

# TOTAL SATURN

## Crime Wave

Demo'd and played out!

## The Best Strategy Game Ever?

Command and Conquer reviewed!

## Tunnel Vision!

Full review of Ocean's superb *Tunnel B1*

# On your CD!

*Crime Wave* - it's more than just fair cop, guv!



## Die Hard Trilogy

Acclaim's superlative movie tie-in previewed

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# TOTAL SATURN

## Editorial

This Christmas is being touted as the best the software industry has enjoyed in years... before (at the time of writing) the festive season has actually started. The transition from 16-bit to 32-bit was not kind on a number of games publishers; indeed, current excuses given to shareholders by beleaguered 'name' brands are invariably spearheaded by pleas to the effect that cartridge software was expensive. With warehouses full of old Mega Drive and SNES titles, it's not surprising that corporations posting huge losses for the past few years are looking at this Christmas as a source of salvation. And why not? With a large established user base for both Saturn and PlayStation consoles – sure to grow exponentially in size this Xmas – they can now sell software to a market rapidly growing towards the size of the 16-bit market it superseded. What's more, CDs are dirt cheap to produce. Cartridges provide instant access for gamers, but are frighteningly expensive – a CD can be duplicated for a fraction of their cost. Granted, production expenditure has grown in line with the advent of larger games and increased expectations, but loot is literally pouring into the coffers of games producers as you read this.

In terms of quality software consumers are, without a doubt, faced by the best selection for years. Sega, for example, have a festive line-up that is almost unbeatable. *Fighting Vipers*, *Virtua Cop 2*, *Nights Into Dreams...* the list goes on. Quite why they added the questionable *Mighty Hits* to this list is beyond us at TOTAL SATURN, but we feel that – given the high standard of their other releases – we can forgive them for this 'oversight'. Third party manufacturers are also doing a great deal for the Saturn cause. Eidos have the unbelievable *Tomb Raider* and the more-ish *Crimewave*, Virgin the engrossing *Command & Conquer*. With games like these, Saturn owners are guaranteed a merry Xmas. Complement such purchases with a copy of TOTAL SATURN and you can't go far wrong. Next month's issue will be an 84-page 'special' edition, with a CD packed with the best in Saturn software. Be sure to go out and buy it, folks.

Merry Christmas!

# News

## Stores unveil Xmas packs

With hardware giants Sega and Sony having sagely decided to avoid any tit-for-tat price drop battle this Xmas, their respective marketing plans – and also that of large chain stores – seem to revolve around the bundling of 'free' software

in special packs. Sega have a number of such offers, including *Worldwide Soccer '97* and Saturn for £229 and a possible *Tomb Raider* offering with a similar price. Another interesting move by Electronics Boutique is sure to help Sega increase their user base. Buyers are offered the opportunity to create their own 'pack', with software being

heavily discounted when bought with a Saturn. The savings offered vary, from £29.99 for *Tomb Raider* or *Fighting Vipers* and an exceptional £9.99 for *Sega Rally*.

What's more, Boutique's promotion

can be combined with their trade-in offer, whereby a buyer can purchase a Saturn for £99 when paying in part with the trade-in of their old 16-bit system and around a dozen games. It's perfectly plausible that a fair number of SNES and Mega Drive owners will be looking to upgrade this Christmas, so this is bound to be a popular option.

Electronics Boutique are continuing their rapid growth, with the opening of three new stores in Merry Hill, Plymouth and Torquay – the latter being the stomping ground of the TOTAL SATURN team.



### Coming to a store near you...

*Fifa '97* from EA is nearing completion – we should have a preview at least next issue. Many feel that the *Fifa* games are slipping behind the pace.

After all, when you look at the likes of *Worldwide Soccer* or *Euro '96*, good looks are not so much coveted as expected these days...

*MotionBlending* – that's a TM, folks – is the new technical term being thrown around. Apparently it provides more realistic movement.







# Sega reveal Christmas dream

Sega are to reward both existing Saturn owners and new converts alike, with a special version of *Nights Into Dreams*. *Christmas Nights* is to be given away free with all Saturns bought between the end of November and the start of January. Current Saturn owners need not miss out, though – Sega are giving the special demo away free with every two games brought from their own Christmas releases. These include *Fighting Vipers*, *Virtua Cop 2*, *Daytona USA CCE*, *Worldwide Soccer '97* and *Nights into Dreams*.

European TOTAL SATURN readers should note that the method of distribution used in their territories may differ – in Spain *Christmas Nights* will be sold as a stand-alone title, while in Germany it will be cover-mounted on magazine cover CDs.

*Christmas Nights* is innovative in that it has a number of calendar-activated features. Providing your Saturn's internal clock is set correctly, *Christmas Nights* offers progressively more seasonal levels between November 25 and December 25. Santa Claus himself

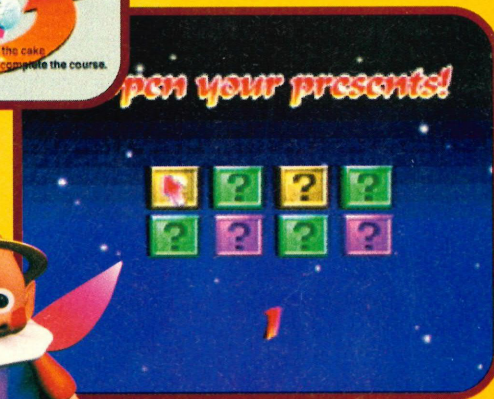
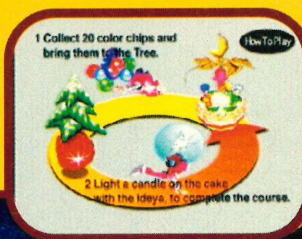
even puts in an appearance during Christmas Eve and Christmas Day, while further dates (including January 1 and April 1) offer new bonuses.

Complete the demo level and its end-of-level bad guy and you'll be invited to 'open your presents'. *Christmas Nights* features a number of such bonuses, making it a worthwhile addition to anyone's software collection. If you've not heard about *Nights*, it was Sega's big Autumn release. Mixing superb graphics with point-grabbing gameplay, it's a game that both entralls and annoys its players. Easy to complete yet hard to master, the TOTAL SATURN offices have been deluged with mail expressing contrasting views the title – we rated it at 90% in TOTAL SATURN 1, and see no reason to alter its rating just yet...

If you can envisage yourself frowning at the



expense of buying two games in order to get *Christmas Nights*, consider this – *Daytona USA CCE*, *Fighting Vipers* and *Virtua Cop 2* are all superb examples of their respective genres, games you really should own. Buying two and getting the novel *Christmas Nights* seems like a good deal to us...



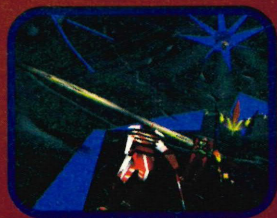
We've yet to see a copy in action, but early reports indicate that this new *Fifa* still isn't the perfect footy game. More news next issue.

*Hyperblade* is a game Activision are hoping will arrive on the Saturn some time next spring. Do we have any ice hockey fans in the house?

If any of you are keen on the sport but, like us, feel there could be more speed and violence, this could well be the game for you.

The PC version should be hitting the shelves as you read this. Rumour has it that the console versions will be much improved...

Could *Tomb Raider 2* be available this time next year? According to a whisper we heard, quite possibly so. We can't wait...







# Internet to provide boost for

**P**layed with link cable, split screen, multi-tap consecutively or over the Internet, multi-player gaming is one of the more acceptable faces of computer and console gaming. What was once predominantly a solitary activity is now becoming far more sociable – if the truth be known, most games are far better when played by a group.

But what are the software houses planning for the Saturn? With Sega's announcement of an Easter launch for their Internet add-on and the imminent launch of a link-up cable, will there be games available for four-player play and beyond? Ben Le Rougetel, PR rogue for Activision thinks there should be. Ben still plays *Bomberman* on the SNES and commented to us that "...it's about time others released multi-player games for the next-generation consoles as we are with *Blast Chamber*". Activision should uphold the multi-player ideal with the launch of *Hyperblade* next year, a futuristic sports sim that they hope will support link-up play of some description. Of Internet gaming Ben expressed the opinion that "...the perception of a PC gamer was someone who simply played D&D-style adventures on their own but never saw the outside world and didn't communicate with other people. With the advent of network gaming, people can now compete in games against other human beings instead of



against computer AI."

So how do Sega view the world of multi-player gameplay? "The priority at the moment at Sega is to get multi-player games that support the Net Link or multi-player games that use split-screen modes," a spokesperson told us, which seems a fairly healthy attitude. Already available in the USA and Japan are *Sega Rally* and *Virtua Fighter* for use with their Net Link. Of the two, *Sega Rally* is obviously the most mouth-watering prospect. One of the original version's minor flaws was that its two-player mode could have been better, but imagine playing it against a whole starting grid of players from around the globe? The joypad hand literally sweats at the prospect...

As far as the link cable is concerned, the industry's opinion is generally that it has yet

to prove itself as a viable medium for group play. Dave Perry (of Channel 4's *Gamesmaster* and London-based software publisher T\*HO) told us: "Personally, I think multi-player gaming is very much a thing of recent years. Link-up play is only viable with games machines in an immediate vicinity, but to arrange a playing session requires moving monitors, computers and so on... which many people will find more trouble than it's worth. A fair indication of the public's opinion on console links can be taken from the sales of Sony's cable to date."

Indeed, the system link cable has hardly sold like proverbial hot cakes, being one of the least successful PlayStation peripheral. Three thousand and counting – albeit very slowly – is the total to have passed through retail to date. Many feel that the clumsiness of the concept as a problem is rather overshadowed by a far more obvious complication – that of cost. A cable costs X



## Coming to a store near you...

Madden '97 just missed inclusion in our reviews section this month. Sorry we couldn't fit it in, but you know what deadlines are like...

We'll be rating it next month, though – as soon as we find someone who knows anything about American Football. We're not keen on the sport, see?

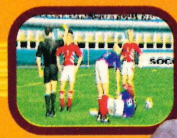
Syndicate Wars, however, is something that we understand perfectly. Strategy, explosions, assassinations... and that's just the intro!

Pencilled in for a March launch, the PC version of Bullfrog's well-received *Syndicate* sequel should be a perfect conversion of the original.

With its distinctive 'feel' and compelling design, *Wars* will undoubtedly provide a welcome break from endless fighting and driving games.







# or Saturn gaming?



Imagine this in black and you'll be imagining just how the UK Internet kit will look once attached to your Saturn. Could the Net revolutionise Saturn gaming? We'll have to wait until Easter to find out...



pounds, a game an additional £25 to £45. As two copies of a game are required to play with a link cable, it makes playing software in this fashion a very expensive activity for the parties involved. Sony have made an excellent gesture with their recent *Motor Toon GP 2* release by including a free extra disc enabling link play. If, say, GT Interactive were to do the same with their December release of Saturn *Doom*, they would do the cable cause for Sega's console a huge favour.

Sega's Internet add-on will be sold with a keyboard, modem and – with any luck – easy access (and perhaps a free subscription) to a service provider, enabling new owners to look through the Web and play Internet games immediately. Reports fed to us by various sources

suggest that the response to its USA launch has been fairly indifferent so far, though with Sega Europe taking the time to perfect its UK arrival, hopefully matters will be different over here. Nintendo are currently pioneering hardware and software that will allow players to download software from the Internet onto specially-made cartridges. Should Sega produce a similar peripheral, we've no doubt owners of their machines would be immeasurably grateful...



**Mechwarriors:** Mercenaries from Activision is yet another PC title being currently converted. Like the idea of fighting robots?

There are plenty of them in this game, believe us. Having received rave reviews in PC mags, there's no doubt the Saturn version could impress.

**Addidas Power Soccer** was a hit for Psygnosis on the PSX last year. Due for a February release, it's a soccer game that could seriously challenge *Worldwide*.

More **Tomb Raider** shots, folks. Just think about it, though. *Tomb Raider 2*. Can you think of any other game you'd rather play? Not us.

If **Core** can even slightly improve over the current version, they'll be producing another instant classic. Fingers crossed, everyone...





## Total Saturn Recommended

### Tomb Raider

Awarded an astonishing 97% when reviewed last month, Tomb Raider is, without doubt, a must-buy. Go out and purchase a copy now!



### Virtua Cop 2

Sega's shooter could prove a little expensive if you don't own a light gun, but as far as its genre goes, it's arguably the best to date.



### Command & Conquer

At last, Command & Conquer hits the Saturn. An award-winning strategy title on the PC, it's just as good on the Saturn.



### Fighting Vipers

Beat-'em-ups make up a fair percentage of Saturn games, but few are as accomplished as Sega's Fighting Vipers. Slither your way to a software shop this instant!



### Daytona CCE

It's not as good as the unbeatable Sega Rally, but as far as racing games go, Daytona USA CCE is almost peerless. A must for driving fans.



## Have a blast with Activision!

**A**ctivision's *Blast Chamber* has to be this month's surprise package. A four-player frenzy of bombing, hurling competitors to the ground and, of course, chambers, it's undoubtedly the best game with 'Blast' in the title we've played this year. However, what makes it truly remarkable is its superlative four-player mode, a masterstroke of explosive proportions. Indeed, combustion is the name of the game, although preferably when in conjunction with an opponent on the other side of the arena. There are also a number of other 'names of the game' when you're losing a four player head-to-head but, with TOTAL SATURN being a family publication, we'll refrain from spelling them out...

Activision, being the cheerful, generous souls that they are, have given us ten copies of the aforementioned multi-player product. All you have to do to win is answer the following questions correctly. Taking it as read that you've already seen this month's *Blast Chamber* review, answer the following questions:

**1** Given that prime numbers become increasingly rare as numbers get higher, who reviewed *Blast Chamber*?

**2** Botulism is a nasty 'orrible germ thing that can only exist in the sealed environment provided by, for example, a tin. This is on account of it being afraid of oxygen. Consider the implications of an infected tin slipping through safety procedures at a well-known canned goods manufacturer and answer the following question: how many players can consecutively engage in a game of *Blast Chamber*?

**3** Tycho Brahe was a famed astronomical observer. Kepler was the man that took his gathered information and used it to come up with great ideas about elliptical orbits and all that stuff. Bearing this in mind, complete the following game title: *Blast Ch-----*.



Send your answers on a postcard to: I'm Chamber Potty, TOTAL SATURN, Rapide Publishing, 14A Union Street, Newton Abbot, Devon TQ12 2JS. The first ten entries drawn will win a copy of Activision's excellent *Blast Chamber*.

## Just Who The Eidos Interact

*Last month Eidos announced their intention to ditch the US Gold and Domark trading names. TOTAL SATURN decided to investigate...*

**E**idos – known for their highly successful data compression software – entered the leisure software market last year with the acquisition of software houses Domark, US Gold and Core Design, not to mention developers Big Red and Simis.

