC buffs. This conversion could well have been a good chance to show off the Saturn to its full potential, but that idea has turned out to be just a mere dream.

The main downer lies with the speed in which the game runs. If you were radical enough to put the original PC-CD-ROM version next to the Saturn one, you would instantly recognise a big jump in terms of the sensation of speed and visuals. When you come to think that just three months were spent on churning this out, you ask yourself the question: Why did they bother?

Suspended above the ground in your Starwing style craft, it's your job to wipe out other competitors getting in your way. Use your onboard machine guns and missiles and then pick up upgrades to these which are scattered around each level. These play a major part in the game - it can get quite annoying when you realise that you are about to run out of fuel or armour with not an icon in sight.

You can either practice the course of your choice, have a head-to-head Doom style death match with a mate, or attempt to complete a league, which can be saved into your Saturn's internal memory.

The texture mapped graphics and throbbing techno beats are all very well and good, but when it comes to the gameplay and presentation a drastic change needs to be made. Buying it could be a Hi-risk manoeuvre.

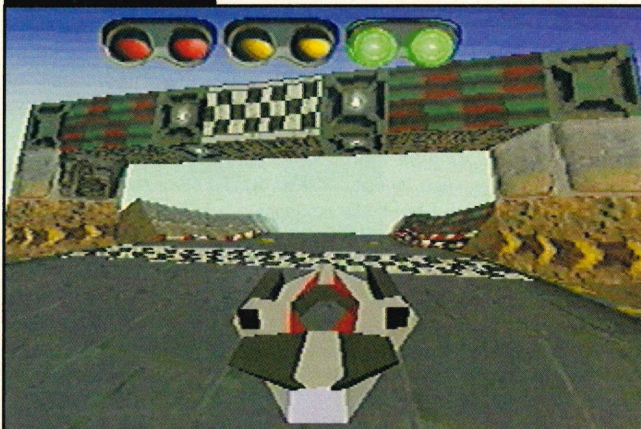
● Simon Lovell

2nd comment

I was expecting big things of Hi-Octane, having heard all the screams of excitement from the PC camp when they had their games in. What I found when I loaded up the Saturn CD was a game that has been ported over from the PC, with little enhancement, no decent presentation and nothing to boast about at all! We all might have the occasional moan about FMV intros and rendered graphics but you really do miss them when they're not there. In the game the movement is slow and tedious and half the time I couldn't tell where the hell the track went! Not very impressive.

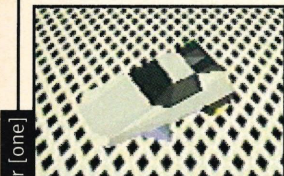
● Nick Roberts

The start of the race and your donut style craft will take more than a few shots to put it out of action. Make sure you pass through all the fuel and ammo power-up points or you'll soon run out of steam!

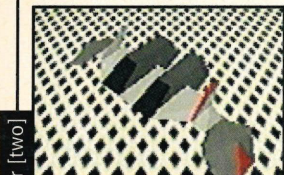


EXTREMELY CRAFTY

There're six ships to choose from altogether. Each has its own unique stats. So when racing, make sure that you know what your speedster is capable of.



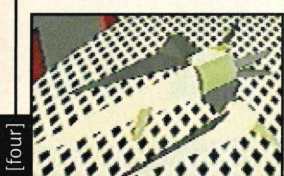
number [one]
Speeder
Quite nippy and a good all rounder for fast racing.



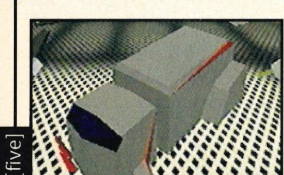
number [two]
Flexiwing
Extremely fast but can't carry that much armour.



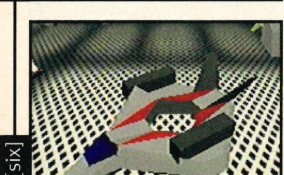
number [three]
Outrider
This craft is fast and light, no good for rough driving though.



number [four]
Vampire
This Starwing look-a-like weighs up nicely. Not bad!



number [five]
Camion
Ugly, heavy, too hard to move around. Nope!



number [six]
Beserker
Slow but packs a punch and gives a few of its own back!



Futuristic racing



One or two players



Save game in memory, view change



UK from a PC CD-ROM original



Nine lengthy tracks

GRAPHICS: 72%

SOUND: 74%

GAMEPLAY: 58%

LONGEVITY: 55%

PRESENTATION: 58%

Runs like a dog with back-to-front legs - and in this day and age, that's a menace to society!

61 PERCENT



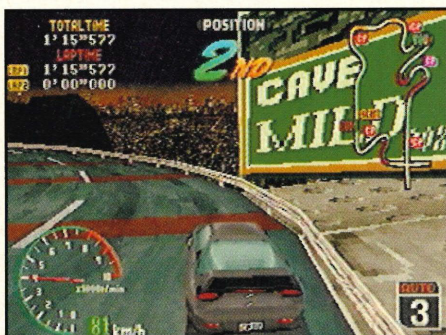
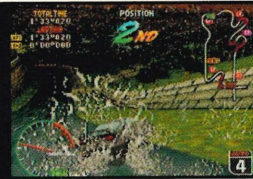
A balloon race is in progress as you race over the brow of a hill. This game really does look great!



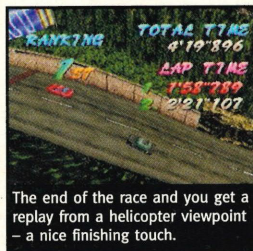
Aw, lovely. It's great when programmers show off by putting in fairgrounds. If only we could have a go on the rides too.



With the city lights shining out in the distance it looks like our road racing hero has hit a spot of bother. Well, he's hit a large puddle anyway. Can he survive to race another day?



Visually, *King the Spirits* really does remind of a 3DO and PC CD-ROM game called *The Need For Speed*. It's excellent!



The end of the race and you get a replay from a helicopter viewpoint - a nice finishing touch.



The game might look great, but it's a shame the Japanese programmers didn't put more thought into presentation. The cars are called boring things like Type A and Type F!

KING THE

Nothing quite beats like the thrill of racing around a high speed track in pure texture-mapped heaven. **Strange** name though...

Japanese software

developers are some of the best in the world.

They live and breath games and know all the best programming techniques and tricks. There's only one thing they can't quite get right - the names of their games! Yes, it isn't a mistake. This game is called *King the Spirits* in Japan, otherwise known as *High Velocity* in the US.

I never expect much from these Japanese import racers, I've been disappointed too many times before. So when this came in it was a pleasant surprise to find a fast, texture-mapped racing game, with many scenes and stages reminiscent of Namco's *Ridge Racer*.

Everything has been really well put together with attractive options screens boasting cars that skid into view to be chosen and plenty of

modes of play. The handling is perfect with your chosen roadster screeching around corners and sliding past traffic cones with ease after a couple of games to practice.

King the Spirits really does shine out visually though. Driving over a hill at speed, your car leaps into the air and lands, tyres screeching, as you look out over a lit-up town at night. It's just magnificent! It's just a shame there aren't more cars to race against. Most of the time your car is the only one on screen. Fine if you want the speed kept to a maximum, but not much fun in the long term.

This top racer should get itself an official release sometime in 1996, but there are no details as yet. Check out your local importer and get a copy today!

● Nick Roberts

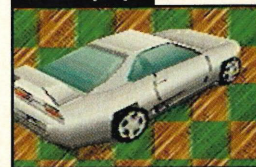
number [four]



number [five]



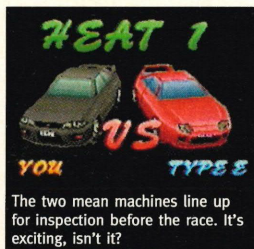
number [six]



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The
Video
Game
Centre
on
01202
527314.



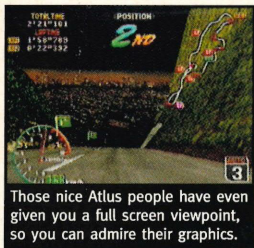
GOAL?! Hold on a second, this isn't some crummy soccer game - so why go shouting that about?!



The two mean machines line up for inspection before the race. It's exciting, isn't it?



The tracks twist and turn, rolling over some steep hills. Nothing the Saturn can't handle with ease though.



Those nice Atlus people have even given you a full screen viewpoint, so you can admire their graphics.



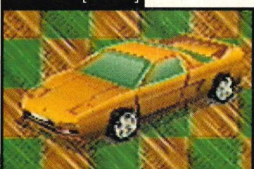
The end of each stage has a checkpoint with a very small gateway. You don't want to scratch your car now, do you?



The way the viewpoint sways from left to right around the car is quite disorientating at first.

SPIRITS

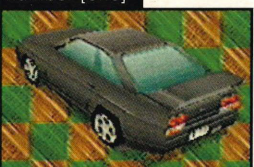
number [three]



number [two]



number [one]

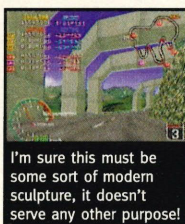


PICK A COLOUR!

The cars in *King the Spirits* come in all shapes and sizes, and you can choose to have your favourite in any colour you like! It's a pity they gave them boring names like Type A and Type B!



At high speeds you can really pull off some top hand-break turns and wheel spins in these cars. But then, that isn't the idea behind the game is it!



I'm sure this must be some sort of modern sculpture, it doesn't serve any other purpose!

2nd comment

King the Spirits isn't as exciting or fast paced as *Daytona* and *Sega Rally*, but for realism and smoothness it's hard to beat. The backgrounds give extra depth to the game, and the fluid control of each car adds up to what is a thrilling driving sim. In fact, it's difficult to work out how Atlus did it, as the movement is so convincing. The two-player mode is definitely the best option to take, although it's challenging enough racing against the car controlled by the Saturn. This is a brilliant racing game which takes driving games that little bit further.

● Steve Hardy

SATURN VITAL INFORMATION

PUBLISHER: Atlus/Cave
 DEVELOPER: In-house
 RELEASE DATE: Import now
 PRICE: £59.99



Racing



One player



Action replay and data save



Japan



Three track difficulties.

GRAPHICS: 88%

SOUND: 83%

GAMEPLAY: 84%

LONGEVITY: 86%

PRESENTATION: 89%

A visually pleasing racing game that is slightly flawed, but fun nonetheless.

88 PERCENT

Tips and Cheats

It's all very well playing all these next generation wonder games, but we're not all video game geniuses who can knock out an enemy fighter with the bat of an eyelid and pull off special move combos with the flick of a wrist. Some need a little help, and this Tips and Cheats section is especially for these people. All the cheats and tips available for Saturn games so far have been compiled into these pages. Don't feel bad about using them. Remember – video game cheats always prosper!



SHIN SHINOBI DEN

999 Shuriken

At the options screen, highlight Shurikens, then press and hold L and R, then enter C, A, B.

NOTE: If you change the number, you must re-enter the code to choose 999.

99 Lives

At the main menu, with 'Game Start' highlighted, enter the following: A, Z, B, Y, C, X, START.

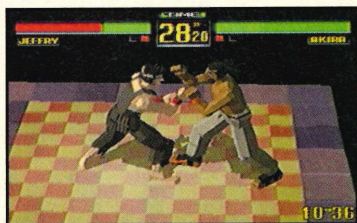
0 Lives

Not hard enough? At the main menu, with 'Game Start' highlighted, enter the following: A, B, C, B, A, START.

View all the FMV clips

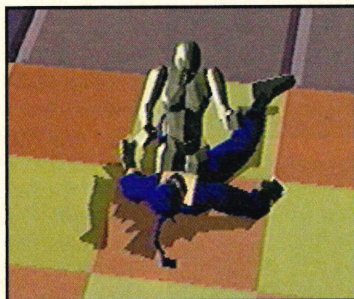
When the opening intro is playing, enter the following: C, X, B, Y, A, Z, START. The intro will start over. However, all the FMV clips will be shown. Press Start to skip to the next clip.