US Gold were perhaps one of the best-known names in the computer world. Formed way back at the start of the eighties, they made a name for themselves

## Coming to a store near you...

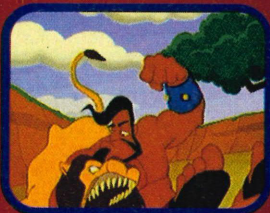
Hercules Adventures is a LucasArts adventure – their first for the Sega Saturn. It's currently expected to arrive in stores around March.

LucasArts built themselves an excellent reputation on the 16-bit computers with their excellent adventure titles. Could they do the same again?

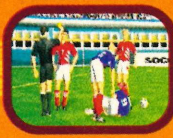
They're actually responsible for the two best graphic adventures ever. Monkey Island 1 and 2 are two of the funniest games ever.

Hercules Adventures – which may actually end up being called Here's Adventures (sic) – is a leap forward as far as its genre goes.

Looking like a cartoon, it will centre around the exploits of legendary heroes Hercules, Atlanta and Jason. Hey, kids – mythology can be fun, you know.







through their licensing of titles by major US developers for release in Europe.

Games by LucasArts, Accolade, Bethesda, Capstone, Formgen, SSI, Capcom, Eypx, Atari and even Sega were graced by their label over the years. Domark were also highly regarded. With developers such as Broderbund, Big Red, Simis and The Kremlin, Domark had a solid reputation in the computer software industry. Core, responsible for the incredible *Tomb Raider*, also have an excellent pedigree.



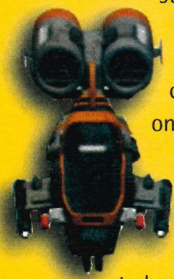
# Hell Are ive?

So why did they choose these particular firms? According to Eidos' Paul Fox "...they were all companies that had the potential for

on-going profitability. What they had in common was the collapse of the 16-bit market had left them with huge amounts of cartridge inventory. We saw the wealth of talent on offer, and stepped in to clear their debts. We acquired good licenses and good teams in the process."



So why were the US Gold and Domark names dropped? "To end customer and industry confusion," explains Fox. It's certainly true that, with this fresh start, Eidos are building themselves an admirable reputation, with their current line-up of software on all formats being of the highest possible standard. As they had no qualms about spending the huge amounts of cash required to buy such respected companies as Domark, Core and US Gold, is it likely that



Eidos will be acquiring other big development teams? Fox assures us they will be '...signing teams that will both shock and amaze you,' a bold statement if there ever was one. Eidos are currently fourth in the current list of top ten software publishers; it's not unrealistic to reflect that, come this time next year, Virgin and EA could have a real fight on their hands maintaining their current stranglehold on the top two spots.

'But what of the software!', we hear you cry. Well, Eidos have some tasty morsels planned for '97. *Deathtrap Dungeon* is one hotly-tipped and eagerly-awaited title we'll be telling you more about during future issues, while *Conquistador* looks pretty top, too. Core also have two top-secret titles that Paul Fox described to us as "...absolutely stunning," but refused to let us tell you anything about them just yet. What's more, *Tomb Raider 2* will also be in secret development...

Fans of the football management genre will also be delighted that there's a chance that *Championship Manager 2* will be making its way onto the Saturn in one form or another. The reason it hasn't been attempted so far is quite simple – the huge amount of player and team data appeared impossible to condense to a form viable for console use without impinging on the basic game design. An Eidos source commented that '...although we have no firm plans to convert *Championship Manager 2* to console at the moment, it seems unlikely that such a popular and successful title will remain as a PC-specific title alone!

Fingers crossed!

## The Premier Direct Chart

Every month Premier Direct offer a prize to one lucky sender of a Reader's Chart. First drawn out of the post bag this month will receive a joypad.

- 1 Tomb Raider
- 2 Virtua Cop 2
- 3 Fighting Vipers
- 4 Daytona USA CCE
- 5 Worldwide Soccer '97
- 6 Exhumed
- 7 Alien Trilogy
- 8 Bubble Bobble/Rainbow Islands
- 9 Nights Into Dreams
- 10 VF Kids

## Reader Charts

- 1 Tomb Raider
- 2 Worldwide Soccer '97
- 3 Fighting Vipers
- 4 Nights Into Dreams
- 5 Virtua Fighter Kids
- 6 Exhumed
- 7 Daytona USA CCE
- 8 Virtua Cop 2
- 9 Athlete Kings
- 10 Alien Trilogy

Winner of this month's prize is C Woodley of East London, who receives a memory card. If you want a chance to win a prize, send in your personal reader chart to: TOTAL SATURN Reader Chart, Rapide Publishing, 14a Union Street, Newton Abbot, Devon TQ12 2JS.

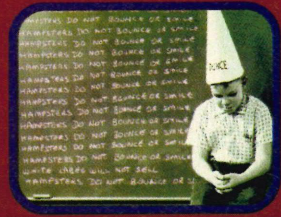
Apparently Hades has kidnapped Persephone – goddess of fertility. Obviously, without her presence the mortal world begins to wither.

The action in Adventures is viewed from a top-down perspective, reminiscent of Story of Thor or The Legend Of Zelda.

Players have to battle countless gods and mythical creatures. However, you can gain help from some of the big Greek gods if you ask nicely.

We can't wait to get our hands on a finished copy. Expect a full preview in TOTAL SATURN 5. Honestly, we'll get it for then...

Finally, a picture we found on a Virgin press disc while grabbing shots of Hercules Adventures. We thought it might cause a few chuckles...





# Cover-Disc

## Crimewave

*Crimewave* is a high-paced driving/combat arcade simulator, requiring a combination of shooting, racing and traffic negotiating skills.

In a possible future, the city of Mekeo lies on the brink of anarchy. To save money, the corrupt mayor 'privatised' the police force, tendering each and every crime incident up for reward for anybody who wanted to claim the reward. This created a ruthless crew of road-bound bounty hunters, hungry for cash – and leaves Mekeo on the verge of all-out urban war.

You are one such bounty hunter. You patrol the streets of the city waiting for a target to appear on your scanner. The target is then chased and eliminated with your high-powered weaponry. Naturally every other freelance security provider in the sector will be after the same call, so there could well be combat on the way to the target.

Our special demo version allows you complete freedom in the Downtown level of *Crimewave*. It doesn't include the full version's two-player mode, but it's still great fun. To complete it you need to collect 600 Meks – earned by the successful elimination of each target.

### Player Controls

The default keys are –

A Button	Brake
B Button	Accelerate your <i>Crimewave</i> vehicle
C Button	Toggle the zoom setting between normal and zoomed out
Left (on d-pad)	Steer left
Right (on d-pad)	Steer right
Left shoulder pad	Fire your rear firing weapon (when you have one)
Right shoulder pad	Fire your front firing weapon
X Button	Select your rear firing weapon (when you have more than one)
Y Button	Select your front firing weapon (when you have more than one)
Z Button	Sound your horn (this has no effect on gameplay)

It is possible to redefine the keys for your player.



### Basic Weapons

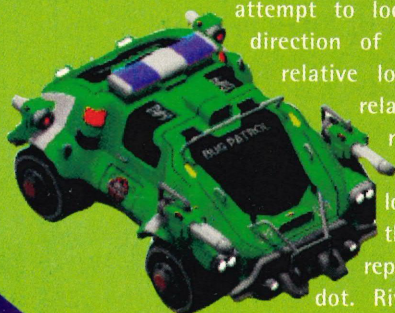
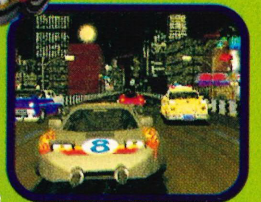
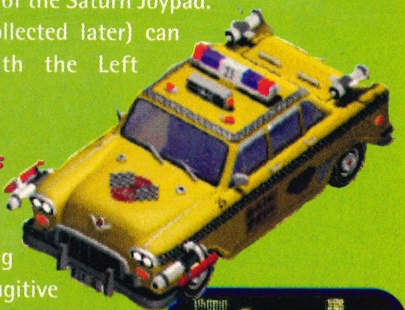
You come equipped with a default weapon, which is the machine gun. Fire this and other "front" weapons, by pressing the Right Shoulder button (default setting) which is on the top right of the Saturn Joypad.

Rear weapons (collected later) can be activated with the Left Shoulder button.

### Targets

You progress through the game by hunting and destroying fugitive targets. At the beginning of the game, no targets will be active in the sector you are playing. This will be indicated by a "waiting for target" message on the play-screen. During this time you can cruise around the sector and become accustomed to the road layout.

After a short time, a red arrow will appear on the screen, and the message "New car targeted" will appear. This is to indicate a fugitive has been targeted, and you should attempt to locate and destroy it. The direction of the arrow indicates the relative location of the target in relation to your car to aid navigation. You should also refer to the road scanner to locate the enemy relative to the road layout. Targets are represented by a flashing red dot. Rival cops (see later) are represented by a yellow dot. Happy hunting!





# Now Available!

THE POCKET BOOK OF

# SATURN



# HINTS & TIPS

The most essential tips and tricks guide ever produced for the Saturn is now available courtesy of Rapide Publishing. Featuring over sixty top games, you'll find solutions, cheats and hints for the likes of Virtua Fighter 2, Sega Rally, D, NiGHTS into Dreams, Ultimate Mortal Kombat III and many, many more. Many of the guides come courtesy of Total Saturn and Ultimate Player, while there's dozens of new and updated cheats for you to use too. If you're looking for the ultimate cheat book then look no further!

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# Die Hard

McLane finally makes his way onto the Saturn soon, with all three of his adventures in one package. Total Saturn investigates...

**I**n brief: *Die Hard Trilogy* is a movie-tie but, following the example given by *Alien Trilogy*, it combines all three films to create one excellent game package — and we mean excellent. Developed by the talented folks at Probe, it's the kind of game action fans will sell their grandmother, wife, or limbs to buy. There are three sections, you say?: *Trilogy* is three pieces of software for the price of one. *Die Hard* is a shoot-'em-up with an unusual perspective. Viewing McLane from behind, players have to clear each level of terrorists before finding and deactivating that

level's bomb. There are a number of different weapons to be had, enhancing the cat-and-mouse nature of the section's action. *Die Harder* is a *Virtua Cop*-style shoot-'em-up that TOTAL PLAYSTATION (our sister magazine) felt could have warranted a stand-alone release when they reviewed it a few months ago. Finally, *Die Hard With A Vengeance* is a driving game with a difference. While Saturn owners may be used to driving against the clock, *Vengeance's* life-or-death race through busy city streets provides the sort of adrenaline-charged action that *Sega Rally*, for all its brilliance, could never provide.

Do you have to complete one section to play another?: No. The three games are accessible from *Die Hard Trilogy's* front end. What's more, you will be able to save your progress on each level independently. Offering three game styles, it would have been easy for Probe to cut back on the number of levels provided but, amazingly, each section is easily as large — if not bigger — than other comparable titles. What's more, each



## Die Hard



Die Hard lets you shoot almost everything...

Even if it doesn't move, it's odds on you can blow it up!



Left: McLane can run and jump with grace

He's also able to slaughter anyone in his way...



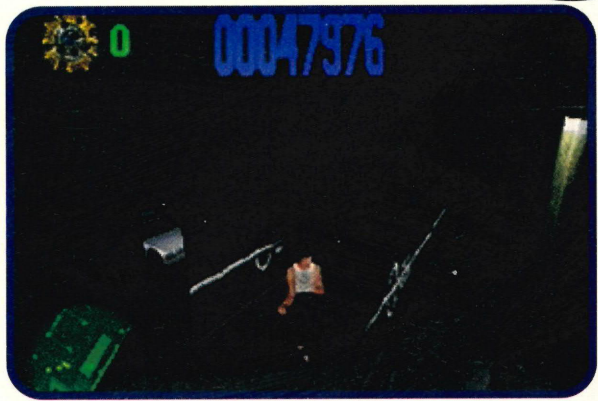




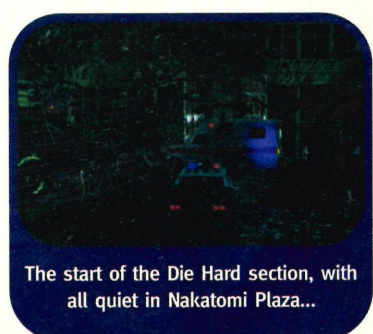
# Trilogy

McLane observes one of his unfortunate victims. Could the "it's not my day" sample have been attributed to the wrong guy?

level allows you to save your position during a level, thus reducing tedious repetition of tricky sections. Do the games follow their respective film plots?: In a way, yes. Level one is based in Nakatomi Plaza, where



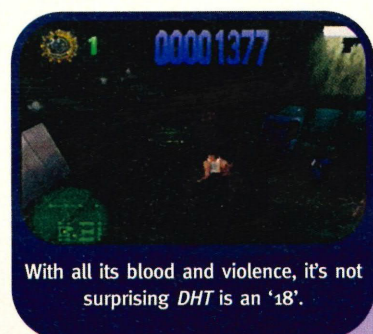
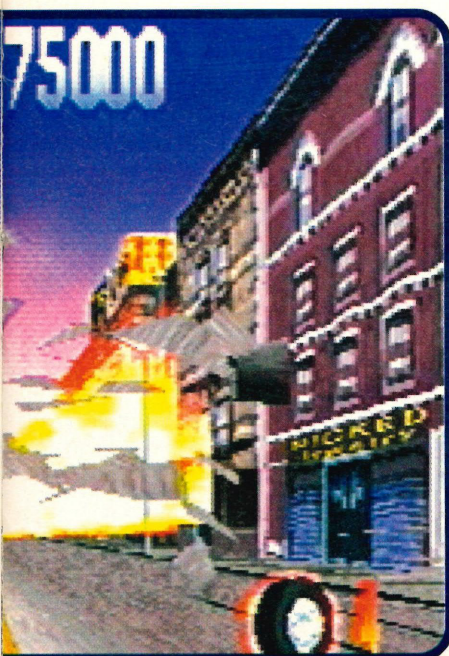
McLane is faced by the unenviable task of clearing a skyscraper of highly-armed terrorists. Admittedly, the movie only contained a 'realistic' total of bud guys – around ten, we recall – but Probe must have decided McLane is a far tougher bloke than his creators originally imagined. Ten terrorists have become a few hundred headcases... which, you have to admit, is rather fortunate. Ten assailants can be wiped out in moments with the help of a well-thrown grenade...



The start of the Die Hard section, with all quiet in Nakatomi Plaza...

*Die Harder* is, like the film, based in an airport. However, unlike the sequel it's based on, it's not crap.

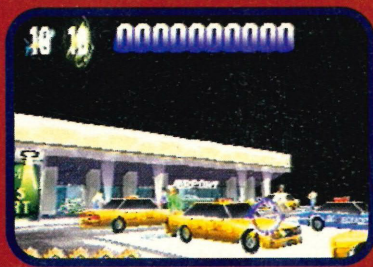
Again, there are far more people to shoot than a film producer could viably fit into an hour and a half of movie action. Finally, *Die Hard With A Vengeance* follows the third film's manic car chases. It does it very well, too – they're the best we've ever seen. Before any gaming veterans start to mutter, we'll put them out of their misery... they're better than the fondly-remembered *Chase HQ*, too. Wasn't the PSX version reviewed in *Total PlayStation* a few months ago?: Indeed it was. It wouldn't be too far from the truth to say that our sister magazine found it to be one of



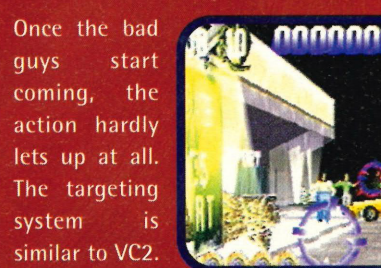
With all its blood and violence, it's not surprising *DHT* is an '18'.



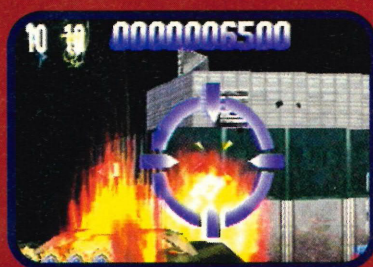
## Die Harder



Everything – and we mean everything – can be shot in the *Die Harder* section of *DHT*. *Virtua Cop* go shoot yourself!



Once the bad guys start coming, the action hardly lets up at all. The targeting system is similar to *VC2*.



Fans of explosions will be delighted that their particular fetish is catered for with style...



Another excellent touch. Shooting the sprinkler system results in sprays of water. It's tricky to see though...





the most satisfying action-based games they'd ever played. The PlayStation version hits the shelves first and, according to Probe, the Saturn and PC versions that follow will be identical in almost every respect. In fact, rumour has it that certain elements are being tweaked and improved for the Saturn version. While owners of a system may find it galling that a game takes longer to

arrive than on other formats, Sega owners can take solace from the fact that in this instance, they'll actually profit from the delay...

What makes *Die Hard Trilogy* so noteworthy?: It's not just gameplay that the three games offer – when it comes to detail, they're of a standard far exceeding that of most current releases. When you run over a pedestrian – or even a group of them – in the *Die Hard With A Vengeance* section, they bounce off your bonnet, leaving a greasy trail of blood behind. Your windscreen wipers then spring into action to clear the mess. However, if you're a more conscientious motorist, you'll use your horn; a quick blast generally persuades all but the most idiotic of individuals to run to the safety afforded by the side of the road. Obviously, this isn't applicable if you're driving on the pavement at the time. In the *Die Harder* section, almost everything can be shot and destroyed, while *Die Hard* isn't without its own neat touches either. Shoot a bike on the first level – based in a car park beneath the building – and it falls over, much as it would in real life. Throw a grenade onto a car and it'll explode. It's

Points are awarded for all manner of categories once you die.

### Die Hard WAV



A driving game, *Die Hard With A Vengeance* – to name its full title – is arguably DHT's most attractive section.

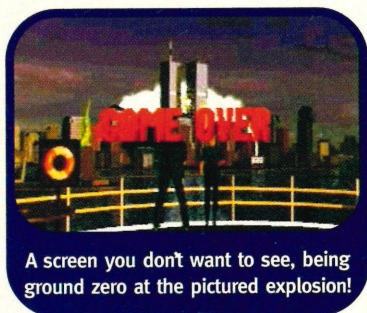


There are three views in all. One centres inside the car – our favourite – while the other two are positioned outside.



It's a mad race against time to stop each bomb. Extra time is awarded each time you hit a target – there's one pictured above.





A screen you don't want to see, being ground zero at the pictured explosion!

additions such as these that separate the great from the sublime. No prizes for guessing which category *Die Hard Trilogy* will fall into...

To conclude: Judging by the PlayStation version, *Die Hard Trilogy* will almost certainly be a huge hit with Saturn owners. Not only does it have a prestigious license – which it uses to great effect – it's also a highly playable example of just how Probe are fast becoming the most important development company on the 32-bit consoles. If you liked *Alien Trilogy*, rest assured... you ain't seen nothing yet!

Below: We'll let you guess what the below shot is all about. Go on. Really, it's great fun. Have you thought of something? Wrong.



### Scores on the Gores



Run over pedestrians in DHWAV (an awful acronym) and blood splashes on your windscreen



Run over more pedestrians and blood also splashes on your windscreen. This is fun!



Bruce isn't immune to providing a little colour when hit, either...



Finally, *Die Harder* features plenty of 'you know hue' too...

## TOTAL SATURN

### Fact Sheet

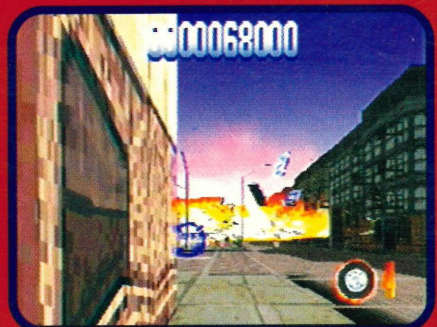


Publisher:	EA
Players:	One
Price:	£TBA
Released:	TBA
Game type:	Mixed

### SOUNDBITE:

We spoke to Bruce Willis and he told us that, under the boardwalk, we'd be having some fun. 'Under the boardwalk', he crooned, 'people walkin' above'. It was when he went on about falling in love that we had to make our excuses. Bald ain't cute, Bruce...

### Fact Sheet



Should you miss or fail to reach a bomb in time, a huge explosion rips through the city towards you. It's game over, folks!



Like DHT's other two sections, *Vengeance* has its own neat line in FMV presentation. It's all very polished stuff, you know.





# Reloading

The most unsavoury folks ever to hit a console shoot-'em-up are back again with even more unfeasibly violent action. The question is, has *Reloaded* it got something to offer when the first impressions wear off? **TOTAL SATURN** takes a look at how the programmers are going about putting a game into the formula!

There are few murky corridors in *Reloaded*, like this...



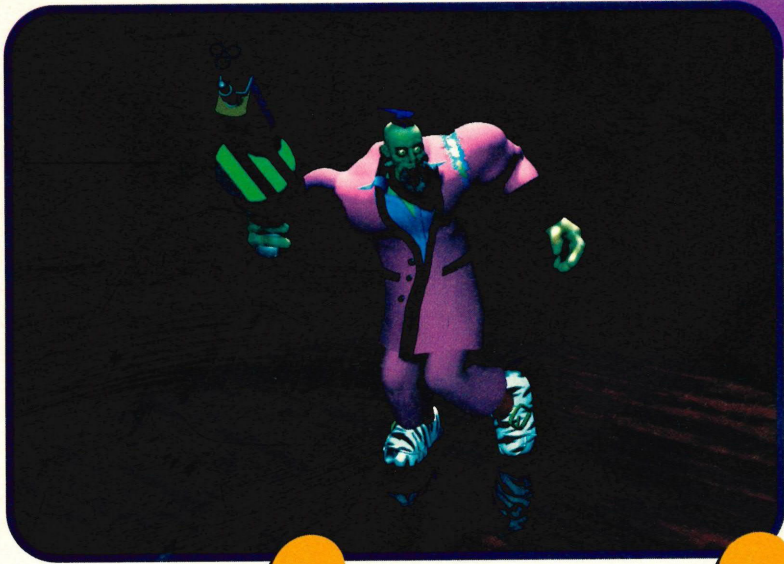
**I**n brief: *Loaded* was one of the first games to hit the PlayStation and had everyone gaping at the light-sourced graphics and non-stop action. However once the novelty value wore off *Loaded* was seen for what it was. A simplistic and largely uninspiring shoot-'em-up in which you couldn't see what was going on half the time due to the fact the screen was engulfed in one enormous explosion after another. Still, the game's popularity indicated by early sales figures convinced

Gremlin there were a few more quid to be squeezed out of Saturn owners with a conversion.

That was a few months ago now though, and the sequel, *Reloaded*, is on its way to straighten things out. If it was so crap, how come the first *Loaded* game did so well?

'Crap' is a bit of a strong word. Limited would be a little fairer. A *Gauntlet* for the '90s was one of the over-enthusiastic accolades bandied about. Basically reviewers and punters alike were still in awe of these wonderful next generation game systems. The console world had taken an enormous stride forward in terms of presentation in a very short





# aded

time period. Apart from the odd glimpse of 3DO technology and some top-end PC stuff, touches such as sampled speech were generally considered pretty nifty in an arcade game. *Loaded* rode the crest of the next gen wave but never had the substance to stay the distance.

**What about those crazy characters?** All the familiar faces are back for some more of the same apart from Vox, pensioned off to the glamour modelling business, along with two new ones out for a bit of large-style blood letting. The first is Magpie – a Cyber Nun(!?) and the other is The Consumer – a young lady most fond of the Hannibal Lecter palette. In other words, she's a cannibal!

What's more, they've all been beefed up by none-other than 2000AD arty-type Jason Brashill to give them that extra edge of true nastiness!

**How does it register on the gross-ability scale?**

Now worries there, barf fans. *Reloaded* piles on the nastiness in generous helpings. For example take the intros – there's a different one for each character before going into the game. If you choose the cannibalistic Consumer you get a

rendered sequence of mincing up human arms in a mincer to make meatballs while a limbless corpse dangles from the ceiling behind her. – yukky!

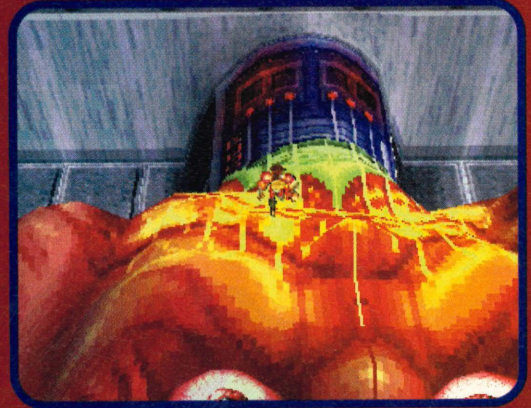
Each time a bad guy gets blasted there's a satisfying squelch as he's reduced to a lump of mashed flesh and bone. Check out those rib cages.

**Does 'more of the same' mean another round of shallow blasting action with new level layouts?**

Not exactly. The familiar gung-ho violence is most certainly back but new puzzle elements will mean the player needs to exercise a few brain cells as well as that over-worked trigger finger. Torture and maim to gain the information you need to continue the slaughter.

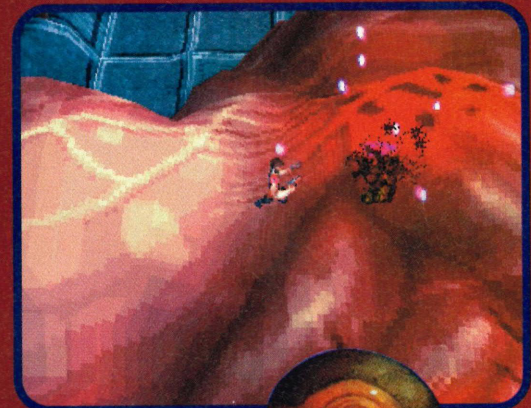
Each character also has new special moves and abilities, mastery of which is necessary to progress. And there's no more of that random strafing, in two-player mode at least.

## Gruesome Gore

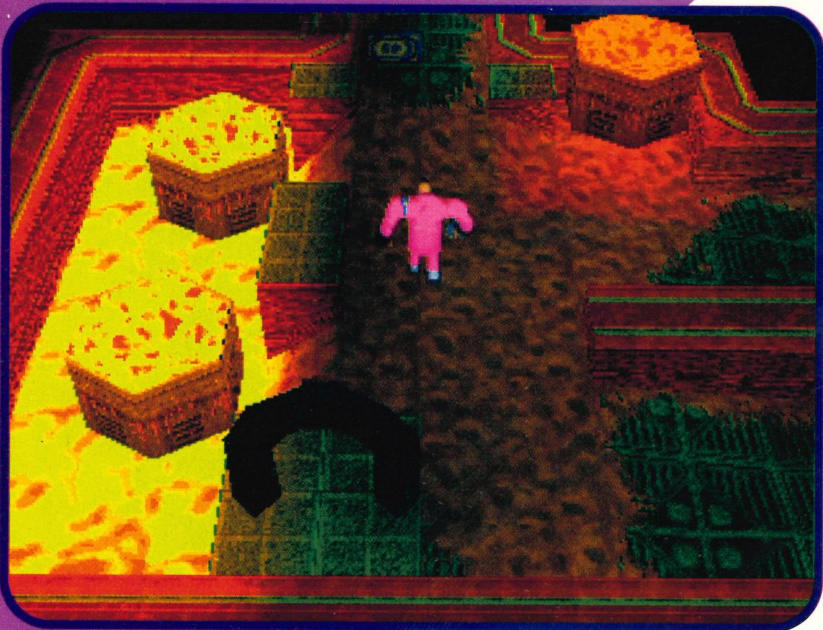


*Reloaded* features gore and unpleasant graphic imagery much as its predecessor did, only more so. Take the huge ugly head above, for example...

What's more, when you shoot enemies, they don't just die. They explode in a spray of blood and guts in a manner sure to annoy watchdogs everywhere.







Laser death aplenty for any unfortunate enough to get in the way. *Reloaded* may be many things, but it ain't subtle...

Well, not unless you're feeling particularly obnoxious. You see, there's a new option called 'friendly fire' which means your shots damage other human players as well as the bad guys!

The breakdowns at the end of each level also serve a new purpose as well as simply letting you know how well you got on. If a player hangs back and lets someone else do all the hard work they'll be penalised whereas the guy doing the business will have his special abilities increased to make him even 'arder!

Do we really need or want yet another scrolling shoot-'em-up in our collections?

There are several arguments doing the rounds at the moment. Many subscribe to the view that new games

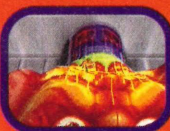
should endeavour to define their own genres. That the potential now exists for programmers to do more or less anything they want. Then there are the 'retro' people arguing that a great percentage of new games rely on cosmetic excellence to cover-up average or non-existent gameplay. A third point of view is that there's no such thing as retro gaming except in perception. This argument runs along the lines that games haven't changed. The graphics have just gotten better.

Having said all that, though. At the end of the day, when push comes to shove. When the cows come home and the fat lady sings. When that final curtain falls after the cast have taken their final bow, if it's a good game it doesn't matter a jot what the industry snobs might say!