VIRTUA FIGHTER/VIRTUA FIGHTER REMIX



Change Ring Size

At the 'Press Start' screen, press Up 12 times, then press START. Now enter the Options screen, move down to Exit and press Down. Finally, press A and a new screen will appear.



Play as Dural

At the character select screen, press Down, Up, Right, A + Left.

ROBOTICA

Cheat Mode

While playing, hold down L and R on Controller One. To activate a cheat, press any of the following buttons on Controller Two.

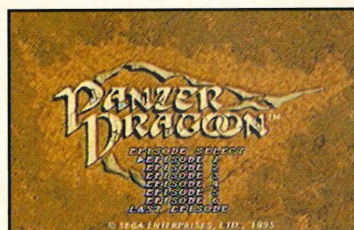
Button	Effect
A	Recharge shield
B	Recharge generator
C	Refill bullets
X	Power up weapon
Y	Level item
Z	Load map
START	Skip level



PANZER DRAGON

Level Select

At the start screen, press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z.



Rolling Mode

At the title screen, press Up, Right, Down, Left. Repeat this sequence four times. You will hear a sound like the dragon got hit and a Rolling Mode will appear. To roll the dragon while playing, press the control pad twice in any direction.

Smart Bomb

This trick will wipe out everything within radar range. First, activate Rolling Mode. To eliminate your enemies, go into a roll and hold any button. This will highlight every enemy within the range of your radar. Let go of the button and you will destroy them.

Space Harrier Mode

To play without the dragon, turn off the Saturn and remove any CD. Turn

the Saturn back on and select German (Deutsch) from the Languages menu. Finally, load the game CD and press Up, X, Right, X, Down, X, Left, X, Up, Y, Z. If you did this correctly, you will hear the sound of your dragon being hit.



Dragon Mode

To play as the dragon, enter the New Weapons code (below), then press Left, Left, Right, Right, Up, Down, Up, Down, L, R. In this mode, only Lock-On weapons will work.

Wizard Mode

To speed things up a bit, at the main menu, enter: L, R, L, R, Up, Down, Up, Down, Left, Right.

Harder Game

Need a bigger challenge? At the main menu (the screen with 'Normal Game' and 'Options'), press L, R, L, R, Up, Down, Up, Down, Left, Right. This will put you in Wizard Mode and the game will be very fast.

Add Dural to Records Screen

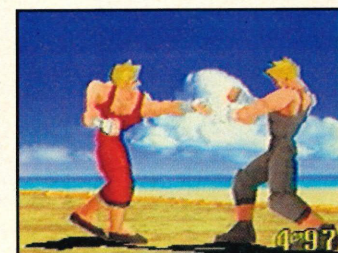
At the title screen, press Up 17 times, then START. Now enter the Options screen. Dural's stats are now on the records screen.

VS Mode Character and Level Select

After a Vs match has been completed, press L + R to access a menu which allows you to select your character and level.

Play as Tiger

At the demo screen, press X, A, wait about 3 seconds, press B, B, C, A, C, B. Go to the title screen and enter the Change Ring Size code. If it works



you should hear three bells. Timing is important in getting this code to work.

Ranking Mode

At the title screen, press Down + Right + C + L + R + START.

Invincibility

Need a lesser challenge? At the main menu, press L, L, R, R, Up, Down, Left, Right. Note that if you use this trick, you won't get the good ending.

Change SEGA logo colour

At the main menu, press Up, X, Right, Y, Down, Z, Left, Y, Up, X. Now if you die with no continues, the SEGA figure will be red.

Play Episode 0

At the title screen, press Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R. Note that your health will decrease over time, so you may wish to use the Invincibility code to prevent this.

Unlimited Continues

At the main menu, press Up, X, Right, Y, Down, Z, Left, Y, Up, X.

New Weapons

Activate Unlimited Continues, then begin the game. When the episode number appears, hold down one or two of the following, depending on which weapons you want.

Normal Shot	Lock-on Shot
X-Regular	A-Regular
Y-Rapid fire	B-Fancy
Z-Most powerful	C-Most powerful

Episode Select

At the main menu, press Up, Up,



Down, Down, Left, Right, Left, Right, X, Y, Z.

View Normal Finale

At the main menu press Up, Up, Down, Up, Right, Right, Left, Right, Down, Down, Up, Down, Left, Left, Right, Left.

View Hard Finale

At the main menu, press Up, Up, Down, Up, Left, Left, Right, Left, Down, Down, Up, Down, Right, Right, Left, Right.



Polygon Sega logo

If you beat the game without dying the Sega Logo will turn into a polygon character.

DAYTONA USA

Reverse Track

Choose Saturn Mode, then go to the 'Select Your Track' screen and hold START on the track of your choice. You will be able to race it in reverse.

Time Attack

Choose Saturn Mode, then go to the 'Select Your Track' screen and hold START on the car of your choice. You will now be able to race in a special mode with no opponents. Try to get the best time.

All Cars and 1st set of Horses

At the title screen, hold Up + Left + A + B + X + Z, then press START. Select Saturn Mode and you can choose from all 10 cars and the first set of horses. To get the second set of horses, finish first in the beginner track on Endurance Mode



Change Speedometer from MPH to KPH

At the title screen, hold X + Y + Z on controller 2, then press START on the controller 1. On US versions the speedometer will change to kilometers per hour, while on Japanese

versions of the game, the speedometer will change to miles per hour.

Play as a horse

In the Options screen, set the difficulty to normal. In the Mode Select screen, choose Saturn. Place first in each of the three difficulties on each track. After winning the third track, scroll through the cars until you see the word 'horse'.



Music Selection

In the Options screen, choose Key Assign. Choose type B for the controller setting. Next, while choosing any track and car, press and hold A, X, Y or Z depending upon which song you want to play. Hold the button until the game starts and listen to the song you selected.

Rocket Start

While at the starting grid of the Advanced or Expert courses, hold B (brake). Now press and hold C (accelerate). While accelerating, keeping your RPM between 6500 and 7000. When the race starts let go of the break but keep holding the accelerator. Get ready to fly by your opponents.

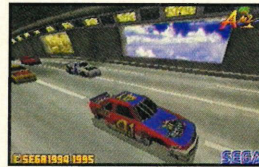


Make Jeffrey Pose

On the Expert course, drive up to the statue of Jeffrey, and stop in front of him. Press the X button rapidly so he turns around and stands on his head.

No Tires in Demo

Begin a game and enter the pit. Before the new tires are on and while the old tires are off press A + B + C + START to reset the game. Now let the Demo run.



Car Select

At the title screen hold Down + Right + L + R + C + Y. With all these buttons held, press START.

Driving on the Grass

When driving the green car or the horses you can travel as fast on the grass as you can on the street.

Karaoke Mode

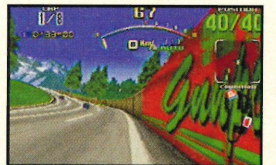
To enable 'Karaoke Mode', put the game in Arcade mode, go to the Track Selection screen, and hold Up + C.



Hear Old Soundtracks

Finish any race on any track. When you place your initials in, put in the initials for any of these old games. S.H (Space Harrier), A.B (After Burner), O.R (Out Run). Other initials that work are shown below.

YUI	NAK	MIT	OKA
TRS	H.S	OSI	JIM
MMM	IGA	ANI	K.J
MAS	KEN	AKI	ISO
AO.	KAG	YAM	KAO
SAO	NAG	VME	A.Y
J.B	S.B	PAI	K.M
W.H	J.M	LAU	V.R
V.F	DYN	V.C	SEX
XXX	A.B	BNB	DST
E.R	EXN	GDA	G.F
H.O	KOS	LGA	O.R
ORS	P.D	P.P	QTT
R.M	S.C	SDI	S.F
S.H	SHO	SKH	SMG
T.B	TET	TOR	V.F
VFT	VMO	V.R	.KK
DEK	YAN	M.M	KOU
HSB	TAK	KAZ	ASA
YOJ	GLC	GPR	



CLOCKWORK KNIGHT

Extra Lives

Try this for 999 lives. At the 'Press Start' screen, press Up, Right, X 9 times, Down, X 6 times, Left, X 7 times, Z, X, Y, Y, Y, Z.

Now you should be able to complete the game with no hassles!

Level Select

At the title screen, press Left, Up, Right, Down, Down, Right, Right, Up, Right. Press Up or Down to select your starting level.

Final Level

Perform the Level Select

described and press Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, Right.

Bonus Points

For a 1,000,000 point bonus, finish stage 2-2 in under 30 seconds. Make sure you get the clock if you hope to make it!

Play from Previous Levels

To resume play from a level you've been to, hold Up + START to begin your game. A menu will list the levels you've been to and the number of times you can resume play from each level.

Play as Sonic

Beat the game and return to the title screen, rotate the D-pad anti-clockwise until you hear the jingle. A screen will appear saying 'Sound Options 2'. Highlight Sonic-Bonus, press and hold down while holding A + C.

ASTAL

Invincibility

During gameplay, pause and enter: Up, Y, Left, A, Down, B, Right, C. This code must be repeated on each stage.

99 lives/stage select

At the Options menu, using controller two, enter: Left, Right, Left, Right, Up, Down, L, R, START. 'Secret Mode' will appear below the Options menu. This will allow you to chose 99 lives in the options screen. For stage select, return to the main menu, and using controller one, enter: Up, Down, Left, Right, L, R, A, Y, C, Z, B, X.

Refill Life Meter

During gameplay, pause and enter: Down, R, Up, L, X, A, Y, B, Z, C, Right, Left.

VIRTUA FIGHTER 2

It might have only just hit the shops, but the playing tips are coming thick and fast already – mainly because the moves in the Saturn version are identical to those in the arcade machine. Each character has bucket loads of moves to pull off (I feel a special supplement coming on) but we don't want to give everything away, so here are a selection of some of the more impressive.

Akira Yuki

Date of birth **23th September 1968**
 Sex **Male**
 Blood type **O**
 Height **1.80 m**
 Weight **79 kg**
 Job **Kung Fu teacher**
 Hobby **Kung Fu**
 Nationality **Japan**
 Fighting style **Hakkyoku-ken/
 Eight Poles Fist**

Moves



Gates Open punch: Hit punch twice.
Rising Double kick: Move joystick Right twice, Then press kick twice.

Tiger Mount punch: Hold joystick Down, then move joystick Right.

Headbutt: Move joystick Down-Left, then Right, and press punch near opponent.

Pai Chan

Date of birth **17th May 1975**
 Sex **Female**
 Blood type **O**
 Height **1.66 m**
 Weight **49 kg**
 Job **Action star**
 Hobby **Dancing**
 Nationality **Hong Kong**
 Fighting style **Ensei-ken/White Crane Fist**

Moves



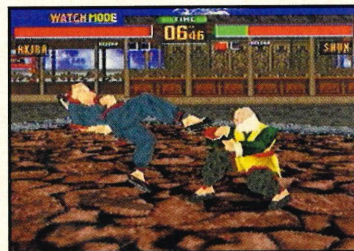
Tensinkyaku: Press punch 3 times, then press kick.

Hien Rekkyaku: Hold joystick Up and to the Right, then press kick 3 times.

Tenshin Souto: Press punch+Defense while near opponent.

Tousin Insho: Move joystick to the Right twice, then press punch+kick while near opponent.

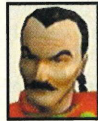
Ensen Hairyu: Press punch when opponent high punches toward you.



Lau Chan

Date of birth **2nd October 1940**
 Sex **Male**
 Blood type **B**
 Height **1.72 m**
 Weight **77 kg**
 Job **Chinese chef**
 Hobby **Chinese poem**
 Nationality **China**
 Fighting style **Koen-ken/
 Tiger and Swallow System**

Moves



Tornado Tusk: Hold punch, move joystick diagonally Down and Right, then press kick+Defense.

Tiger Paw kick: Move joystick Up and Left, then press kick.

Piggyback Down: Press punch+Defense while near opponent.

Willow Wheel: Move joystick Left and Right, then press punch when near opponent.

Wolf Hawkfield

Date of birth **8th February 1966**
 Sex **Male**
 Blood type **O**
 Height **1.81 m**
 Weight **110 kg**
 Job **Wrestler**
 Hobby **Karaoke**
 Nationality **Canada**
 Fighting style **Professional wrestling**

Moves



Axe Rally: Move joystick Right twice, then press punch.

Shoulder Attack: Move joystick Right and Left, then press punch.

Brain Buster: Press punch+Defense when close to opponent.

Body Slam: Move Joystick Right and press punch when near opponent.

Dragon Suplex: Press punch+kick+Defense when behind opponent.

Jeffrey McWild

Date of birth **20th February 1957**
 Sex **Male**
 Blood type **A**
 Height **1.83 m**
 Weight **111 kg**
 Job **Fisherman**
 Hobby **Reggae music**
 Nationality **Australia**
 Fighting style **Pancractium**

Moves



Knuckle kick: Press punch, then kick.

1-2 Upper: Press punch 3 times.

Dash Elbow: Tap joystick Right twice, then press punch.

Elbow Upper: Tap joystick Right twice, then press punch twice.



Kage-maru

Date of birth **6th June 1971**
 Sex **Male**
 Blood type **B**
 Height **1.78 m**
 Weight **66 kg**
 Job **Ninja**
 Hobby **Mahjong**
 Nationality **Japan**
 Fighting style **Hagakure-ryu Jujitsu/
 Jujitsu, Hagakure style**

Moves



Slug punch/Wind Demon kick: Press punch 3 times, then move Joystick Up and Left

and press kick.

Stream Shadow kick: Move joystick twice Right and press kick.

Waterwheel kick: Move joystick Up and Left, then press kick+defense.

Shadow Fog: Move joystick Left then Right and press defense.

Sarah Bryant

Date of birth **4th July 1973**
 Sex **Female**
 Blood type **AB**
 Height **1.73 m**
 Weight **55 kg**
 Job **College student**
 Hobby **Sky diving**
 Nationality **USA**
 Fighting style **Sekken-do/
 Jeet Kune Do**

Moves



Combi Rising Knee: Press punch 3 times, then kick.

Mirage kick: Move joystick diagonal Down

and Right, hit kick three times.
Somersault kick: Hold joystick Up and to the Left, then hit kick.

Front Suplex: Press punch and defense while near opponent.

Back Drop: Press punch while behind opponent.



Jacky Bryant

Date of birth **28 August 1970**
 Sex **Male**
 Blood type **A**
 Height **1.82 m**
 Weight **75 kg**
 Job **Indy car racer**
 Hobby **Training**
 Nationality **USA**
 Fighting style **Sekken-do/Jeet Kune Do**

Moves



Punch Spin kick: Press punch, then kick.

Punch Side kick: Press punch, then kick when

near opponent.

Flash Piston punch: Press punch three times.

Combi Back Knuckle: Press punch twice, press joystick Left, then press punch.

Shun Di

Date of birth **2nd January 1912**
 Sex **Male**
 Blood type **O**
 Height **164 m**
 Weight **63 kg**
 Job **Herbal doctor**
 Hobby **Collecting the medicinal herbs**
 Nationality **China**
 Fighting style **Sui-ken/Drunken Fist**

Moves



Chubu Soutenkyaku: Move joystick to Right twice then press kick.

Tensin Souchusho: Press punch+kick.

Tanhi Chogeki: Press kick+defense.

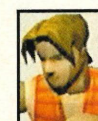
Honsin Rensekyaku: Move joystick Left, then hit kick+defense.

Suiho Tensinchu: Hit punch+defense when near opponent.

Lion Rafale

Date of birth **24th December 1979**
 Sex **Male**
 Blood type **AB**
 Height **1.71 m**
 Weight **61 kg**
 Job **High School student**
 Hobby **Collecting knives**
 Nationality **France**
 Fighting style **Toru-ken/
 Seven Stars Mantis Fist**

Moves



Taisan Soukushu: Hold joystick Left and press punch.

Shicci Soutai: Hold joystick Down and Right while pressing kick and defense.

Senkyu Tai: Move joystick Down twice, then kick.

Hatou Shusutai: Press punch+defense when near opponent.

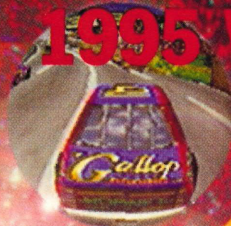
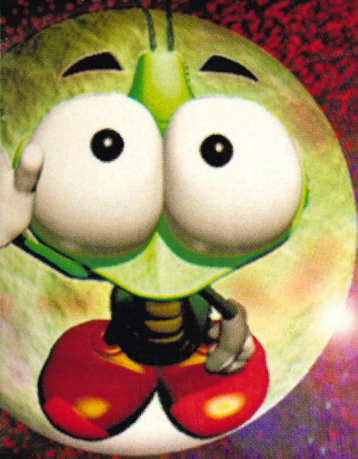
Renkoushuhaishu: Press punch+defense while behind opponent.

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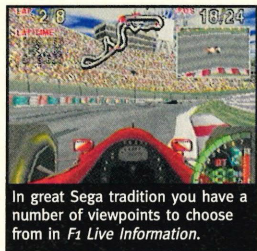
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F1 LIVE INFORMATION

Racing fans are just spoilt for choice this Christmas with the Japanese markets flooding with great car games. Here's the answer to all F1 lover's dreams...

You never know

Contact:
The
Video
Game
Centre
on
01202
527314.



In great Sega tradition you have a number of viewpoints to choose from in *F1 Live Information*.

what to expect when reviewing a Japanese import game. The titles hardly ever make sense and the packaging has as much use as an ice barbecue. You do get the odd disappointment, but in the case of Sega's *F1 Live Information I* had a top treat in store!

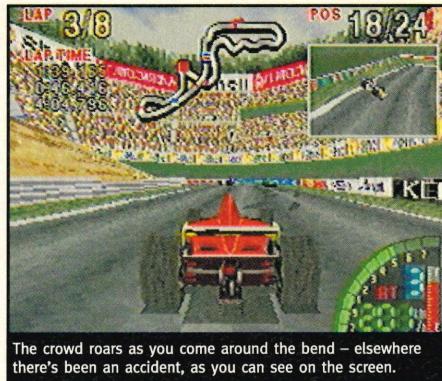
Everything about the game is superbly produced and incredibly slick. A brilliantly rendered into sequence showing a speeding Ferrari sets the scene and all throughout the presentation screens clever programming tricks have been used to add to the effect.

Five cars are on offer, each with its own real life racing driver to go along with it. Yes, at last you can become Hill or Schumacher as they fly around one of the world's top race tracks. Once a car has been chosen all the parts on it can be customised, again with a neat viewpoint that flicks around the car in 3D. Front and rear suspension, brakes, fuel and tyres can all be tinkered about with. Choose a track from the many on offer and these too spin in 3D – it's just brilliant, and we haven't even played the game yet!

The actual simulation doesn't disappoint with texture mapped tracks looking great and the usual multiple viewpoints to choose. There's no split-screen two-player option but instead the programmers have concentrated on created a first class one-player game. There's a time trial, single race or Grand Prix mode to select, but the last one is the best to impress your friends. It gives a full running commentary of the race with highlights displayed in an inset screen. Okay, so all the speech is in Japanese but if Sega can get Murray Walker to do a conversion for the UK this will be fantastic!

The cars control realistically, there's plenty of challenge in each track and then the novelty value of the commentators. I was astounded by *F1 Live Information* and recommend you check it out for yourself. Forget *Virtua Racing* – this is the best Formula One racing game for the Saturn.

• Nick Roberts

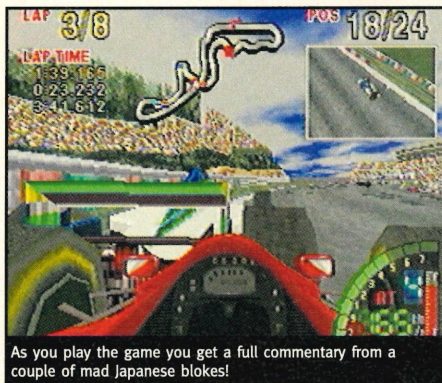


The crowd roars as you come around the bend – elsewhere there's been an accident, as you can see on the screen.

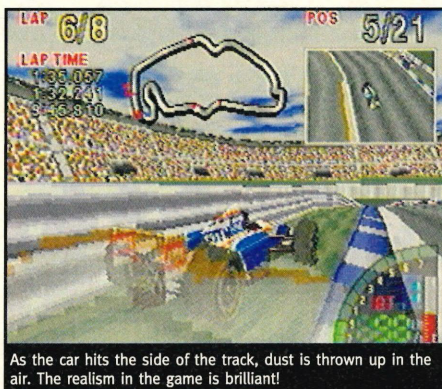
PICK A PERSONALITY

<p>alesi</p>	<p>hakkinen</p>
<p>hill</p>	<p>katayama</p>
<p>schumacher</p>	

Sega have actually got permission from each Formula One racing driver to use their faces and cars in *F1 Live Information*. The result is a game that brings the whole F1 scene straight into your living room. Pick a personality and get racing!



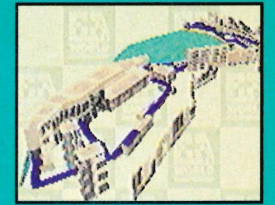
As you play the game you get a full commentary from a couple of mad Japanese blokes!



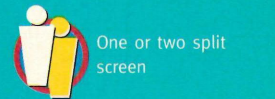
As the car hits the side of the track, dust is thrown up in the air. The realism in the game is brilliant!

SATURN+ VITAL INFORMATION

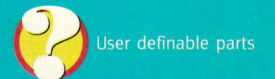
PUBLISHER: Sega
DEVELOPER: In-house
RELEASE DATE: Now on Import
PRICE: £59.99



3D racing simulation



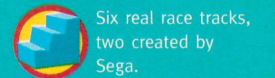
One or two split screen



User definable parts



Japan



Six real race tracks, two created by Sega.

GRAPHICS: 89%

SOUND: 83%

GAMEPLAY: 84%

LONGEVITY: 86%

PRESENTATION: 90%

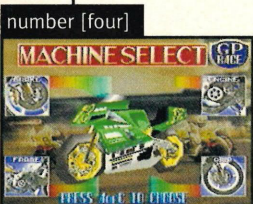
Sega have certainly made up for their abysmal *Daytona USA* conversion with this and *Sega Rally*.

88 PERCENT

2nd comment

Thinking that we had a load of wild Japanese people in the office, I was pleasantly surprised when I found out that it was instead an import game, in the form of *F1 Live Information*. Not only was I taken by the double commentary team, but also the fact that there was now at last a fast, slick and realistic racing game on the Saturn. After the disappointing *Hi-Octane*, this cheered me up a treat. Our very own Jap expert Phil King is still attempting to translate it though. The poor guy!

• Simon Lovell



MOTOR BIKIN'!

If you're a bit of a leather clad biker, who knows one mean machine from another, then this will interest you. Five bikes are on offer in the game, and they've all got different handling and speed capabilities. Yet, to a man out to get screen shots the most brightly coloured one will do the job best!



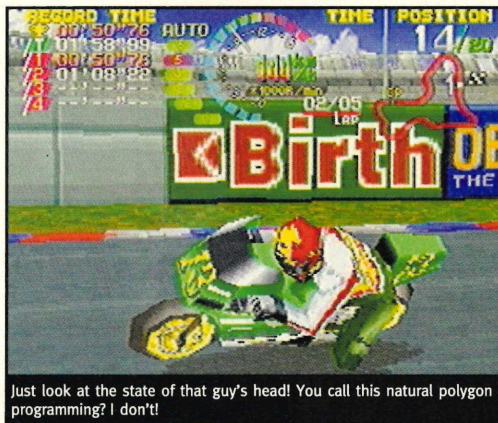
Every racing game has a tunnel. Probably just to show off the great graphics the programmers can get out of consoles these days.