**To conclude:** Despite obvious flaws in terms of its repetitiveness *Loaded* was a hefty unit shifter on both PlayStation and Saturn and on that basis it's safe to assume the follow-



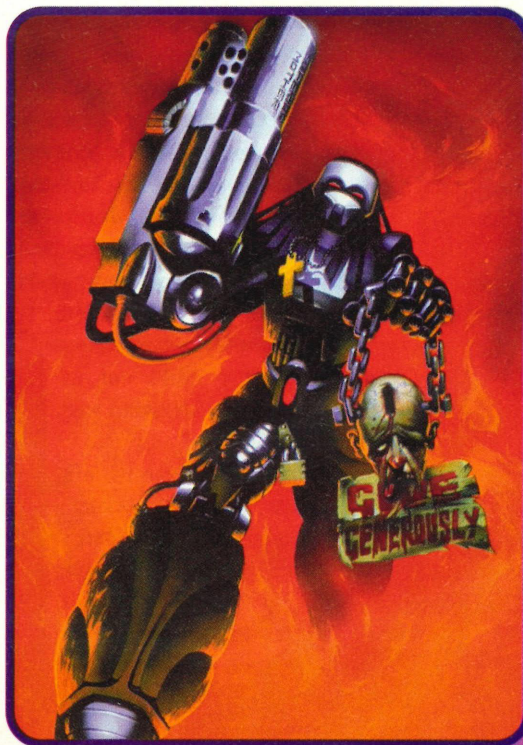
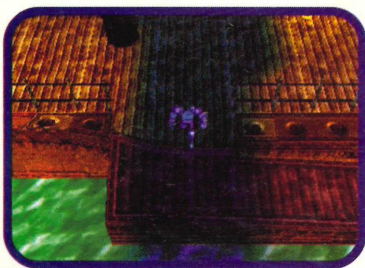




up will do some pretty good business n' all. If it lives up the to its billing *Reloaded* shouldn't disappoint the droves who're bound to be drooling at the prospect. We've been playing the final PlayStation version for a few days now and it looks like most criticisms of the original have been taken on board. As soon as a finished Saturn copy finds its way down to (not so) sunny Devon we'll give you the full beef so, in the meantime, keep those fingers oiled and those aggressive fires stoked...

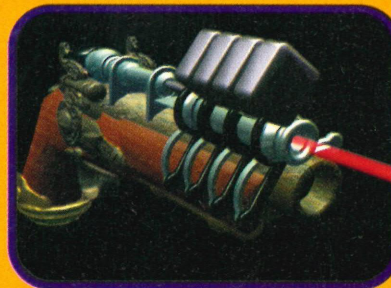


Below: We're 'nun' too sure to think of this new character. Would Mother Teresa have received her Nobel Peace Prize in such garb? We think not...



## TOTAL SATURN

### Fact Sheet



Publisher:	Gremlin
Players:	Two
Price:	£TBA
Released:	February
Game type:	Shoot-'em-up

### SOUNDBITE:

Gremlin's Steve Leigh told us that *'Reloaded* is top. Adding the new puzzles to the gameplay has made *Reloaded* a true sequel rather than just a tired old re-hash of the original. Better than a night out at Judy G's.' That's the last time you come out with us in Torquay, Steve...

### Fact Sheet





Plenty to shoot, plenty to see. It's loads of fun... and you also get broadcasts from Nick Arnold. Cor!



# Soviet

## Places to visit



The game takes you on a grand tour of some of the most famous places in the former Soviet Union. Things begin in icy Crimea before moving on to a busy Black Sea port swarming with submarines, destroyers and even a fully operational aircraft carrier. Campaign three is the most action-packed of the lot, landing you in a Caspian desert crawling with so many tanks you can hardly move for flack. Then it's off to the eerie Transylvanian area, complete with resident vampire lurking in his sinister castle. Also beware of the radioactive waste from a recent Chernobyl-style nuclear meltdown. Then comes the climax, bang in the middle of war-torn Moscow as you battle to save President Yeltsin from rapidly closing communist hardline forces!



Get ready to kick some Ruskies where it hurts as the latest episode of everyone's favourite shoot-'em-up saga is primed for lift-off on the Saturn. We lift the lid on things as they stand and so far it's looking pretty good!

**I**n brief: *Soviet Strike* follows in the regal footsteps of EA's most acclaimed non-sports-based saga. We 'oohed' at *Desert Strike*. We 'aaahed' at *Jungle Strike*. We swooned at the feet of *Urban Strike* and had to be revived by trained first-aiders!

Once more the player is given a state-of-the-art chopper, all tooled-up, and licensed to mix it with anyone who gets in the way of those all-important mission objectives. As in previous *Strike* games, it's split up into campaigns, in this case five, which are in turn sub-divided into missions involving anything from breaking POWs out of prison camps to attacking vast armoured columns!

So veteran *Strike* players will feel pretty much at home?: They certainly will, mate. There's a new perspective available though to make things a bit more interesting. It can still be played from that familiar isometric viewpoint with the landscape scrolling in whichever

direction the helicopter's moving. Or, if that seems a bit out-moded, you can view the action from behind the helicopter so the land rotates instead. This actually works a lot better once you get used to it, especially when sneaking up on bad guys. Other than that, in gameplay at least, it's looking pretty much identical to its predecessors, albeit with snazzier graphics and loads of FMV thrown in as cut scenes.

Only five campaigns – that's a bit poxy isn't it?: Don't you believe it. The missions themselves, especially



In the area of the explosion, individuals were assumed to be in a state of shock. 'Boo-yaka,' commented one. 'Big up the explosions thing!'





'When will that blasted person learn that my name's Sfanu? Jesus!'

# Strike

some of the later ones, are far bigger and more challenging than before. For example in campaign three you're asked to wipe out columns of tanks and troop transporters with 20 or 30 vehicles in each. Or check out campaign four, where lack of ammo supplies mean you need to make every shot count. Rest assured the level of difficulty will keep even the most hardened of veteran Strikers going for some considerable time. A lot longer than *Jungle Strike* which had nine campaigns if memory serves. But isn't the whole concept getting a bit dated now?: When *Desert Strike* first came out there wasn't anything else like it on the market and nothing since has come close. An argument often bandied about is that sequels are never as good as the original but just check out *Virtua Fighter 2* and *Panzer Dragoon 2*. By the same token, *Soviet Strike* looks like the best so far. All the best fine ideas of the earlier games have been taken on board and everything's been tuned to just the right level. A dash of humour has also been added lightening things up a little without detracting from the all action atmosphere. What are the alternatives?: To be honest there aren't any. The formula is unique to the *Strike* series. It combines all the action of a hardcore shoot-'em-up with enough strategy to give a surprising level of depth. *Black Dawn* follows a similar idea but



that's now been delayed and at any rate didn't look half the game *Soviet Strike* promises to be. To conclude: The PlayStation version's been out for some time now and really is the business. If the Saturn game comes up to scratch, and there's no reason why it shouldn't, it could well be one of the hits of the year. There are already legions of *Strike* fans out there and *Soviet Strike* should have no trouble winning over the non-believers. Expect a full review in the near future. We can't wait... ●

## TOTAL SATURN

### Fact Sheet



Publisher: Electronic Arts  
Players: One  
Price: £TBA  
Released: TBA  
Game type: Shoot-'em-up

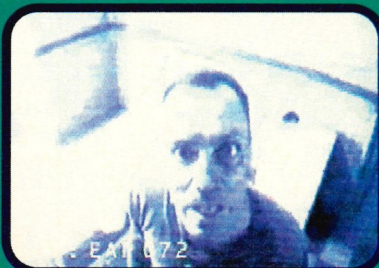
### SOUNDBITE:

After being bounced around the EA phone system we finally managed to pin marketing bod Clive Downie down and he gave us the following: 'The one and only Strike Franchise just keeps on going with this 32-bit extravaganza — a testament to original gaming on the Saturn.' Marvellous!

### Fact Sheet



'That's right — I *did* call you a slap-head. What you goin' do about it, hake boy?'





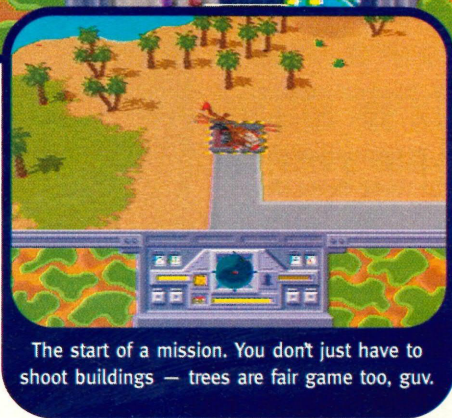


# Return Fire

Originally *Return Fire* was going to be about taking back a box of matches. No, honestly. It's nothing to do with tanks at all...

**I**n brief: Strategy meets arcade blasting in a rather bland-looking environment, but plays very well thank you very much...  
Isn't *Return Fire* available for the 3DO and PlayStation?: Yes, that's right — this latest from Warner Interactive isn't a Saturn-specific release. Originally hitting the shelves for 3DO's eponymous and ill-fated 32-bit machine, *Return Fire* received much acclaim for its excellent gameplay. When released on the PSX earlier this year it was greeted with a similar amount of praise, but there were discontented mutters about its graphical prowess from a few quarters...  
So it doesn't look much, then?: One of the initially striking things about *Return Fire* is its graphics. Noteworthy only for being fairly plain and functional, it's no wonder that some may moan. We at TOTAL SATURN look at it another way. There are a number of very attractive but utterly bland releases available for the Saturn. Which would you like? A

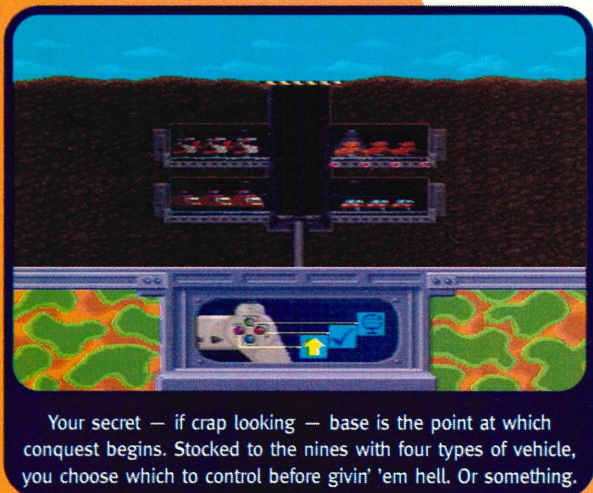
Right: The helicopter is well armed but lacking in terms of durability. It's best used for lightning strikes on enemy buildings.



The start of a mission. You don't just have to shoot buildings — trees are fair game too, guv.

salubrious simple-looking game or beauty with banality? We think it's quite simple...  
How does it play?: In one player mode it's a not-so-simple matter of making your way past hundreds of gun turrets, soldiers and other such military marvels in order to locate an enemy flag. Unfortunately, the said symbol — the loss of which obviously means defeat for your opposition — tends to be hidden inside an enemy building. This means you have to partake in construction destruction, the like of which would be sure to make any passing architect break down and cry. There are four vehicles with which this can be achieved. The tank is a slow but well-armed and sturdy wagon, while the helicopter is great for strafing ground-based targets without having to worry about scenery halting free movement. An armoured support vehicle is the third gun-toting transporter at your disposal — which, although slow, carries the best munitions — while the jeep is used for picking up flags. In fact, it's the only one of the four

that can do so. Typically, it's by far the weakest. With only a few grenades for defence, it's best that you use this when a level is cleared of attacking forces. This is where the strategy element manifests itself, folks. What's more, you only get a limited amount of each to use...  
Anything else?: Did we mention the split-screen two-player mode? We certainly meant to. It plays pretty much as the single-player mode, but instead of fighting miscellaneous



Your secret — if crap looking — base is the point at which conquest begins. Stocked to the nines with four types of vehicle, you choose which to control before givin' 'em hell. Or something.







# TOTAL SATURN

## Fact Sheet

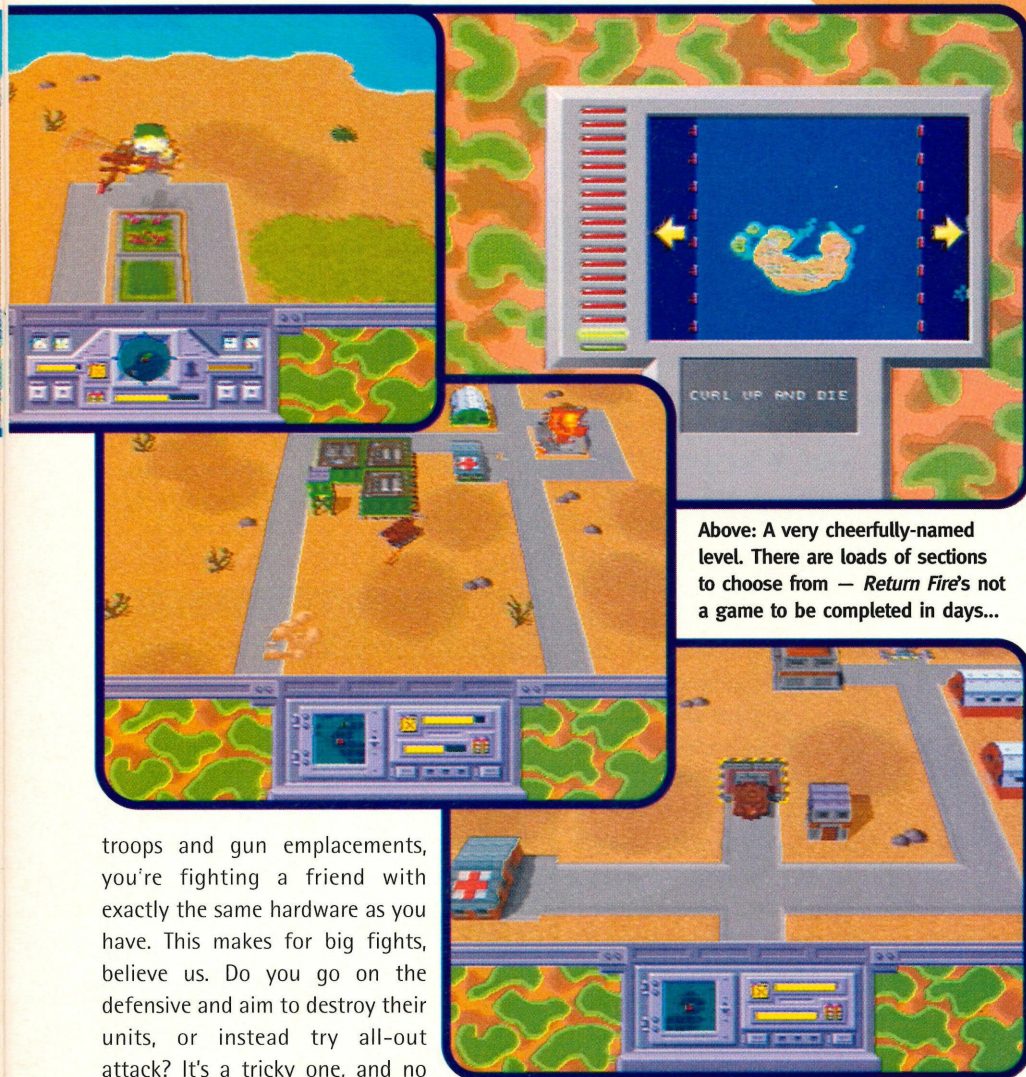


Publisher:	Warner Interactive
Players:	One or two
Price:	£TBA
Released:	January
Game type:	Strategy/Shoot-'em-up

### SOUNDBITE:

We asked Warner's PR firm for a soundbite and, when they didn't get back to us, we were a bit surprised. They're usually pretty reliable with this sort of thing. Anyway, we glanced in the paper today and found out Warner have been sold to GT Interactive. Doh!