HANG-ON GP'95

2nd comment

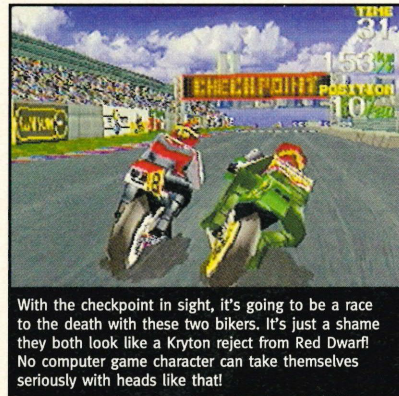
I'm not a big fan of racing games, I love a good beat-'em-up myself, and *Hang-On GP'95* just made my blood boil. Perhaps I'm just too heavy handed on the joystick, but whenever I tried to go around a corner, or alter the bike's position in any way, it just crashed into the nearest bollard or the ground. The graphics aren't that fantastic either, having an odd 'polygon' feel to them. The art of good polygon programming is making the game look natural. This fails.

● Mat Yeo



Just look at the state of that guy's head! You call this natural polygon programming? I don't!

There are some interesting locations to fly past in the game. This castle looks so real, you almost want to go and visit for the day! Honest! Again, there are various viewpoints to play from.



With the checkpoint in sight, it's going to be a race to the death with these two bikers. It's just a shame they both look like a Kryton reject from Red Dwarf! No computer game character can take themselves seriously with heads like that!

If there's one thing Sega have in abundance it's classic arcade machines. Packed with addictive gameplay, they must surely make perfect games to convert and update for the Saturn?

Sega's Hang-On

was a big hit in the arcades of the 1980's being one of the first machines to actually incorporate a bike to sit on and sway from side to side, pretending you were actually steering the game. It conned 10ps out of many foolish young game seekers. Well now it's all been updated and given the texture mapping treatment on the Saturn.

The first thing that hit me while playing was how erratic the controls were. You start off in a perfectly decent straight line, but try steering and the bike just slams itself into the nearest wall. You really do have to be touch sensitive if you want to make it around the first corner, either that or make your way

around at a snail's pace with the opposition lapping you!

The track and bike graphics are of decent enough quality, but not quite up to the *Sega Rally* standard and the three tracks you can choose spin around in glorious 3D on the selection screen. There's just something about the game that makes it unappealing. With the abundance of car racing games around at this time of year, all controlling like a dream, a two-wheeled bike racer that's a pig to play doesn't really stand a chance.

I should stick to the racing game firmly keeping its place at the top of the podium, *Sega Rally*.

● Nick Roberts

SATURN VITAL INFORMATION

PUBLISHER: Sega
DEVELOPER: In-house
RELEASE DATE: Now on Import
PRICE: £59.99



3D motorbike racing

One player

Five bikes to choose.

Japan, influenced by the 80's coin-op *Hang-On*.

Three tracks

GRAPHICS: 74%

SOUND: 73%

GAMEPLAY: 72%

LONGEVITY: 76%

PRESENTATION: 74%

A decent update for the *Hang-On* arcade machine, but not quite up there with the big boys.

73 PERCENT

Contact:
The
Video
Game
Centre
on
01202
527314.

WORMS

The worm battle

squads have only one goal – total victory over the enemy, and

they are all set to battle it out over many different war zones. In fact, there are millions, randomly generated from a word before the game starts.

Players take control of a squad of four worms, each with a hundred health points, or more if desired. At their disposal is possibly the biggest assortment of weapons and instruments of destruction ever seen in a video game. Taking it in turns each worm can let rip with his arsenal in an attempt to obliterate an opponent.

Worms has been compared to Psygnosis' *Lemmings*, but on closer inspection this is an original game that requires a little bit more thought, and it's certainly more action packed. Weapons include missiles, heat seekers, grenades, dynamite, cluster bombs, and yes, exploding sheep! The worm sprites may be small, but they're well animated, and the rendered intros at the start of each battle are just amazing.

For example, a worm from your squad can be selected as a kamikaze, and just before he flies into a group, ultimately killing them and himself, he ties a red scarf around his head! All these little animations raise a laugh, and it's good to see a bit of humor injected into a game primarily based on killing your opponents.

There are many obstacles on each battlefield, which each squad must overcome if they are to advance any further. So, bridges can be built over water, and climbing ropes used to scale high walls. There is always something to think about, and this keeps the player guessing as to what to do next.

If things aren't going as planned, air strikes can be used against enemy positions. Drills and blow torches are also useful for getting through walls and obstacles. *Worms* has just so much going on and so many options available to the player that it must surely rank as one of the best games around. All options and weapons can be defined to suit, and the multi-player mode allows up to 16 people to battle it out, on four teams.

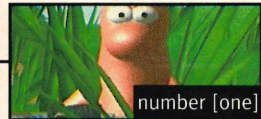
Everything about this game is impressive, right down to the sound effects, the cute voices of the worms and most importantly, the playability. Yes, it may be violent but it's also challenging, funny, and utterly addictive.

● Steve Hardy

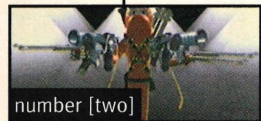
Those slimy soldiers have burst free from the mud and into their very own battle game. Pure inexcusable violence, or playability at its best?

THE WORMS HAVE TURNED...

These stunning rendered intros of the worms getting blown up, shot or fried by flamethrowers are actually quite funny, and look very impressive too.



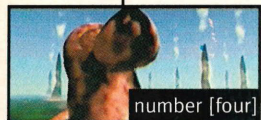
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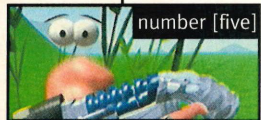
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number [six]

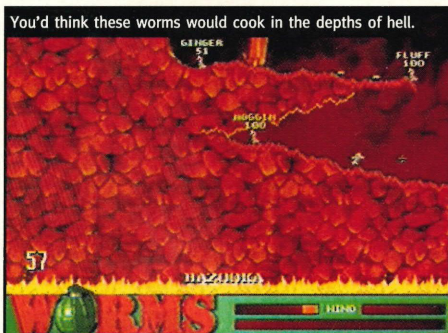


number [seven]

2nd comment

This is one of those titles that takes time to practice, time to play, but is well worth persevering with. It started out as an Amiga demo from a Bournemouth back-bedroom programmer until being snapped up by Team 17 last year. Now it's turned into a multi-platform extravaganza ready to capture players all over the world. I just adore the way the worms shout little phrases out and the rendered sequences are nothing short of brilliant. A top notch title that I would recommend to anyone with a Saturn.

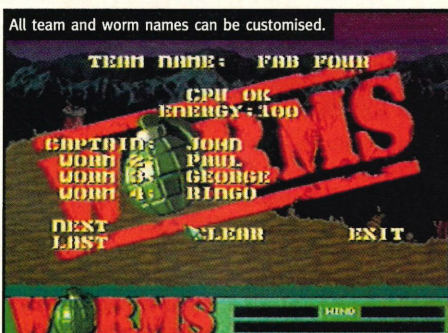
● Nick Roberts



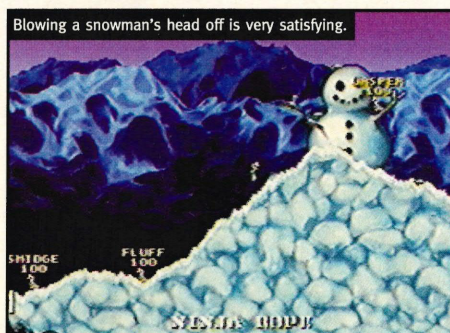
You'd think these worms would cook in the depths of hell.



The small crates contain special weapons like exploding sheep and banana bombs!

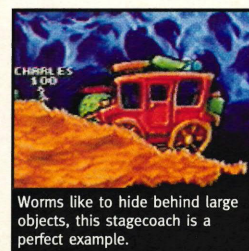


All team and worm names can be customised.

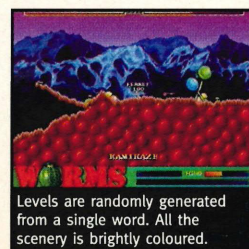


Blowing a snowman's head off is very satisfying.

There's a wide variety of weapons to choose from in *Worms*. Some are simple like the prod or shotgun, but others give a much more spectacular effect. Here we see the airstrike in action. The players selects where the strike will start, and in which direction. No worms are going to survive underneath that barrage of bombs.



Worms like to hide behind large objects, this stagecoach is a perfect example.



Levels are randomly generated from a single word. All the scenery is brightly coloured.

SATURN VITAL INFORMATION

PUBLISHER:	Team 17
DEVELOPER:	In-house
RELEASE DATE:	December
PRICE:	£49.99



War game with puzzle overtones.

Up to sixteen players at once!

Name input and save data.

UK from an Amiga original.

Millions of levels – randomly generated.

GRAPHICS:	91%
SOUND:	88%
GAMEPLAY:	90%
LONGEVITY:	91%
PRESENTATION:	93%

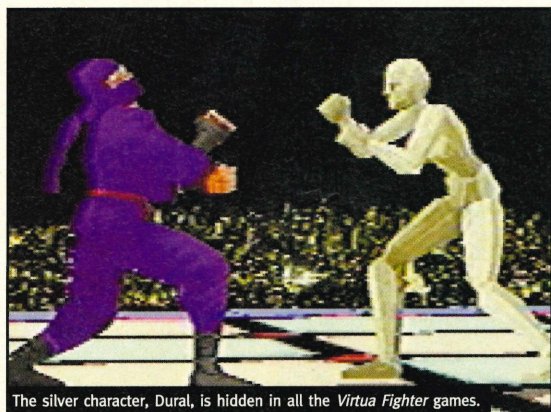
An original game that takes gameplay to new levels. The stunning FMV sequences are the icing on the cake.

91 PERCENT

VIRTUA FIGHTER/ VIRTUA FIGHTER REMIX

The game that

started the whole Saturn scene rolling, *Virtua Fighter* was hailed as a piece of genius programming. The original version had its problems though, bad polygon drop-out on the action replays and the fact that the game only used solid polygons, no texture-mapping, put it to the top of Sega's list for updating.

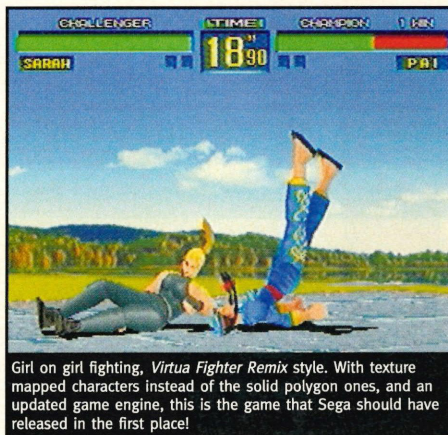


The silver character, Dural, is hidden in all the *Virtua Fighter* games.

Virtua Fighter Remix was the result. Essentially the same game, but now with fully texture-mapped characters and backgrounds and a redesigned character selection screen showing sketched fighters instead of the polygonised ones. The glitches that spoil the

original were all ironed out too.

Many considered *Remix* to be the *Virtua Fighter* game Sega should have released in the first place, instead of compensation for a bad job. Still, if you want to see the original arcade conversion in all its glory, either game is worth a play.



Girl on girl fighting, *Virtua Fighter Remix* style. With texture mapped characters instead of the solid polygon ones, and an updated game engine, this is the game that Sega should have released in the first place!

CLOCKWORK KNIGHT

Sega's first attempt

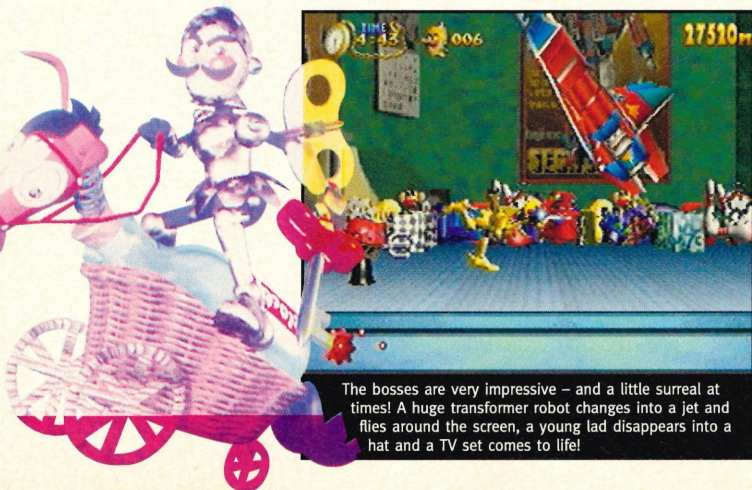
at a 3D Saturn platform game went down well when first released. It took two dimensional sprites and overlaid them on three dimensional backgrounds where all kinds of objects span around, fell from the back of the level to the front and affected the brave knight's progress. It was only later, when the game had been completed with no trouble at all that we all

discovered this was only the first part of the adventure.

Sega had rushed out *Clockwork Knight* to please the Saturn hungry hordes. The later released *Clockwork Knight 2* was effectively just the continuation of the original game, and both could have quite easily fitted onto one CD.

Saying that, it is a great platform game to kick off your collection with. There are plenty of visually stunning sequences and a beautifully rendered introduction to tell the story.

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The bosses are very impressive – and a little surreal at times! A huge transformer robot changes into a jet and flies around the screen, a young lad disappears into a hat and a TV set comes to life!



When you first play *Clockwork Knight* the game seems completely erratic with objects flying everywhere and no sense of order. Practice for a while and things to become much clearer.

SATURN

VITAL INFORMATION

PUBLISHER: Sega
DEVELOPER: In-house
RELEASE DATE: Both out now
PRICE: £49.99/£49.99
PLAYERS: One or two
GENRE: Arcade beat-'em-up

GRAPHICS: 69% 91%

SOUND: 82% 82%

GAMEPLAY: 83% 84%

LONGEVITY: 83% 90%

PRESENTATION: 78% 92%

VIRTUA FIGHTER 82
VIRTUA FIGHTER REMIX 90
PERCENT

SATURN

VITAL INFORMATION

PUBLISHER: Sega
DEVELOPER: In-house
RELEASE DATE: Out now
PRICE: £39.99
PLAYERS: One
GENRE: Platform game

GRAPHICS: 82%

SOUND: 83%

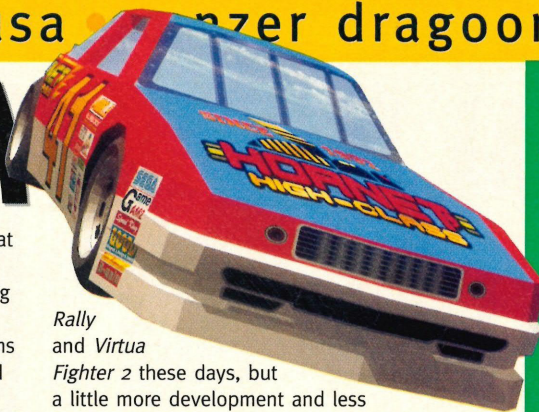
GAMEPLAY: 85%

LONGEVITY: 87%

PRESENTATION: 85%

85
PERCENT

DAYTONA USA



SATURN+

VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	In-house
RELEASE DATE:	Out now
PRICE:	£49.99
PLAYERS:	One
GENRE:	Arcade racing simulation

GRAPHICS:	79%
SOUND:	78%
GAMEPLAY:	82%
LONGEVITY:	81%
PRESENTATION:	86%

82 PERCENT

SATURN+

VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	In-house
RELEASE DATE:	Out now
PRICE:	£49.99
PLAYERS:	One
GENRE:	Fantasy shoot-'em-up

GRAPHICS:	92%
SOUND:	93%
GAMEPLAY:	89%
LONGEVITY:	88%
PRESENTATION:	89%

90 PERCENT

Another shining

example of a game that has been rushed out, *Daytona USA* was a big



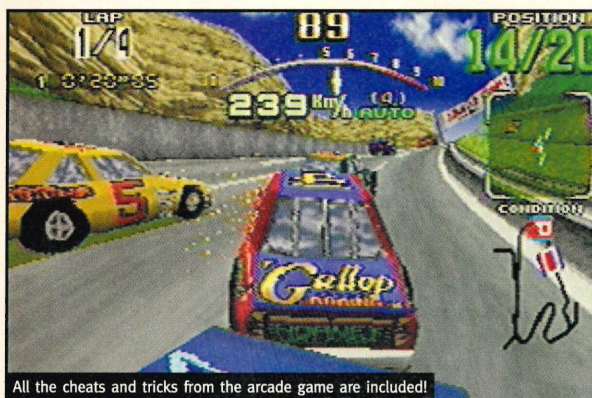
You can select from the four viewpoints available in the arcade machine original. But keep an eye on the road as you do!

disappointment, although the critics gave it shining reviews back in July. The main problems were the highly pixelised feel to the game and atrocious graphic clipping – this is where the background scenery seems to just pop up in front of you out of nowhere, usually caused by bad programming.

Admittedly Saturn programmers were learning their trade with the first batch of games, so the quality is nothing compared to the likes of *Sega*

Rally and *Virtua Fighter 2* these days, but a little more development and less rushing would have secured a better product.

If you're a fan of the arcade *Daytona* then you'll still find this enjoyable. It has all the cheats, all the tracks and a whole host of new cars to choose from. Not brilliant as a conversion but a thoroughly playable game nonetheless.



All the cheats and tricks from the arcade game are included!



The car becomes more crumpled as you smash into walls around the track.

PANZER DRAGOON

If you want a game

to really show off the power of

the Saturn then this is it. A 3D shoot-'em-up set in a fantasy world of flying dragons, soldiers of fortune and giant flying pirate ships it's mind blowing. Another perfectly rendered sequence greets players at the beginning, telling the tale of how the hero got into this situation in the first place. Once it the game, it's a whole new gameplay experience.

There are 12 set viewpoints in all (count them) with your dragoon viewable from the front, rear or either side and then at a choice of

three distances. All these can be easily manipulated from the joypad, essential as quick direction changes are needed to shoot down the barrage of enemy fire. Hardened games players will find plenty of challenge in *Panzer Dragoon* too, with three difficulty settings and lots of surprises in store.



The sand worms early on in the game burst out of the ground and attack. Don't play this game alone in a darkened room!



Down in the dark caverns, anything could jump out at you!



The blue streaks are missiles that lock on to any large enemy nearby. With so much going on at once, it's a good job you don't have to guide them yourself.



DIGITAL PINBALL

With a 32-bit console to play with you'd think that programmers would let their imagination's run riot

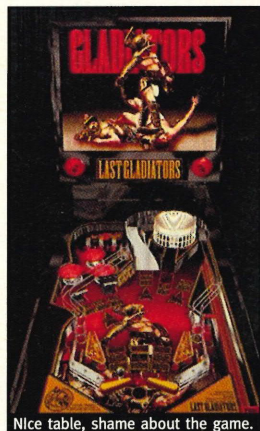
creating new and exciting graphics and testing the machine to its limits. Not so with *Digital Pinball*. All the game consists of is a collection of pinball tables, all seen from the front. No snazzy viewpoints to show off, no exciting bonus games to play, nothing.

Okay, so the pinball plays perfectly well but this day and age we expect much more than a static table that has a few pixelated messages that flash up each time you hit the right bumper. Third party developers like Empire and Virgin are busy creating their own pinball experiences in *Pro Pinball* and *Tilt!* so

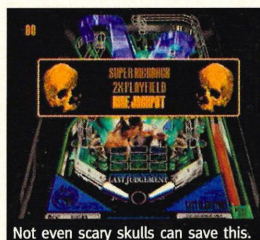


The pinball tables scroll up and down the screen but no effort has been made to do anything 'Next Generation' with the game. If I were you I'd stick to playing down the local chip shop for the time being.

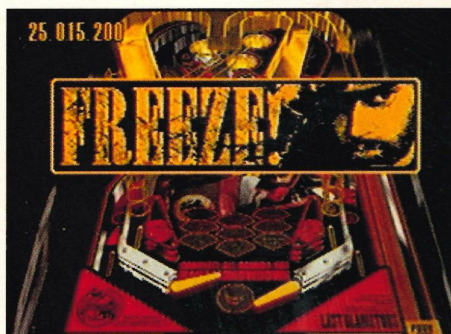
if you're a fan I should hang on until early '96 when these superior titles will be available. Another shining example of 'oh we need games quickly, let's knock out a pinball simulator'.



Nice table, shame about the game.



Not even scary skulls can save this.



PEBBLE BEACH GOLF

Everyone, including Sega themselves, have

admitted that the first batch of Saturn games left much to be desired and *Pebble Beach Golf* is included in this special school for software. Golfing experts T&E Soft were called in to convert their classic, having appeared on every other console imaginable including 3DO and Super Nintendo.

Again, it's a playable golf simulation but it

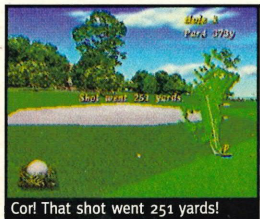
has nothing particularly special to offer in terms of 32-bit enhancements. A strange fat golfer introduces everything and teaches you the best swings and clubs to use but nothing helps to heave the game out of the average category. You get fly-bys of each hole before you play, there are plenty of golfing options for fans to cycle through at their leisure, but I wouldn't recommend anyone to buy this. Hang-on for US Gold's *World Cup Golf* - it's looking much more promising.



Ginger fat men don't sell games!



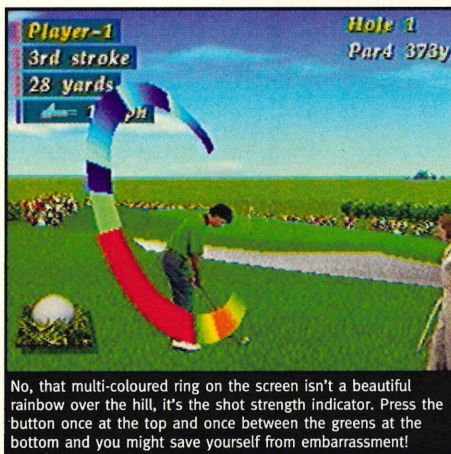
Never wear green when playing golf - you might get lost!



Cor! That shot went 251 yards!



Yes, even ladies get to have a bash in T&E Soft's *Pebble Beach Golf*. Unfortunately this young lady has been put in a pair of nasty cream coloured shorts and given a duff club. Go on, give it your best shot!



No, that multi-coloured ring on the screen isn't a beautiful rainbow over the hill, it's the shot strength indicator. Press the button once at the top and once between the greens at the bottom and you might save yourself from embarrassment!

SATURN

VITAL INFORMATION

PUBLISHER: Sega
 DEVELOPER: In-house
 RELEASE DATE: Out now
 PRICE: £39.99
 PLAYERS: One
 GENRE: Pinball simulation

GRAPHICS: 69%

SOUND: 60%

GAMEPLAY: 58%

LONGEVITY: 56%

PRESENTATION: 60%

62 PERCENT

SATURN

VITAL INFORMATION

PUBLISHER: Sega
 DEVELOPER: T&E Soft
 RELEASE DATE: Out now
 PRICE: £44.99
 PLAYERS: One or two
 GENRE: Golf simulation

GRAPHICS: 64%

SOUND: 61%

GAMEPLAY: 71%

LONGEVITY: 70%

PRESENTATION: 69%

69 PERCENT

VICTORY GOAL

We've had racing, fighting, shooting and platforms. Now which genre is

missing? Well no console repertoire would be complete without a soccer game and this is Sega's first attempt for Saturn.

Multiple viewpoints are the order of the day once more as you can view the game from high up above the stadium or as low down as you can go – giving a view to please all players. Everything moves fast enough and all the options you'd expect from a soccer simulation are here but there's just something that doesn't



quite click. It's a little awkward to control which player you move to next and lining up a shot is something that will need hours of practice.