## Fact Sheet



Above: A very cheerfully-named level. There are loads of sections to choose from — *Return Fire's* not a game to be completed in days...

troops and gun emplacements, you're fighting a friend with exactly the same hardware as you have. This makes for big fights, believe us. Do you go on the defensive and aim to destroy their units, or instead try all-out attack? It's a tricky one, and no mistake. From such simple concepts, the greatest of two-player games are created...

It sounds like TOTAL SATURN like *Return Fire*, yes?: You got it. Charming in its simplicity and yet involving and compulsive, *Return Fire* boasts over 100 different missions, each one getting progressively harder. With such a large number of levels and an huge number of possible outcomes for each, there should be enough here to keep even the most ardent strategy buff quiet for some time. Who cares that it's just a conversion when it's such a quality product?

To conclude: Roll on January, when Warner will be beavering away to get the Saturn version of *Return Fire* onto the shelves. How long it stays there is up to you people doing the reading which, judging by the success of the PlayStation version, shouldn't be long... ●

## The Vehicles



There are four vehicles to choose from in *Return Fire*. Pictured in the four boxes surrounding this text is that very quartet, a veritable orchestra of destructive power. Oh, scrub that. The Jeep's actually pretty crap, with its limited grenades. Still, it's handy if you've got nowt else...







Spots aren't cool in real life, folks. They pop up on a Friday, meaning that girls refuse to smooch you...

Spot's been around; from ads for soft drinks to stationery. Brace yourself, folks — he's coming to the Saturn...

**I**n brief: *Cool Spot* — y'know, that red circle character from the 7-Up advertisements — In Isometric Platform Game Shocker. Spurning the conventional 2D view, *Spot Goes To Hollywood* looks to offer jump button junkies a fix with a different perspective and all that goes with it. I heard this is subtitled Spot 3. What's all that about?: Although subtitled *Spot 3*, don't be fooled into thinking this is Spot's third outing on the Saturn — it's actually his first. His other two appearances were made on the Mega Drive and SNES, where the games went down extremely well. The Saturn's a world apart from the old 16-bit platforms, though, and Spot still has a lot to prove. How does *Spot Goes To Hollywood* play?: The game kicks off when Spot, following an unfortunate accident, finds himself warped in to a film. To escape back to normal life, he must travel through dozens of levels, each of which is themed around a genre of film — for example, the first few levels are centred around a pirate flick. This plot ensures the locations, settings and enemies are wildly

varied from level to level.

For anyone unfamiliar with the Spot games, basically they're platformers with a light sprinkling of puzzle solving thrown in for measure. Following a fairly linear route, players must roam around picking up all sorts of collectables, avoiding and killing the enemy and desperately searching for the exit to the next level.

Filled with enemies and hazardous traps and snares, these levels are far from easy. Fortunately, each one is also full of 'spots,' which players can pick up and hoard, then, when they have a hundred, they are rewarded with an extra life. As well as this, players are armed with balls that they can throw at the enemy in an attempt to kill them. Special power-ups, such as the shield, can also be collected, although once activated they only last for a certain period of time. Is this Spot game wildly different from his previous outings?: Unlike its predecessors, *Spot Goes To Hollywood* is set in a 3D isometric world. Not only does this give a good view of what is going on around you, but it gives the game added depth and dimension. Obviously, it looks, sounds and plays much better too...

**To conclude:** Well, there aren't many 3D isometric platform games on the Saturn so, at the very least, *Spot Goes To Hollywood* will make a pleasant change. Hell, it could even be excellent... ●

Face it...

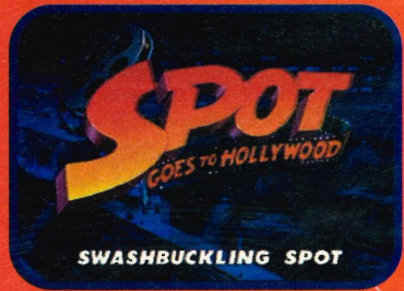
...too many games — and their intros — take themselves too seriously. Not Spot, though!



Blah blah, Spot blah blah blah!

TOTAL SATURN

Fact Sheet



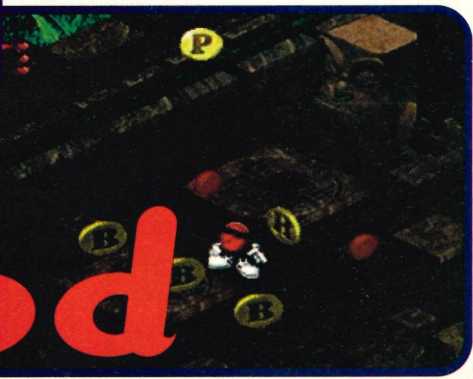
Publisher:	Virgin
Players:	One
Price:	£45.99
Released:	January
Game type:	Platform

SOUNDBITE:

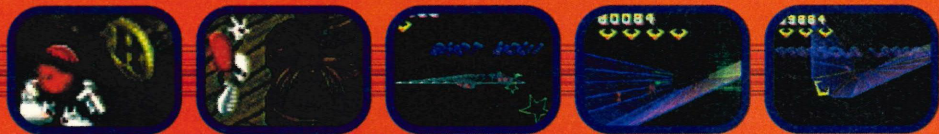
Doug Johns of Virgin started to tell us that Spot is '...without a doubt one of the most...' when we had to stop him. 'Tell the truth lad,' we asked. 'It's a great isometric platform game with Cool Spot in it. Buy it to make us money and keep me in a job,' he replied, earnestly.

Fact Sheet

# Spot Goes To Hollywood







# Tempest 2000

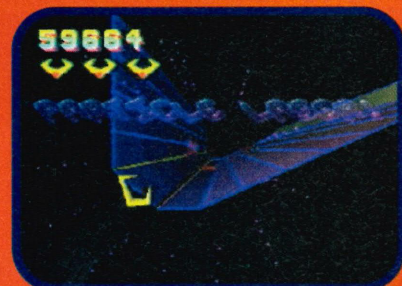
TOTAL SATURN



Where will the retro ideal end? Are we going to see a 32-bit *Abacus Simulator* in the near future?

Retro? Tear-jerking nostalgic blast? Just how will we describe Interplay's update of Atari's aging *Tempest*?

## Fact Sheet



Publisher: Interplay  
 Players: In-House/Atari  
 Price: £TBA  
 Released: December  
 Game type: Shoot-'em-up

## SOUNDBITE:

'*Tempest 2000*? Well, it's like space dust, cope spangles and Rally Choppers... it's a blinkin' classic, innit? Psychedelic graphics, masses of weapons and as with all things, it's much better with two...' enthused Interplay's Alison Grant (52).

## Fact Sheet

In brief: Age-old arcade game meets 32-bit console. 32-bit console provides light sourcing, CD music and other such glitz. Public either up in arms or rubbing their hands with glee at the prospect. Who's to say which group have the right idea?

Some words on computer gaming: A cynical but undoubtedly wise programmer and wannabe pundit once said that there were only a handful of actually different game styles. He argued that these had all been discovered, and the only real differences between releases lie in their visual appeal. It's an interesting thought. Think, for example, of the buttons you may press while playing two different PlayStation arcade games. It's possible that they could have buttons assigned to similar functions, so as far as actual play goes – bearing in mind that your contribution is through the pad alone – could it be that the only difference between the two is in your interpretation; fooled by visuals, are you for all intents and purposes playing exactly the same game? It's a point for heated discussion, as we've no doubt *Tempest 2000* will be. Once upon a time...: For those of you that don't remember the original arcade *Tempest*, it's one of the most simple games ever released – not to mention ancient, with the electronic entertainment business industry being so young. Based in the foreground on a web, players must prevent computer controlled nasties from reaching their

vantage point by shooting them. That is, essentially, it. Originally released – and we're not actually sure of this, so feel free to write in and tell us we're wrong –



Retro 'X's = bad news. It's best to avoid 'em, you know...

way back during the mid-seventies, *Tempest* impressed early crowds. Hell, it wasn't hard. Arcade fixes at the time were generally provided by the likes of *Space Invaders*, so its speed won converts... until new releases relegated it to mere curio status, a game that you could find at the back end of a poorly-stocked arcade.

What does that have to do with the Saturn?: Well, for most arcade machines, that's where it always ends; the only lease of life available to them being the possibility that they end up in a battered cabinet with a travelling fair, or some God-forsaken pub in the middle of nowhere. But not *Tempest*. Somehow it was re-programmed, 'updated' (note the sarcastic tilt of those apostrophes) and released as *Tempest 2000*, a flagship title for Atari's Jaguar console. Despite graphical tweaks and odd deft touches – including inclusion of the huge innovations that are, wait for it, power ups – it was much as it ever was. This horrified a number of gamers but delighted others. Some computer magazines gave it scores around the 90 mark while others 'awarded' exponentially less. So who was right? It really is hard to say. *Tempest* is gaming at its most simplistic. It makes

a mockery of already flawed rating systems simply through being so damn simplistic; how could one – using the same marking system as used with, say, *Die Hard Trilogy* – come to any sort of a satisfactory conclusion? To conclude: Arguments about *Tempest 2000* will undoubtedly rage on in the TOTAL SATURN office through to next month, when we'll be receiving a full review copy. Feel free to comment on the above arguments to our letters pages at the usual address...



Above: Oops. Below: Yahoo! Two contrasting moments, folks...

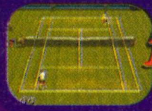


## In the old days

A picture of the original *Tempest*. Back in those days the TOTAL SATURN team used to put on leopardskin loincloths and hunt dinosaurs for all the clan rituals...







# TOTAL SATURN

## Letters

**This month we've ignored the most popular enquiry — namely, how to get past a certain bits of *Tomb Raider*. Don't worry! We'll print some tips next issue. Can you stop writing in about it now?**

Dear TOTAL SATURN

I'm quite new to computer games. I used to play them on my Dad's PC at home, but when he changed jobs he had to take it back. After that I got a Saturn because my friend had one. Anyway, I used to really like looking on the Internet for stuff about console games. I heard that there is an add-on for the Saturn that lets you look through the Internet, and I was wondering how much it costs and where you could get it from.

Also, I was wondering if *Tekken 2* will be coming out on the Saturn. My friend has a PlayStation and he says it won't be converted because Namco only do stuff for Sony. Is this true?

Finally, what good joypads can you get for the Saturn? I like the Sega pad you get with it, but the shoulder buttons are a bit weird to use. Can you suggest one that would cost less than £20?

B Baker, Claverley

*The Saturn Internet peripheral will be released in the UK during Easter. It will support multi-player gaming and allow users to browse through the Web. Unfortunately, you'll not be able to save anything you find, but the provided keyboard will allow you to chat on newsgroups or with other gameplayers during link-ups.*

*Tekken 2 will, without a doubt, not be released for the Saturn. We've*

*heard nothing about the possibility of a conversion, which is a great shame — it's arguably the best ever beat-'em-up on any format. Finally, if you're looking for a good joypad, you could do a lot worth than the Blaze Hyper Controller. Available in traditional black or white as an alternative, it's a comfortable pad that can be purchased for well under £20. If you shop around you could find one for as little as £12.99.*

Dear TOTAL SATURN

Just a quick note to let you know that, as far as I'm concerned, I'm the fastest *Sega Rally* driver there has ever been. I've got a time under fifty seconds on the first course (desert). Could you send me a certificate telling me how talented I am?

T Storey, Northwich

*No. How do we know for sure that your time is a true one? Besides, we don't send out certificates, for the simple reason that we constantly run out of them. Why, just this moment we've awarded ourselves three of the things in recognition of our contributions to good looks, charm and ability with racing games.*

*We've got times under fifty on the Desert course of *Sega Rally* — but what's really impressive is fitting an entire working day into fifty seconds. That way, like us, you can spend the*

*rest of the day on a lunch break. We at TOTAL SATURN got certificates from our boss last week, recognising our ability in this area. He spoilt it a touch by putting 'Final Warning' on the top, but hey, it's the thought that counts...*

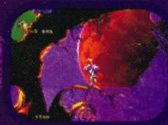
Dear TOTAL SATURN

I've got a bit a problem. Most of my friends have got Saturns and we all swop our games, as there isn't a software store that does exchanges near us. We usually buy games then, when we're bored, change it for one someone else's new one. Anyway, I bought *NIGHTS* a few weeks ago. At first I really enjoyed it, but it gets really boring. It looks great and everything, but it's really easy to complete. All of my friends know this and won't swap now, so can you suggest a shop that does exchanges by mail order? I'll really appreciate it if you can, because I want to get *Destruction Derby*.

Tom Lloyd, Bobbington

*We've received a number of letters about *Nights into Dreams* from readers, each expressing contrasting opinions. While many find the game enjoyable, others find it boring... although this is easy to understand. Played to complete, there's not a great deal to *Nights*. However, play for points and it becomes a*





challenge. This is where the problem for many lies. Playing for points alone is an old gameplay ideal; in these, the days of fancy FMV and huge, varied levels, it's a throwback many don't feel comfortable with. It's all down to personal taste — there is no right or wrong answer as such.

As far as exchanging Nights is concerned, you need to find yourself an independent store near your area. Most indie stockists will be prepared to offer a respectable sum against a new purchase. This will vary; the shop just 'round the corner from us would offer around twenty five pounds off another new game. Alternatively, try Premier Direct — their ad can be found towards the back of this issue — as they offer good deals on trade-ins. Give them a try.