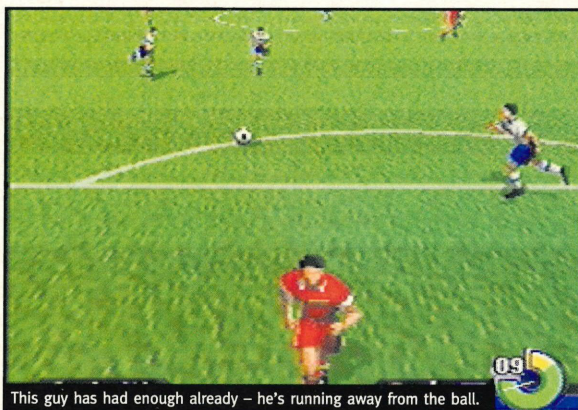
Not bad for a first attempt but again, there are far superior soccer games on the horizon including EA's *Fifa '96* and *Striker '96* from Rage.



I guess that large 'kick off' sign across the screen means something. But I just can't think what... oh the game's started already!



Japan have just released a new version of *Victory Goal* – see the news section.



This guy has had enough already – he's running away from the ball.

SATURN

VITAL INFORMATION

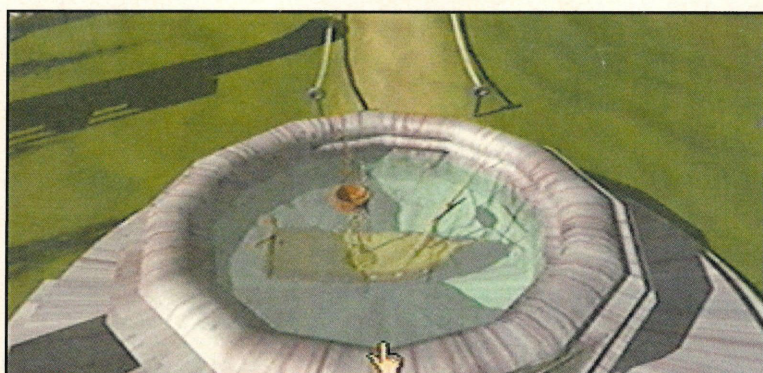
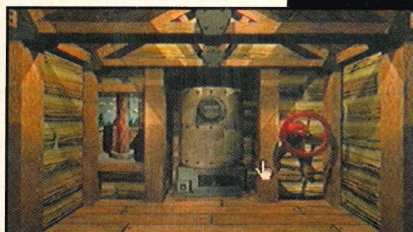
PUBLISHER:	Sega
DEVELOPER:	In-house
RELEASE DATE:	Out now
PRICE:	£44.99
PLAYERS:	One or two
GENRE:	Arcade soccer

GRAPHICS:	76%
SOUND:	72%
GAMEPLAY:	68%
LONGEVITY:	69%
PRESENTATION:	70%

74 PERCENT

MYST

That little pointing hand on the screen is your only contact with the world of *Myst*. Sad really isn't it?



The Saturn is a high powered 32-bit console. So why play a game that's nothing but a collection of postcards?

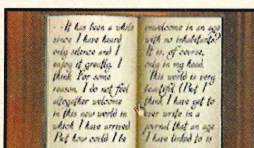
Something to watch

out for on 32-bit consoles are

dodgy conversions of PC games. Just because they did well on the PC developers automatically assume they'll make create console games, now that we have the technology to handle them. Well *Myst* is an example of a failure.

Well maybe that's a little harsh. The game is basically a collection of rendered postcards that blend into each other with the odd animation sequence of a drawer opening or a handle turning thrown in for good measure. It contains a challenge if look for one. My main moan is that the Saturn is capable of much, much more! Who wants to play an adventure where you move from one location to another by a different still picture sliding onto the screen? Not me for one!

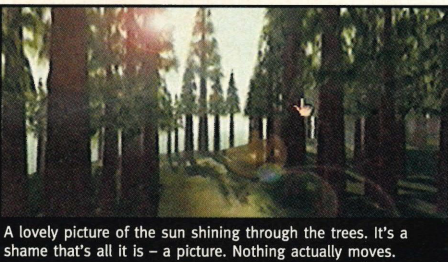
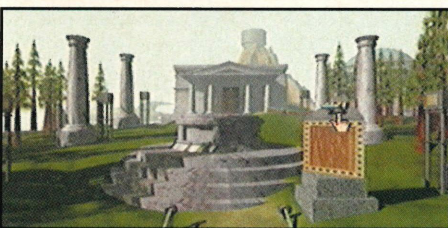
Don't encourage people to produce such trips by buying a copy, let them learn their lesson the hard way.



You've found a book! Congratulations! Now, I'm sure there must be a few clues in here somewhere.



A bookcase – how thrilling. Maybe this is where that book above came from. These adventure games are so taxing on the brain.



A lovely picture of the sun shining through the trees. It's a shame that's all it is – a picture. Nothing actually moves.

SATURN

VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	Sunsoft
RELEASE DATE:	Out now
PRICE:	£44.99
PLAYERS:	One
GENRE:	Adventure

GRAPHICS:	82%
SOUND:	78%
GAMEPLAY:	60%
LONGEVITY:	71%
PRESENTATION:	62%

68 PERCENT

ROBOTICA

When **iD software**

created *Doom* for the PC, little did they know how fast the game style would catch on. These days you can spot *Doom* clones everywhere, but they all come down to the same essential elements. Shooting, finding keys and endless creepy corridors to zip up and down.

Robotica (or *Deadalus* as it was originally titled) has all of these, but throws plenty of fresh ideas into the pot too. Escape the early corridor levels and you can make use of a

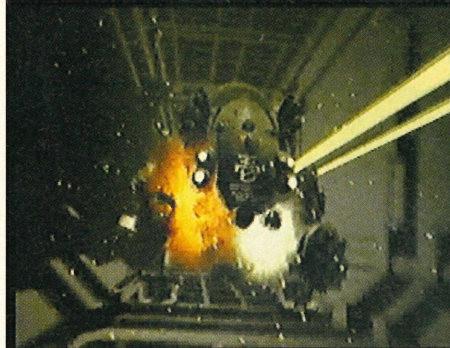


Down in the dark corridors, this game will have you jumping out of your skin!

hoverpack that takes you high above the game. There's a laser gun to shoot, or you can choose to punch, and there's the ability to restore power, send out electricity bolts and zip forward at a phenomenal speed to make moving around less of a chore.



The first few levels of *Robotica* aren't all that inspiring, but give the game a chance and it really does start to hot up with some brilliant rendered sequences and lots of hot action. You even get to use the brilliant hover-pack!



Shooting enemies makes them drop icons too so you can replenish your stocks.

I found this an enjoyable, if unoriginal, game that will while away a few hours in solid gameplay.

SHINOBI-X

If you were asked

to think of a Sega mascot then Sonic the Hedgehog would probably spring to mind. Well it might surprise you to know that the Shinobi games are just as much an icon of Sega as Sonic. There were platform beat-'em-ups starring Shinobi for Master System, Game Gear and Mega Drive so it's only fair that the

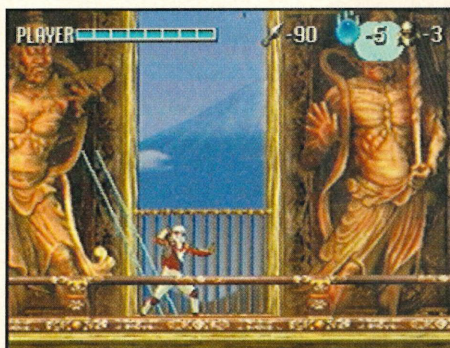


It's raining newspapers! A strange phenomenon hits you in *Shinobi-X*!

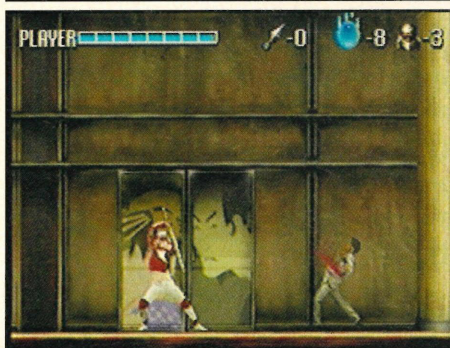
Saturn should get a crack at the whip.

Shin Shinobi Den, as it's called in Japan, takes all the core elements that the older games had and adds better animation, more colours to the graphics and plenty of clever special moves and visual effects to create an enjoyable game.

A fun, but limited, platform adventure.



Some of the backgrounds and animation in the game are simply out of this world. Just look at the detail in the creatures that adorn this strange hallway. Sega have certainly brought the Shinobi character a long way from the original Master System games.



This is definitely not a game for the faint hearted. As Shinobi slices and dices his enemies, they simply fall apart as if they were made of paper, as this screen shot shows. Have you ever seen anything like this before? Nope - not even in an episode of *Casualty*! It's disgusting!

SATURN+ EVALUATION STATION

PUBLISHER: Sega
DEVELOPER: In-house
RELEASE DATE: Out now
PRICE: £39.99
PLAYERS: One
GENRE: Shoot-'em-up

GRAPHICS: 84%
SOUND: 83%
GAMEPLAY: 85%
LONGEVITY: 87%
PRESENTATION: 82%

84 PERCENT

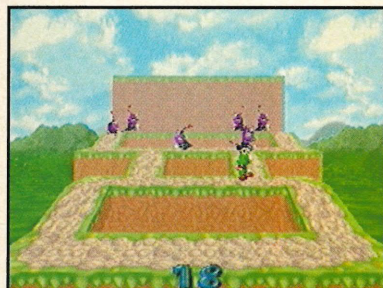
SATURN+ EVALUATION STATION

PUBLISHER: Sega
DEVELOPER: In-house
RELEASE DATE: Out now
PRICE: £39.99
PLAYERS: One
GENRE: Beat-'em-up

GRAPHICS: 80%
SOUND: 81%
GAMEPLAY: 79%
LONGEVITY: 82%
PRESENTATION: 81%

82 PERCENT

BUG!

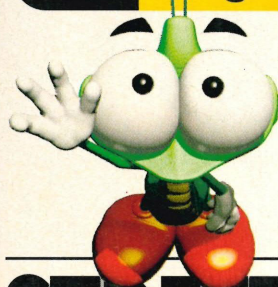


Here's a good example of the 3D effect used in the game. The levels move in and out of the screen as well as left and right. This adds a whole new gameplay dimension to the old platform game style. Nice one Sega!

The graphics in Sega's *Bug!* are simply brilliant. Look at that snail!



Are Sega ditching



their cuddly hedgehog mascot on the Saturn? It has been five months now and still no sign of a game with him as the star. The best he's had is a bit part in this revolutionary platform game starring a new hero, *Bug!*.

What makes *Bug!* special is the fact that the levels not only scroll left and right, but in and out of the screen as well. This adds a whole new dimension to the platform game, and brings

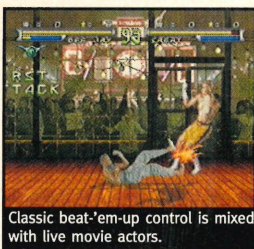
their cuddly hedgehog mascot on the Saturn? It has been five months now and still no sign of a game with him as the star. The best he's had is a bit part in this revolutionary platform game starring a new hero, *Bug!*.

a whole new set of problems to conquer too. All the characters are big and bold with some great animation. Little critters crawl along, and when bounced on reveal their nappies and the slow snail that gets out a huge gun ready to blast you will both have you in stitches!

There are lots of levels in store and if I was looking for something to moan about I would say that the game gets a little monotonous after a while, but it looks great and is enjoyable in short bursts.

STREET FIGHTER: THE MOVIE

The game of the



Classic beat-'em-up control is mixed with live movie actors.

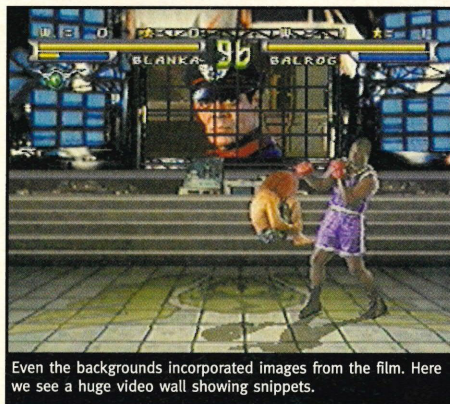
coin-op of the movie of the game! Make sense? No, but this beat-'em-up isn't as bad as you'd expect it to be. Developed by Capcom themselves it has all the characters and special moves of the original *Street Fighter* games, only using digitised graphics of the movie actors instead of the traditional character animation.

Think of it as a kind of *Mortal Kombat/Street Fighter* hybrid. They're all here: Jean-Claude Van-Damme, Kylie Minogue, Raul Julia – and they all move quite convincingly. The one thing that was missing from the movie was realistic special

moves (well, as realistic as a fireball can be) but with the wonders of modern technology they are all in the game. Plus there's the added attraction of Kylie dancing around in a gym-clip – can't be bad eh? This is worth taking a look at if you're a 2D beat-'em-up fan.



Cor! You get to see Kylie's pants – well worth buying the game for!



Even the backgrounds incorporated images from the film. Here we see a huge video wall showing snippets.



You get to see some of the more impressive special moves in the game – something that was missing from the movie.

SATURN+ EVALUATION STATION

PUBLISHER: Sega
DEVELOPER: In-house
RELEASE DATE: Out now
PRICE: £44.99
PLAYERS: One
GENRE: 3D platform game

GRAPHICS: 91%
SOUND: 90%
GAMEPLAY: 89%
LONGEVITY: 85%
PRESENTATION: 86%

89 PERCENT

SATURN+ EVALUATION STATION

PUBLISHER: Acclaim
DEVELOPER: Capcom
RELEASE DATE: Out now
PRICE: £39.99
PLAYERS: One or two
GENRE: Beat-'em-up

GRAPHICS: 82%
SOUND: 79%
GAMEPLAY: 84%
LONGEVITY: 81%
PRESENTATION: 82%

83 PERCENT

VIRTUAL HYDLIDE

SATURN
VITAL INFORMATION

PUBLISHER: Sega
DEVELOPER: In-house
RELEASE DATE: Out now
PRICE: £44.99
PLAYERS: One
GENRE: 3D adventure

GRAPHICS: 41%
SOUND: 48%
GAMEPLAY: 52%
LONGEVITY: 53%
PRESENTATION: 49%

51
PERCENT

SATURN
VITAL INFORMATION

PUBLISHER: Sega
DEVELOPER: In-house
RELEASE DATE: Out now
PRICE: £39.99
PLAYERS: One or two
GENRE: 3D racing

GRAPHICS: 87%
SOUND: 82%
GAMEPLAY: 85%
LONGEVITY: 78%
PRESENTATION: 79%

86
PERCENT

Over in Japan

You can tell instantly if a game isn't up to scratch, and *Virtual Hydride* stands out like a sore thumb. Graphics that go this pixelated when you go up close just have no place on a Next Generation console. Someone should have stopped this game before it got to the shops. Oh deary, deary, me.

you'll find a much more impressive catalogue of Saturn games than here, but many of them are complete tripe that's best left in the land of the rising sun. I just wish Sega hadn't have stirred *Virtual Hydride* from its slumber.

They do themselves no favours in bringing games like this to these shores. It's poorly programmed, graphically awful and has as much gameplay as an old sock.

Some guy waddles around the game with the viewpoint just behind him, turning on the spot and smashing into any trees or buildings that might get in his way like a muppet. Go too close to a piece of scenery and you get an awful pixelated version filling the whole screen. There is some kind of adventure in here somewhere with zombies and objects to pick up, but I wouldn't bother looking for it if I were you. Pathetic.



This bridge by the river scene might not look too bad – but don't be fooled. When you see this guy walking on the spot, as if there were an invisible wall by the bank you'll laugh!



CYBER SPEEDWAY

When Cyber

Speedway was first launched it couldn't have been any worse than the racing games that were already available. *Daytona* was disappointing and, if you count Japanese imports, *Rad Mobile* was only worth playing for a laugh.

This game did away with the need for wheels by making all the vehicles hover instead. With futuristic race tracks and piles of texture mapping the scene was set for some top racing action. It's quite an enjoyable game too. Gameplay is fast and furious and the computer controlled cars really give you a challenging

race. This was also the first racing game to incorporate a split-screen two-player option – something many thought would have saved *Daytona*. The level of scenery is dropped slightly to make the two-player game fast but it works really well.

Not brilliant, but a fun game for two-players all the same.



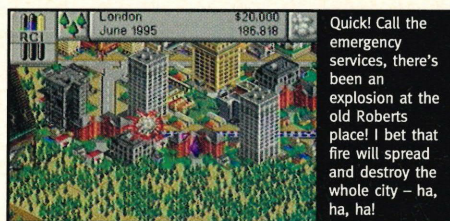
SIM CITY 2000

Let's get serious.

If you like your games with some substance then

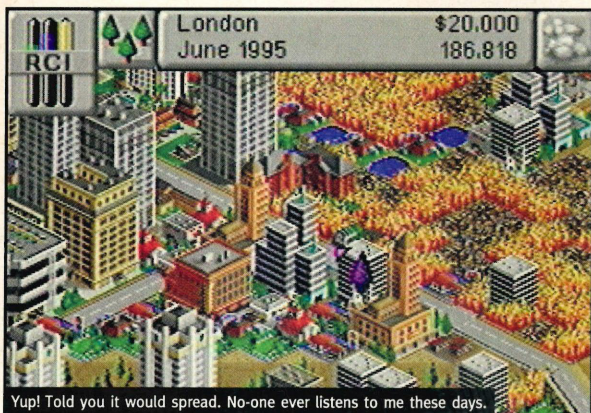
you're not going to rush out and buy the latest shoot-'em-up or racer are you? Well Maxis are the masters of simulation and they developed the Saturn version of their great game *Sim City 2000*.

It's basically the PC CD-ROM version, but running on the Saturn with ease with all the options, menus and intricacies perfectly converted. The main problem with playing this on the Saturn is the lack of a mouse at present.



All the control systems had to be adapted for joystick and, although they've done their best, it still feels a little awkward.

Not only is this a top futuristic city simulator but it has a fun element where you can let loose all kinds of disasters on your newly built metropolis. Earthquakes, hurricanes and tidal waves are all well and good but it's the rampaging monster that gets my vote every time!



NHL HOCKEY

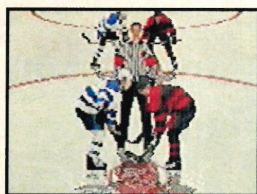
The Sega Sports

label is probably bigger than anything Sega do in the USA. There's a

demand for sporting titles for the Saturn, but not all of them make great conversions to the UK market, although *NHL Hockey* works really well.

Using a 3D ice rink the game slides along at a fair rate of knots and has all kinds of viewpoints on offer once more. These include a tracking shot from behind the glass screens and a view from the puck itself - how useful is that?

Fans of ice hockey might even consider buying the game for the brilliant history of ice hockey tour that comes with it. Select it from the main menu and you're treated to an FMV



It's cold out there - very cold. That's why these guys wear thick duffel coats and mittens. They'd get frost bite if they didn't!



guide through the American Ice Hockey museum complete with a great helmets of the ages section. Gripping stuff!

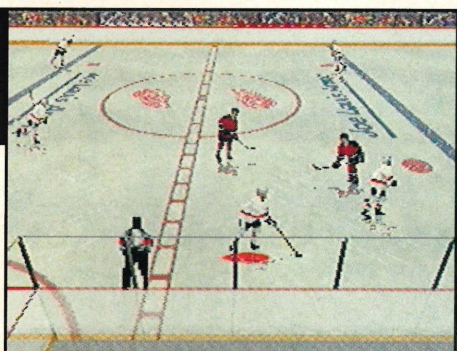
A game that's doing very well over there, but might appeal to a few sports fans on these shores too.



These Sega Sports games are best played with friends using the Saturn 6-player adaptor. With two of these you can have up to 12 players all fighting it out at once!



These two guys present the whole game. They're probably famous in the US.



SATURN

VITAL INFORMATION

PUBLISHER: Sega
DEVELOPER: Maxis
RELEASE DATE: Out now
PRICE: £49.99
PLAYERS: One
GENRE: Strategy

GRAPHICS: 88%

SOUND: 82%

GAMEPLAY: 90%

LONGEVITY: 89%

PRESENTATION: 84%

88 PERCENT

SATURN

VITAL INFORMATION

PUBLISHER: Sega
DEVELOPER: Sega Sports
RELEASE DATE: Out now
PRICE: £44.99
PLAYERS: One or two
GENRE: Sports simulation

GRAPHICS: 82%

SOUND: 84%

GAMEPLAY: 89%

LONGEVITY: 90%

PRESENTATION: 87%

88 PERCENT

WORLD SERIES BASEBALL



VITAL INFORMATION

PUBLISHER: Sega
DEVELOPER: Sega Sports
RELEASE DATE: Out now
PRICE: £39.99
PLAYERS: One or two
GENRE: Sports simulation

GRAPHICS: 86%
SOUND: 81%
GAMEPLAY: 88%
LONGEVITY: 83%
PRESENTATION: 82%

84 PERCENT



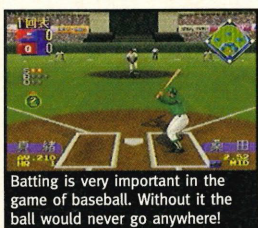
VITAL INFORMATION

PUBLISHER: Ubi Soft
DEVELOPER: In-house
RELEASE DATE: Out now
PRICE: £49.99
PLAYERS: One
GENRE: Platform game

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

91 PERCENT

What sort of a country has Rounders as its national sport? I used to play that on the school field when I was



Batting is very important in the game of baseball. Without it the ball would never go anywhere!

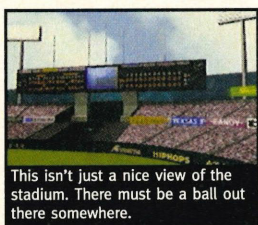
ten! Well, if they have to blow the game up to monstrous proportions I suppose you can't blame Sega Sports for converting it to the Saturn.

They've done a mighty fine job too, capturing all the excitement of the baseball field. I particularly like the way the viewpoint zooms out and up as your batter whacks the ball. It tracks where the ball will land too, giving the fielding player a better view to work with.

With photo realistic players and a technically superb game engine Sega have done a fine job with *World Series Baseball*. I'm not sure what the level of appeal is for a baseball sim in this country, but this one is looking like a top cookie if you're up for a game.

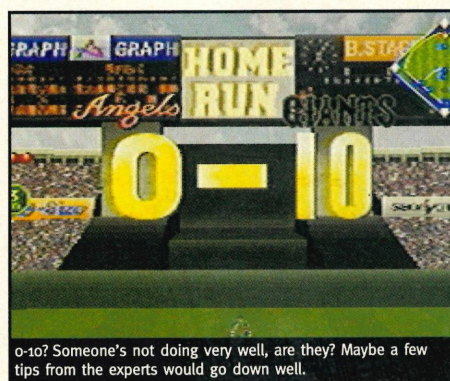
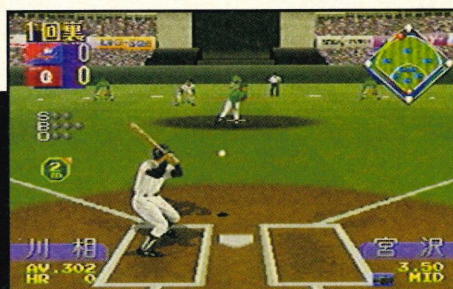


The viewpoint really zooms off into the air to track the ball. This gives some very impressive sky shots of the whole stadium. I wonder if your local soccer team can pull a capacity crowd like this one?



This isn't just a nice view of the stadium. There must be a ball out there somewhere.