Dear Editor,

I was wondering if you could give me a little advice. I have a young daughter who currently owns a Mega Drive. She has asked if she could have a Sega Saturn for Christmas, and I see no reason why she shouldn't. However, I am a little concerned with the violent and generally male-orientated content of most 32-bit games. Could you recommend any titles that would be suitable for her?

B Stanton, Surrey

There are a number of titles suitable for all — not every Saturn title is a bloodbath. To name but a few, try one of the following: Sega Rally, Daytona USA CCE, Blazing Dragons, Discworld, Earthworm Jim 2, Nights into Dreams and Athlete Kings. Each title features little (if any) violence and are guaranteed to entertain in one way or another. Alternatively, there are a few borderline cases, games with slightly more adult content that are so good, it's almost worth disregarding the few 'undesirable' moments that may occur. A prime example of this is Tomb Raider. A more intelligent and thought-provoking adventure you would struggle to find... but there are a number of gory deaths for Lara, which some youngsters — or, more probably, their parents — may find disturbing. Ask your local software store for a demonstration and see what you think.

Incidentally, as you're buying a Saturn this Christmas, you might want to check out our news pages this month. There's a piece there explaining a few bargains to be found at the moment. Pop down to Electronics Boutique and you could be surprised with what you find there...

Dear TOTAL SATURN

Most of my mates seem to have PlayStations and said I was mad to buy myself a Saturn because they think it's not such a good games machine. I'm happy to tell you though that since they've played my copy of Sega Rally on it, they've been forced to change their tune! Can you recommend any other great titles I can show them before they start saying it's just a one off?

Richard

Well Richard, firstly we really must scold you and your friends for wasting valuable game-playing time with these childish squabbles. Secondly, we'd like to add 'Ha ha ha ya-boo-sucks' to your ignorant chums. Here at Rapide we publish mags for both consoles, simply because we recognise that both are great machines with excellent games and a large public following. If you've checked out our last issue you'll probably have collated your own list of awe-inspiring Saturn titles, but here's a few of our personal favourites for you; Tomb Raider, Alien Trilogy and Command & Conquer all do the business on whatever format.

Dear TOTAL SATURN

I just had to write in to congratulate you on your spot-on review of Tomb Raider. Having bought it on the strength of your comments, I can totally agree with your praise of this brilliant title. Unlike many games which are really easy to play but repetitive, Tomb Raider is tricky at first, but once you get the hang of the controls, it's well worth the effort. I think anyone who hasn't bought this already really should get a copy as soon as they can!

TOTAL SATURN is the best!

Sarah Tanser, York

Couldn't agree more Sarah! With its excellent advanced control system and a staggering amount of gameplay, Tomb Raider is going to keep us all very busy for a very long, long time.

Dear TOTAL SATURN

I'm a big sports fan and I already have Worldwide Soccer but I'm keen to get more similar games. So, I've got two questions for you: what is the best football game on Saturn and also what new sport-based titles are due to be coming out soon?

Thanks for the help

David Arnold, London

A quick poll showed your own favourite, Worldwide Soccer '97 to be the all round winner in the 'best footie game' stakes. Other titles? Well you caused hours of debate but we finally agreed on Athlete Kings, Olympic Games and Olympic Soccer.

Dear TOTAL SATURN

This is a big moaning letter to you, not about your magazine but about not being able to get hold of it. My local newsagent doesn't stock it and I only saw the first copy because my friend's brother had got one. I want a copy myself and I've even looked in big stores in town but I can't find it anywhere. I've copied this address down and I'm sending you this to see if you can help me because I'm getting fed up! Please help me out or I'll be even more annoyed.

Adrian

It's perfectly understandable that you can't find TOTAL SATURN in your newsagent, simply because they don't sell it. Games stores, on the other hand, are a different matter. TOTAL SATURN is available through Electronics Boutique, Game, HMV and all other reputable software stores. It's also readily available through our subscription page — check towards the back of this issue. While subs may seem initially expensive, ultimately they are the best way to receive a magazine. Not only does each issue arrive with you before it's available in shops, you also make a saving — at least £14, to be precise. Go on... take out a subscription. It's snip at £45.

send mail to:  
TOTAL SATURN  
14a union street  
newton abbot  
devon tq12 2js

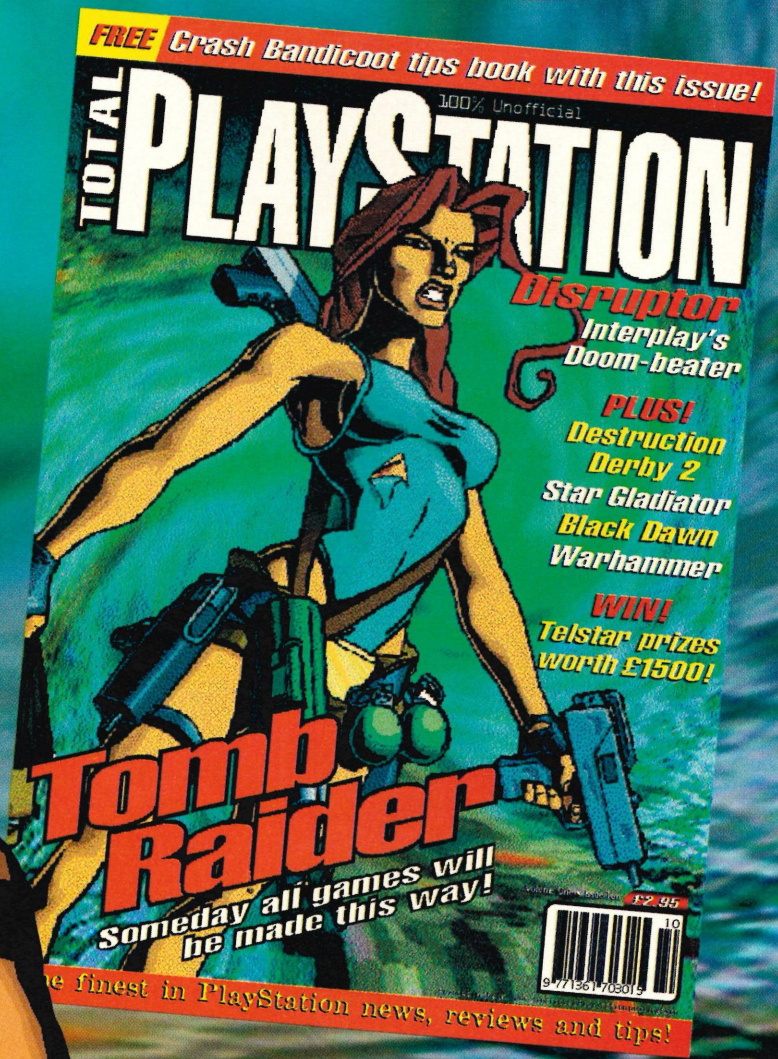


# TOTAL PLAYSTATION

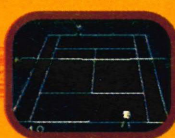
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exclusive previews and  
red hot reviews.

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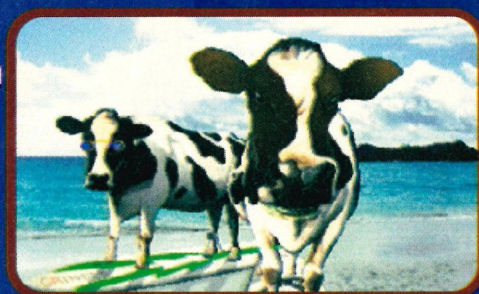


# Reviews Intro



From rooting around in tunnels to commanding an army, driving a truck

to playing tennis — we've got it all this month. *Mighty Hits* aside, we've a fine bunch of reviews for you to peruse. Read on...



## Reviews

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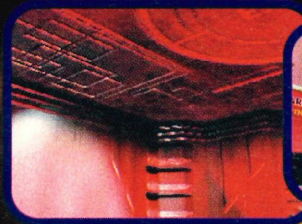
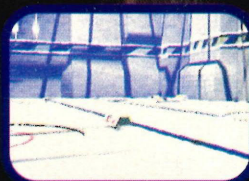
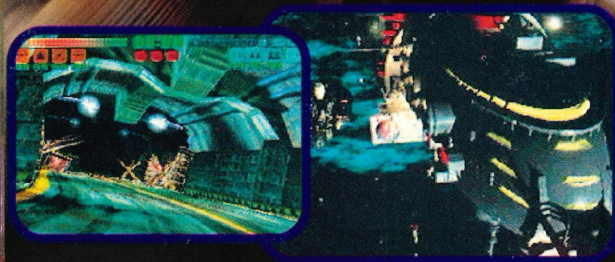
# Tunnel B1

Pot-holers beware. It'll take more than a hard hat and a flashlight to survive in Tunnel B1. TOTAL SATURN checks out Ocean's epic shoot-'em-up, (recently a hit on the PlayStation) to see how it measures up against the standards of the Saturn...

**O**cean were previewing the PlayStation version of this one way back at the spring ECTS in April. For a lot of PlayStation people it was the talk of the show. Dazzling graphics which put everything we'd seen before to shame. Finally, after eight months of waiting the PlayStation version came out rather quietly. However review scores were still favourable

despite the delay and anyone who actually sat down and played was soon hooked.

Now, hot on its heels comes a Saturn conversion which is destined to be every bit as popular. Possibly even more so as there isn't quite such a glut of these kind of games as there is on the PlayStation. Ever since the early days of the machine when programmers discovered the possibilities for endless Doom-a-

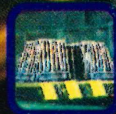






### **Switches**

These can be found dotted around the various levels and open doors when activated. To do so simply run over the pressure pad so the light turns from red to green.



### **Crates**

Littering the corridors, these contain vital supplies of ammo to ensure you always have the means at hand to give those bad guys a damn good hiding.



### **Power-up Crates**

Usually highlighted with big arrows but otherwise identical to normal crates, contained herein are precious weapon upgrades to give you ship that bit more oomph!



### **Nuclear Crates**

Blast these to expose the radio-active core then collect it for an energy boost. However if you leave the core for more than a couple of seconds it goes critical so get close and grab it quick!



### **Guns**

Your standard weapon to start off with, and pretty naff it is too. Can be upgraded to triple power but still not powerful enough to see off most of the more powerful enemies.



### **Flares**

Once you have the flare installed it can be used to distract enemy fire, giving you valuable extra seconds to pick off your targets. Learn to use them well.



### **Rockets**

Far more powerful than the machine gun, rockets can be upgraded to homing missiles which follow their targets once lock on is achieved. Even round corners!



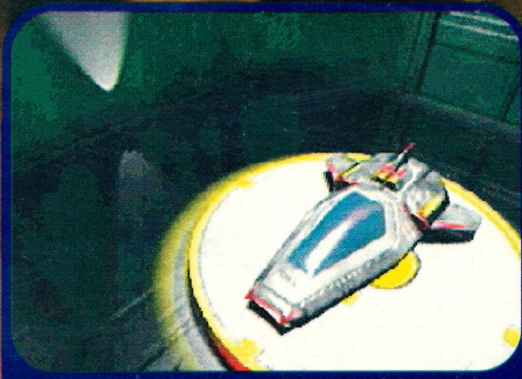
### **Mines**

Once laid they'll explode after a short time. Drop one and get out of blast range or, if you're clever, you can drop it and then ram into it to bounce it into a more strategic position.



### **Laser**

Packs a lot more punch than those wussy machine guns. Also allows you to lock on to aerial targets which makes it an essential addition to your armoury.



Woo... a rendered intro. It has to be said that *Tunnel B2's* sequence isn't one of the best around...





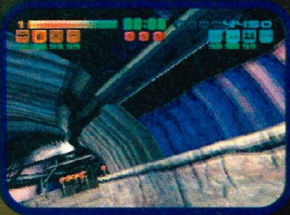
Wheel Racing around the corridors is great fun... until you get shot.



Green boom! A variety of explosions is one thing that *Tunnel B1* provides by the ton...



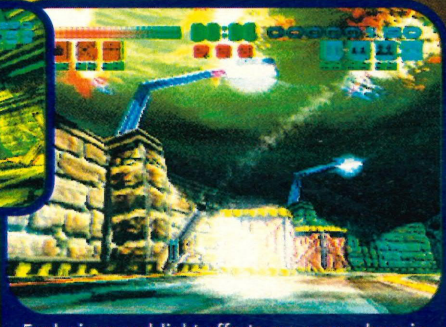
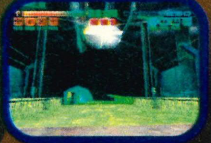
Above: A shot from *Tunnel B1*'s intro. Notice how it 'bodes'?



likes the market's been flooded with the things. Saturn owners have by and large been fortunate enough to be spared most of the tosh. Only the cream of the crop, *Alien Trilogy* for example, seems to make the transmission. *Exhumed* is pretty good as well. Perhaps direct comparisons aren't appropriate though as *Tunnel B1* adds a twist to the tale!

There's some sort of plot about a mad dictator with a super-weapon but what it boils down to is negotiating the various tunnels before the final showdown, glory and universal happiness ever after.

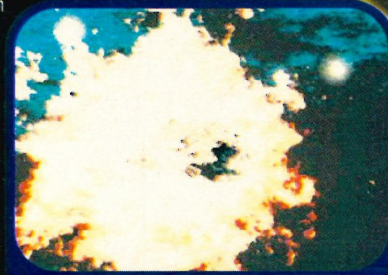
As mankind's last surviving hope the player assumes control of a hovership instead of running about on foot. Armed at first with nothing more than machine gun, each mission begins with a short briefing outlining the objectives before you can get down to the serious business of trashing anything that moves. Of course that peashooter you start out with



Explosions and light effects are everywhere in *Tunnel B1*. It's really very pretty...

ain't gonna get you very far so be on the look out for double and triple boosts or even rockets and heat-seekers to really turn the tables on the bad guys.

The craft is a nippy and manoeuvrable one, capable of reaching an impressive speed. In fact this adds a whole new element. Whereas *Blam! Machinehead* for example was purely about trundling around blowing things up (a spot of elementary puzzling notwithstanding), *Tunnel B1* combines it with almost *Wipeout*-esque speed sequences. Whether you play the game at 100mph or you sneak around methodically is up to you (though some levels have tight time limits so you can't hang about) which is nice. It leaves plenty of scope for tactics and strategies. The controls of your craft take a little getting used to — new users are guaranteed to be bouncing off walls during their first few hours' worth



Kablooie! Another one bites the dust. Now if only this were in the game proper...