Sega Sports have been busy on the Saturn so far. They produced *Daytona USA* for the initial batch of titles and now they're back with top conversions of ice hockey in *NHL Hockey* and *World Series Baseball*. These all go down really well in the States and I'm sure they will find their place in this country as well. Anyone for a game?



0-10? Someone's not doing very well, are they? Maybe a few tips from the experts would go down well.

RAYMAN

This little fella has done the console rounds over the last couple of months. Appearing on

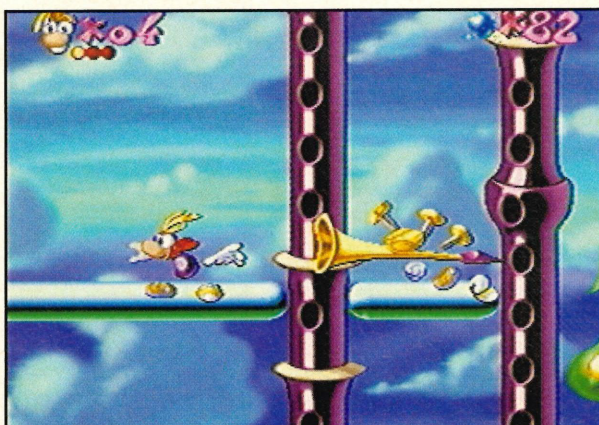
Jaguar, PlayStation and now Saturn with a highly colourful game full of cute characters and fine gameplay.

It's a platform game, if you hadn't realised

that already, but this guy has one major difference – he has no arms and legs, just hands and feet that bob around his body! This isn't as strange as it sounds, it's just a unique way of animating a console game character.

Levels are packed full of tricky situations and obstacles and the difficulty setting is near perfect with new abilities for the hero introduced as you play, and the bosses becoming more ferocious.

An added bonus is that all the game data saves out to the Saturn's internal memory so you don't have to start from scratch each time you play. Excellent stuff, I can't wait for a sequel!



The many levels have lots of tricky sections to master if you're going to get anywhere in the adventure. These little trumpet characters blow when Rayman walks near, sending him flying off in the opposite direction. You can use their wind to fly to higher platforms.



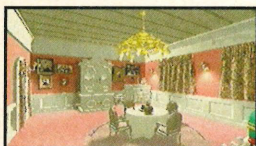
By the size of that saxophone I would wager that it was an end-of-level guardian. Rayman has the ability to build up the power of his fist and then throw it at his enemies and perfect timing is needed to dispose of one this big. Remember – practice makes perfect!

MANSION OF THE HIDDEN SOULS

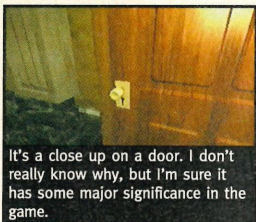
Here's another game that has been given a new lease of life, this time from a Mega-CD

original. *Mystery Mansion* was a big hit all around the world with its spooky visuals and weird storyline. The new Saturn game takes all this and remixes it with a whole host of new features.

It's an adventure that uses rendered visuals of the inside of a huge mansion house. Unlike *Myst*, this game moves from location to location smoothly, not abruptly with a collection of

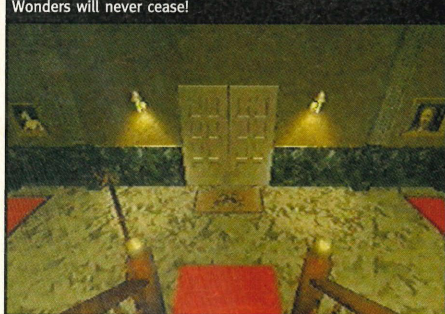


Each room in the mansion has been painstakingly rendered creating some of the most impressive graphics yet.



It's a close up on a door. I don't really know why, but I'm sure it has some major significance in the game.

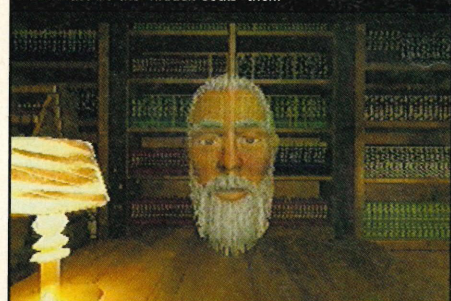
You can walk up the stairs... and then back down again. Wonders will never cease!



postcard scenes. There are characters to meet and greet along the way and objects around the house can be interacted with to discover clues and items to use.

It's one of those games where every nook and cranny must be explored to get a complete picture, and stand any chance of completing the adventure. Perfect if you fancy whiling away a few hours each night with a relaxing adventure game.

Characters are represented by floating heads only - I suppose these must be the 'hidden souls' then!



CLOCKWORK KNIGHT 2

If you've completed the original *Clockwork Knight*

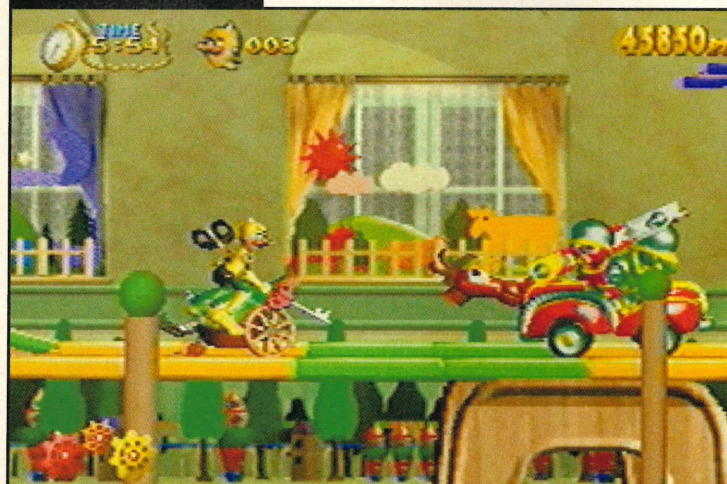
already, then this has to be your next purchase. It's effectively the second part of the adventure (the first being rushed out for the Japanese market unfinished) and continues from the last boss of the first game.

The programmers have tried a few new tricks in these levels with a neat ride on a donkey/basket/bottle creature called BaroBaro

and levels that rotate through 90°. Of course, being later into the *Clockwork Knight* story the bosses are bigger and meaner than ever before. In fact the whole game has been toughened up after the original received criticism for being a doddle to complete. Along with more brilliantly rendered intro sequences and a jolly sound track this creates a perfect follow up to *Clockwork Knight*.

Well worth checking out as a fun platform sequel.

This strange donkey/basket/bottle creature is called BaroBaro and you can throw its head at any unsuspecting enemy. It makes a brilliant high speed chase stage though with junctions in the track and lots of roller coaster style humps and bumps.



Meet the gang! The intro sequence shows off all the characters and brings you up-to-date on the *Clockwork Knight* story. If only they'd put both games on one CD - it would have been great!



SATURN VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	In-house
RELEASE DATE:	Out now
PRICE:	£44.99
PLAYERS:	One
GENRE:	Adventure game

GRAPHICS:	83%
SOUND:	80%
GAMEPLAY:	78%
LONGEVITY:	76%
PRESENTATION:	77%

79 PERCENT

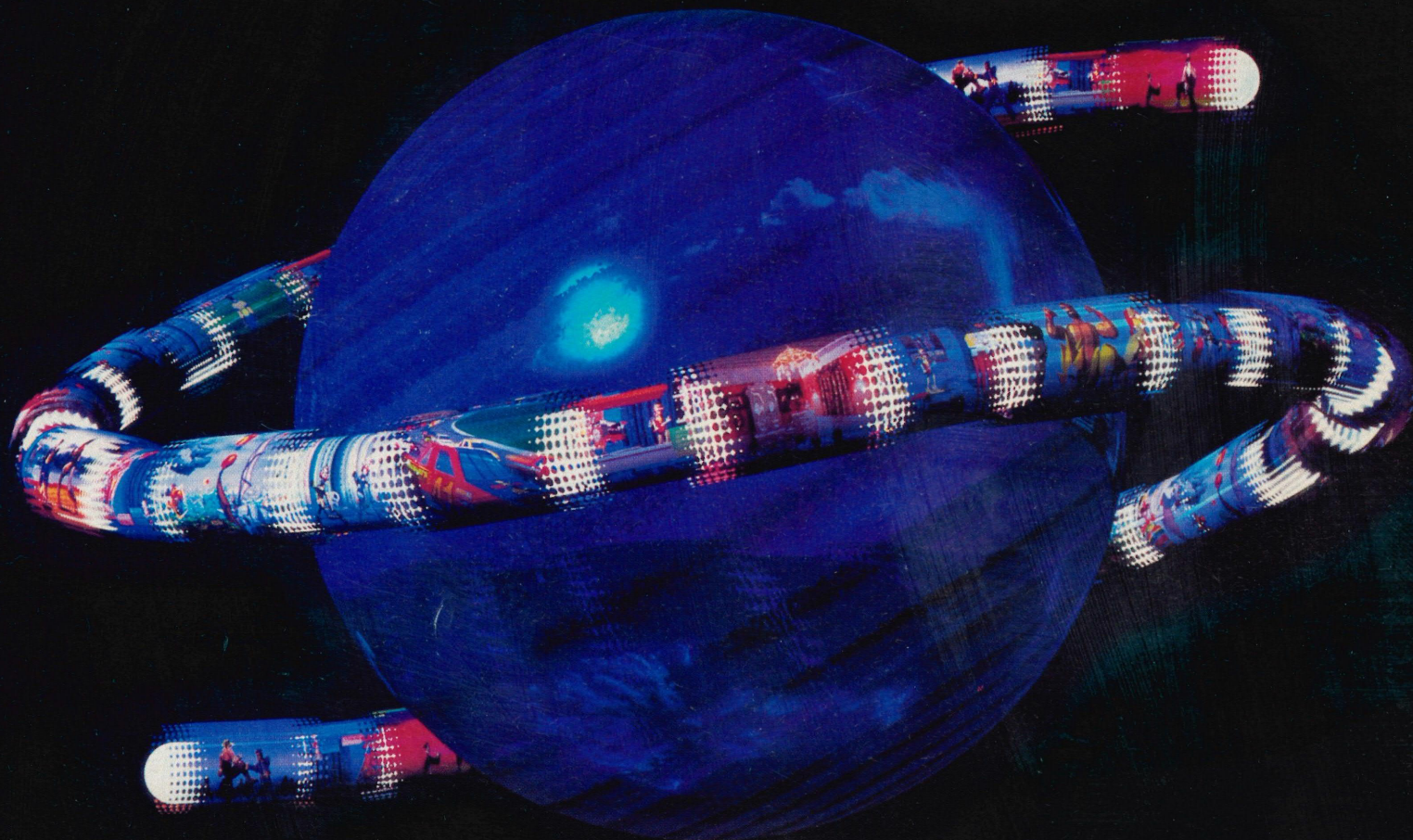
SATURN VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	In-house
RELEASE DATE:	Out now
PRICE:	£39.99
PLAYERS:	One
GENRE:	3D platform game

GRAPHICS:	89%
SOUND:	84%
GAMEPLAY:	81%
LONGEVITY:	80%
PRESENTATION:	84%

86 PERCENT

AND THAT WAS JUST THE BEGINNING!



Leading you into the next generation

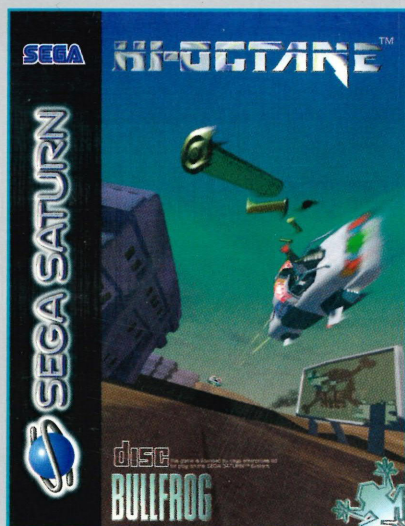
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two player race to the death

scream

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