More top action. Remember not to try this one at home, folks!

of play... but this is no real moan. Where *Tunnel B1* really scoops up the awards though is in the presentation department. Graphically it's as good as anything around and the soundtrack is superb. Thundering orchestral movements follow the action adding chunks to the atmosphere. It's this polish which turns an interesting idea into a fine game. A wider variety of bad guys would have been nice but the claustrophobic atmosphere of the tunnels works so well you hardly notice. *Tunnel B1* represents a nice variation on the formula incorporating the added elements and skills of driving/flying the hovership, controlling acceleration and turning as well as zapping the nasties. If it's a new challenge you're after *Tunnel B1* provides just the perfect relief, with some of the best sound and best graphics around to boot!  
MILES GUTTERY

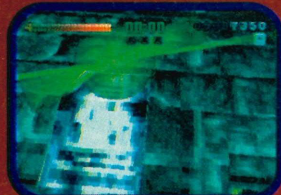
## Walk on the mild side...

The first mission is simple to complete, so we thought we'd give you a guide through it to illustrate a few things you can expect to find in the murky tunnels of *B1*.



You can pull up a map at any time, to avoid getting lost every five minutes. For maps larger than the first level (pictured above), zoom buttons can be used.

The destruction of certain objects often yields much in the way of bonuses. It's also a bit of light relief from being shot by gun turrets — you'll notice incoming fire below...



Switches — like the one pictured above — start as red but, when activated, turn a more friendly green. These are used to gain further access to tunnels.

The picture below shows a switch protected by a gun turret. Intelligent players will soon realise that these can be picked off from a distance, so you don't take needless hits.







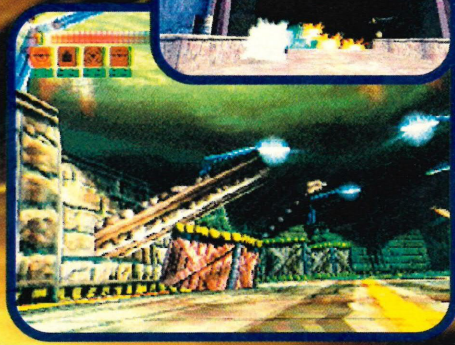
Left: Anyone know what six and nine are? That's right, kids. They're *pumbers*.



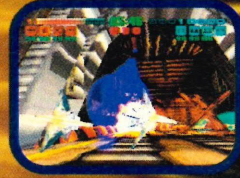
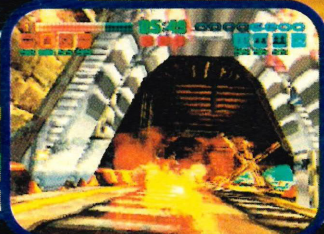
The blockade 'gets some' as Miles powers through at 100mph.



Right: Either we're very good at *Tunnel B1* or we cheated...



Although there are a number of blockades littered about, these can be easily destroyed.



Green bars are bad news for eager drivers...



Being the helpful fellows they are, Ocean's programmers have thoughtfully provided little arrows to indicate specific mission objectives. There are goodies in the above box...

EEK! There's more than just gun turrets to contend with in *Tunnel B1* — there are other craft like your own. These are buggers to kill, but if you bide your time they can be beaten.



Ahh... salvation in sight. The exit is always a popular destination among gamesplaying masters such as ourselves. Going through it ends the level — on to the next!

# TOTAL SATURN

## Score Sheet



Publisher:	Ocean
Players:	One
Price:	£44.99
Released:	Out now
Game type:	Shoot-'em-up

### GRAPHICS 92

- ↑ **Pros:** Fast with loads of explosions
- ↓ **Cons:** A little more variety would be nice

### SOUND 93

- ↑ **Pros:** Superb orchestral soundtrack
- ↓ **Cons:** Its sound FX could be 'beefier'

### GAMEPLAY 90

- ↑ **Pros:** Engaging stuff
- ↓ **Cons:** A mite too tricky for gaming newbies

### OVERALL %

# 91

## Score Sheet



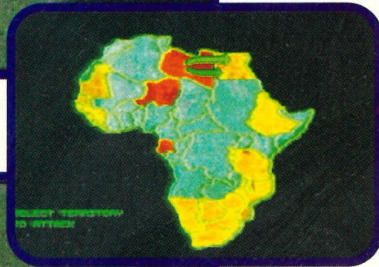


Virgin's smash-hit PC strategy blast *Command & Conquer* has been a while in the converting. Does it do for the Saturn what it did for its previous ultra-expensive format? **TOTAL SATURN** investigates...

# Command & Conquer



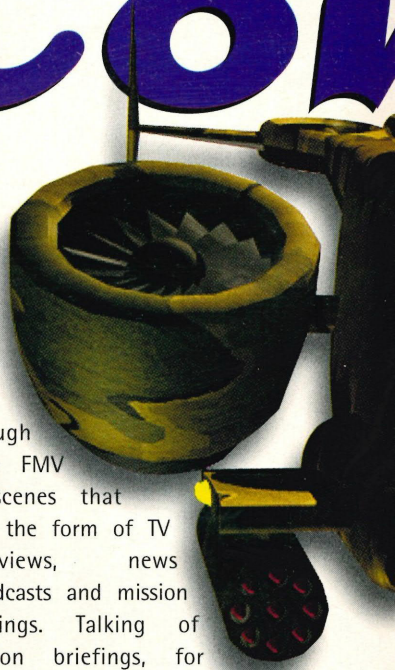
Above: GDI troops check for pixies in the woods.



**A**nthony, Caesar, Rommel, Bonaparte, Wellington, Montgomery, Evans. Evans? I think not somehow. Despite my childhood dreams of charging gloriously into battle, I think the closest I'm ever going to get to real fighting is watching the Americans kick six shades of purple out of another tiny little republic. Or maybe that should read playing Virgin's real-time wargame, *Command and Conquer*. After all, it was voted European game of the year for 1995 and has a reputation as one of the best strategy games of all time. Let's see...

The game certainly kicks off smartly enough, with a delicious FMV intro that not only explains the plot, but really adds to the game's atmosphere and quality thanks largely to a decent script and, surprise, surprise, some half-decent acting. This intro and plot are then expanded upon throughout the game

through more FMV cut-scenes that take the form of TV interviews, news broadcasts and mission briefings. Talking of mission briefings, for those of you without any inkling of what the game is about, here's one of my own; it all starts off when a meteorite crashes in to Earth. From it grows an alien plant life that spreads and grows so quickly that it soon covers large areas of the planet. Scientists researching this new plant life label it Tiberium and soon discover that it's extremely rich in energy and, not surprisingly, everyone suddenly wants to get their hands on it. Global conflict ensues as two rival factions, GDI and NOD battle for control of the Tiberium deposits. GDI,



## Top NOD info cod



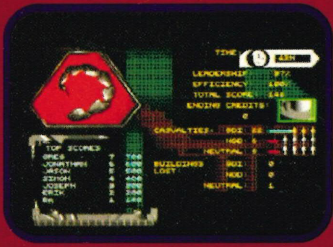
NOD — their logo is pictured above — are the nasty terrorist organisation in C&C...



GDI — their logo is also pictured above — are the nice army organisation in C&C...



This is one of the top NOD bods. Unfortunately, top NOD bods are nob. Check the 'cod' beret!

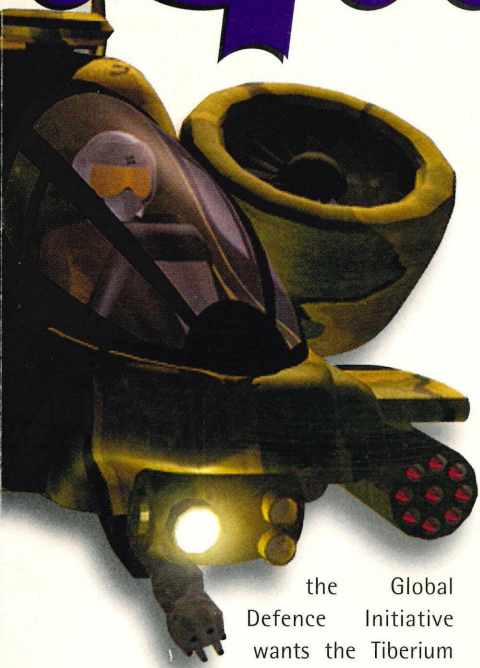


If you choose to be a top NOD bod, you can use you nod to become a top NOD bod god.





# Command Conquer

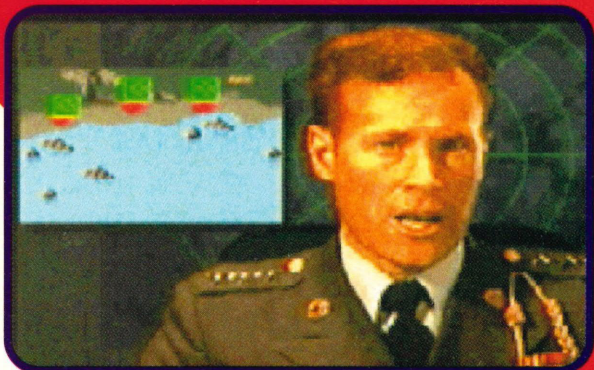


the Global Defence Initiative wants the Tiberium to be shared out equally amongst the world's nations, NOD wants it so it can rule the world. This is where players step in – choosing to fight for either NOD, or GDI.

Right, with that out of the way, on to the actual game itself. Once a player has chosen which side he wants to fight for, it's off to win the war. This basically entails completing a number of real-time battles, or

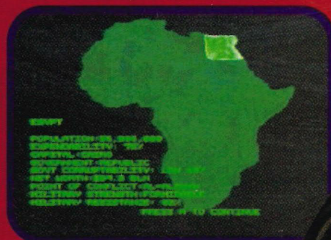
missions. At the start of each of these, players have consummate control over a predefined budget and any number of individual combat units and military installations. Players must learn to use these tactically towards the accomplishment of each mission. If that makes absolutely no sense to you, then just imagine the action of *Cannon Fodder*, but with loads of additional units and then add some resource management – something along a similar line to that of *Sim City* will do – and, hey presto, you have *Command and Conquer*.

Most missions – I'll explain the exceptions later – generally involve three main tasks: exploring, building and destroying. Looking at exploring first, all the battles are set in huge landscapes which, at the start, are a completely black void. Only once a player has explored an area with some of his troops, will he be able to see what lies there. To start with this can make life very



difficult, as it's impossible to see where the enemy are hiding and coming from. Even when you can see the whole map, commanding your troops and keeping them alive doesn't get any easier, as the extensive size of each map means players will find themselves flicking from one area of the battlefield to the other in a mad panic, desperately trying to keep an eye on everything that is going on. The result is frantic and all too often chaotic – just like the real thing, I would assume.

Top Picture: 'GDI' Bruce. Above: The first mission can prove the saying 'life's a beach and then you die' to be surprisingly true...



If you're not very good, you become a top NOD bod nob spod.



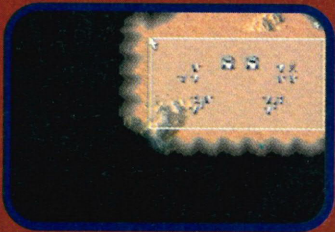




## So much to C&C!



'Right lads – are we all sorted, then? Lager, pants, fags, huge rocket launcher...'



'Yup, we've got everything. Let's use Shift and X on the Sega pad to group together...'



'...and move off into unrevealed terrain. Guttery! Put down those pants this instant!'



'Lager, lager, la... look, there's a NOD cod bod! Over the top! Deck 'im, lads!'



'Quick stop at the pub here, lads, then we'll nip off to nick that top NOD bod Bob.'



'Right, that's the pub sorted. Does anyone fancy a kebab? Eh, look – there's Bob!'



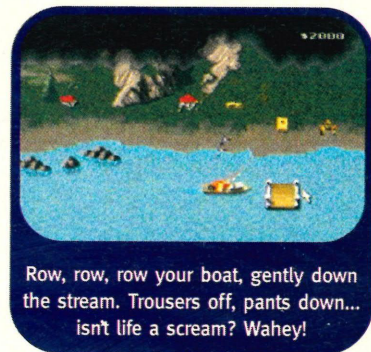
'Bob says he's sorry about what he said to Our Tracy. Look, he even bought flowers...'

Once players have explored a little, it's time to start building. First step is to set up a base, and for this you need a construction yard – nothing else can be built if you haven't got one of these. Once this is in place, a Tiberium plant is needed for harvesting the mineral which can then be turned in to credits for the building and construction of power plants, barracks, soldiers, vehicles and so on.

Once a base has been established and enough troops and vehicles have been made, players then have to accomplish their mission objective, which, by and large, means destroying every opposition building and unit. Thanks to the user-friendly controls, ordering troops about and attacking the enemy couldn't be any easier. By simply clicking on one, or a collection of soldiers and then clicking on the intended target, players can launch assaults against a number of different targets with relative ease. If controlling the units is easy though, then completing the missions certainly isn't and players will have to be quick-thinking and have sound tactical skills if they don't want to be on the first flight home in a body bag!

Before the tone gets too sombre though, what of those exceptions to the normal missions? Well, these basically take the form of commando-style raids, where there's no resource management, building, or construction, just plenty of fighting. The objectives of these missions are usually to seek out an object, person, or place and destroy, or capture it. Unlike the other missions, where outnumbering and out-gunning your opponent is usually good enough to ensure success, these mission are more strategical, with players having to plan out their tactics.

So that's the game, but what's it actually like to play? Well, in a word, great! Despite the size of the manual, the game is easy to get into and easy enough to play. Mastering it though is another matter and one gamers will relish. It may not run particularly fast and each mission can take some time to complete, but there's just so much happening that it keeps you



Row, row, row your boat, gently down the stream. Trousers off, pants down... isn't life a scream? Wahey!

glued to the screen and time just flies by when you're playing.

*Command and Conquer* is by no means flawless though. One of the hardest aspects of playing the game is the way the computer can dish out hundreds of orders in micro-second, whereas us mere mortals have only one pair of hands and, more importantly, only one joypad, or mouse. To this respect, each unit's AI could have been tweaked a little so that they showed a bit more common sense when defending. For example, if a tank charges at your infantry, they won't move out the way, they just stand there and wait to be run over. As long as you see what's happening, you can do something about it, but the nature of the game is such that you can't possibly keep an eye on all your troops all of the time - there's just far too much happening at any one time.

The computer AI is very good, with the enemy units defending like true veterans. As an attacking force, though, the computer never poses much of threat – preferring to build up forces and sit back, waiting for you to attack. Yes, it's true a couple of mini-gunners or the odd stealth tank may launch a sneak attack, but before they can do any real damage it's possible to wipe them out. As a result, once a player has established a base, they're never going to lose, it's just a case of whether they can build enough troops and vehicles and have sound enough tactical awareness to actually win.

If you've already played the PC version of *Command and Conquer* you could well be asking yourself if this Saturn version can match it and whether it's worth buying. Well, believe me, it is. The PC version may have obvious graphical and memory advantages, but the Saturn versions by no means inferior – Westwood





have incorporated several improvements that have made it a much stronger title.

The most noticeable difference is that the game now features three difficulty settings. The PC had just the one, which meant if you found it too difficult, there was little you could do about it except toil away pointlessly for hours and hours on end. Now, if the normal setting is too hard you can put it down to easy, ensuring troops of all ranks can get the most out of the game. The other benefit derived from the three difficulty settings is that even if you can complete the game on normal, or easy, you can go for the hard option, giving the game a much longer life span.

The Saturn version also has *Covert Operations* included with it – an extra 15 levels of combat mayhem that PC gamers had to pay extra for. Combined with the main game, this makes over 60 different missions in all; plenty to keep players coming back for more and more. With each mission taking anything up to an hour, or even two to complete, that makes for a lot of gaming. Thankfully, there are a number of passwords on offer once you've completed each, the icing on an already tasty cake.

JON EVANS ●

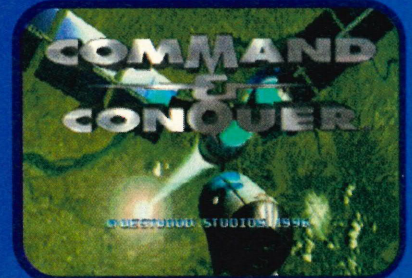


'Are you the new captain? Glad to meet you. Call me Doug. That's a nice girl's name, you know...'



# TOTAL SATURN

## Score Sheet



Publisher:	Virgin
Players:	One
Price:	£44.99
Released:	December
Game type:	Strategy

### GRAPHICS 89

- ↑ **Pros:**  
Functional game graphics, great FMV
- ↓ **Cons:**  
Could be more variety between levels

### SOUND 82

- ↑ **Pros:**  
Serves its purpose...
- ↓ **Cons:**  
...but little else

### GAMEPLAY 95

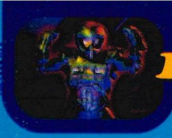
- ↑ **Pros:**  
Arguably the best strategy play ever
- ↓ **Cons:**  
Not suitable for action junkies

### OVERALL %

# 94

## Score Sheet





# Blast Chamber



Activision's first Saturn release is arguably one of the most innovative games to be released for the format in its short history. But is it multi-player mayhem

or dismal dross?

Read on...

The guy to the left is obviously well kitted-out for any chamber catwalk!

It's not often we get our hands on a game that's so original, it's almost impossible to define. After all, most software that finds its way in to the TOTAL SATURN offices can be put down as either a racing game, beat-'em-up, or shoot-'em-up. Not *Blast Chamber*, though. Activision's latest creation is so unique that, to be honest, I have no idea what to call it. I suppose the best description is an action puzzler. Then again, maybe it's an action strategy game, or a strategy puzzler, or... oh, what the hell, make your own mind up!

If defining the game is hard, describing it is even worse. I'll tell you what, just imagine you're stuck in a



## The Chambers...



Blow Me Up



Centerstage





# Chamber

40ft squared chamber with a time-bomb stuck to your back and it's ticking down to detonation. Now imagine that the only way to stay alive is to find the ball and place it in your kill-zone (a pyramid shaped goal that's shaded the same colour as your character), thus adding valuable seconds to your time-bomb. Sounds a bit scary, eh?

Well, it gets worse. Next imagine three other characters in exactly the same predicament as you, each wanting to get the ball, each wanting to get to their kill-zone and each prepared to do anything to do just that. Sound like a James Bond style nightmare? Well it's not, it's the horrifying reality of *Blast Chamber*, or two-thirds of it, at least!

Before divulging any more, I'd better just explain this last, somewhat confusing comment. *Blast Chamber* is split in to three modes of play; Eliminator, Free-For-All and Solo Survivor. Solo Survivor is a one player game that, as you'll read later, plays a lot differently to the Eliminator and Free-For-All. These two modes basically play as already



described and features one human player taking on one to three other humans, or computer controlled opponents. In the Eliminator there's no time limit and the object of the game is to simply be the last person alive, after everyone else has blown up. In the Free-For-All, players have infinite lives, but the game is set over a specific time and whoever loses the least number of lives in that time, wins the game.

As usual though, the game's not quite as simple and clear-cut as that. By placing the ball in one of your opponents kill-zones, you can actually take seconds off them. Likewise, they can do the same to you. So, with time ticking away,

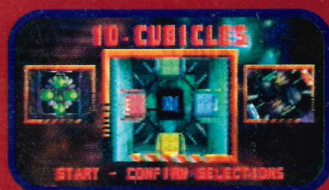


players are constantly thrust in to situations where they must make split-second decisions – do they go for their opponents kill-zone, protect their own, or try to gain precious seconds? Whatever choices the game's players make, *Blast Chamber* is a confrontational game with lots of physical contact and they'll find themselves constantly slugging it out with their opponents for possession

If the chamber turns when you're not expecting it, you plummet ...



Chamber 101



Cubicles



Dungeon



Hang Time



Cornerblitz



Drop In



Gates of L

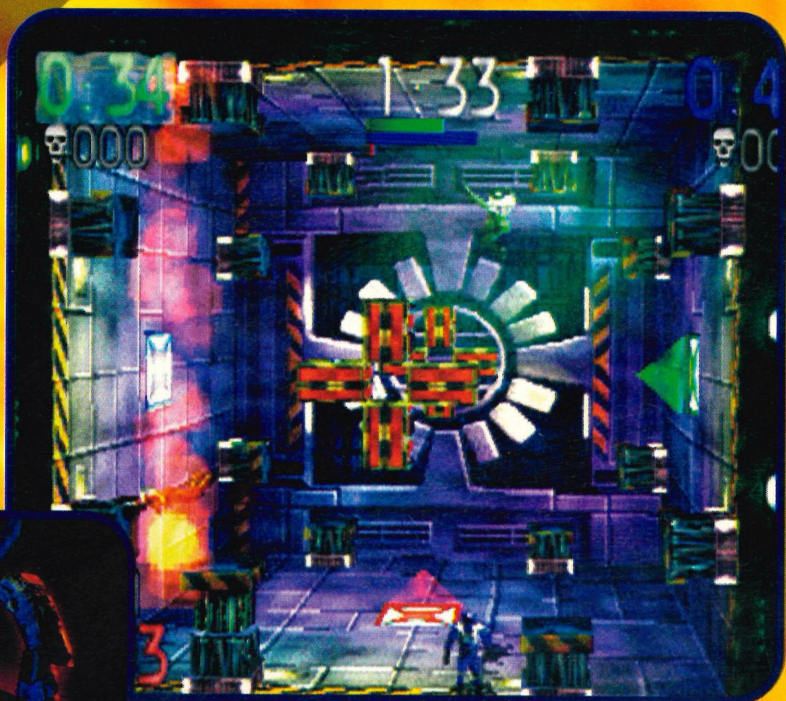


Launchacross





Above: One of the numerous on which play can commence.



Look at those biceps. Huge, eh? Unfortunately they explode in one minute thirty five. Doh!



of the ball. For this type of game there's a surprising lack of attacking moves, in fact, there's just one – the tackle. Those after body slams, head-locks, uppercuts and special moves will be bitterly disappointed, but rather than restricting the game, it actually frees it up – the joyously simple gameplay ensures it's instantly playable and that the action is fast and plentiful. Time-bombs and crazed opponents aren't the only thing that players have to contend with. For lurking in *Blast Chamber*, making life even more difficult and the game even livelier, are the various obstacles and hazards that adorn each of the chambers. Stairs, moving platforms, lava and even cages are just a few of

the obstructions players must navigate if they want to stay alive. By using these obstacles tactically, players can eventually turn them to their advantage, helping them to shield the ball from their opponents and so on. Perhaps the most tactical aspect to the game though, is learning how to use the chamber itself. As you'd expect, gravity dictates that the characters can only move around on the floor but, and here's the clever part, by pushing against the sides of the chamber, players can rotate it through 90, or even 180 degrees. With each rotation, the game suddenly changes for each character as they find themselves getting closer, or further away from their kill-zone. For example, if your kill-zone is on the roof and you've got more time than

## More Chambers



Level 2



Pitfall



Reactorleak



Spike City



One-Eighty



Radioactive



Revolution



Tenderizer





everyone else, then you'll be happy for it to stay up there, but if you have less than your opponents, you have to get there quickly and put the ball in it so you can gain some precious seconds. The pattern of the game and the advantage is, therefore, constantly shifting from second to precious second ensuring life in the *Blast Chamber* never gets dull. It also means that although players can go in to the game with a general strategy, each game evolves differently, meaning players have to devise their strategy and tactics as they go.

The one-player solo survivor mode is much more sedate than the rest of the game, with players simply racing the clock to find the ball and place it in the kill-zone. Do this before time runs out and they can then move on to the next of the 40 different chambers. Starting out with the highly simplistic, these chambers get progressively more hazardous and

challenging due to the increasing number of obstacles. Players will have to use quick thinking and call on all their skills if they hope to get out of the later chambers alive. Although more puzzling, the lifespan of a one-player 'Solo Survivor' is questionable.

What's not questionable, though, is that with a multi-tap adaptor, *Blast Chamber* is a riotous laugh and one of the very best multi-player games on the Saturn. There's everything you could ask for in a game – strategy, action, excitement and with great graphics and sound to boot. So, if you're after a Christmas present for mum or dad, brother or sister, son or daughter, perhaps even yourself, then add this to your shopping list. After all, what better way to spend Christmas, the traditional season of goodwill and kindness to all humankind, than in trying to blow up your closest relatives and friends?

JON EVANS



Up and Over



Wind of Death

Like Bomberman before it, *Blast Chamber* offers various twists of its theme through a number of alternative arenas – twenty, to be precise. Each has a ominous name, and features different platforms, levels and hazards. This obviously adds a huge amount of longevity to its play life a solo game, but it becomes far more fun when a group of you play. Some chambers even have nasty features that make play more difficult – the Wind Of Death level being a prime example...

# TOTAL SATURN

## Score Sheet



Publisher:	Activision
Players:	Up to four
Price:	£TBA
Released:	December
Game type:	Puzzle/Arcade

GRAPHICS **85**

- ↑ **Pros:**  
Pleasant and clear to view
- ↓ **Cons:**  
Character animation could be better

SOUND **84**

- ↑ **Pros:**  
Various noises and tunes
- ↓ **Cons:**  
Could use more samples and explosions!

GAMEPLAY **90**

- ↑ **Pros:**  
Superb with four...
- ↓ **Cons:**  
...but the one-player mode isn't as good

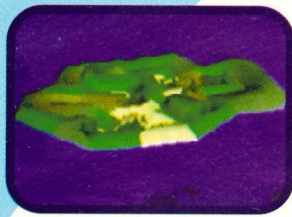
OVERALL %

**88**

## Score Sheet



**Hardcore 4x4** is Gremlin's high-octane Saturn race offering — but it's far from a standard drive...



Dunne Forest



High Camber Pass



Pack Ice Scramble

# Hardcore



**H**ardcore 4x4 is an unusual release from Gremlin. It just can't be categorised or compared with other, similar titles because there *aren't* any similar titles. In this respect it more than deserves the tag of 'unique'.

As if you hadn't guessed *Hardcore 4x4* is a racing sim, in which six trucks race on one of six tracks. Those expecting roads, speeds over 100mph and good long stretches for overtaking are in for a disappointment *Hardcore's* off-road from the offset.

Using C to accelerate, B to brake and A for the handbrake, you have to win races. Like many driving games, that's it in a nutshell. What's different is the way you go about

winning. Most driving games have an 'ideal' route to take in order to achieve quicker times, and these are usually fairly apparent. Not so with *Hardcore*. Each track is littered with bumps, hills and other obstacles, each of which can slow you down. Unless you look out for them, it isn't totally obvious that you're wasting time by riding through ditches or over hills. This makes mastering each course a far more complex procedure than you'd expect from your average console four-wheel fare.

Much like other driving games, *Hardcore 4x4* offers different views. When Gremlin's Steve Leigh came to show us *Hardcore 4x4*, he declared that its internal view is a "man's" view — after all, a Derby-supporting PR bloke has to assert his masculinity somehow, eh Steve? — but ladies and

lads alike will find both external and first-person perspectives to their satisfaction. There's even one internal option that allows you to see computerised hands steering the truck's wheels. It's a bit cheesy, but there's no denying it's a most thoughtful touch.

However, there's more to *Hardcore 4x4* than views, bumpy tracks and badly-animated steering wheels — I haven't told you anything about its flaws, yet. It doesn't go for speed like *Sega Rally* or *Daytona CCE* for reasons I've already discussed... but, with its tracks being so long, this leads to problems. Crash a few times and you may as well reset your Saturn, simply because the console-controlled trucks will be off into the sunset before you can get near them. Conversely, being ahead of the pack can become tedious, simply because there's nothing ahead to challenge you. Driving games like



'On a bridge over troubled waters, I lay my truck down.' we sang as we took this shot. Honest!

## Go for your Trucks...

The Brimstone has perhaps the best suspension of all the vehicles on offer. Its grip is pretty good, too. It's perhaps let down by its top speed, but it's ideal for beginners.



The Bush Master, like the Brimstone, is a good wagon for newcomers. Its particular area of excellence is grip, thus making it an ideal choice for the Ice Pack Scramble course.



The Dust Devil is a jack of all trades, but master of none. Offering a fair rating in each of the three key areas, it's a good all-rounder that both new drivers and veterans will chose.



The Ice Breaker is much like the Bush Master, but it trades off a little in the way of suspension in favour of extra grip. It also looks different... so it'll make a chance to choose it at least!





CHOOSE TRUCK  
Bush Master



Sun Baked Gulch

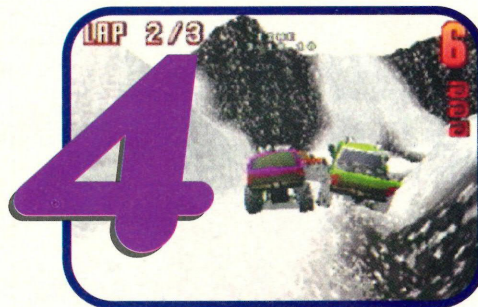


The Devil's Kitchen



War Zone

4 x 4



Daytona CCE combat the boredom of being ahead of the pack for the entire race by making sure you don't reach that point until the final laps. A game like *Hardcore* couldn't create such an artificial situation with only six trucks. Obviously, getting far ahead of the pack won't be something to bother new *Hardcore* owners but, with long term play in mind, it's not inconceivable to assume that within a few weeks, most players will be speeding ahead.

Still, there are skill levels to switch upwards, slower trucks to choose and

*Hardcore* also offers Championship and Time Trial modes. While it doesn't offer split-screen or link-up play, it does allow for up to eight players in a fastest time challenge. A split-screen mode would have given *Hardcore* a number of extra percentage points but, alas, it is not to be. Gremlin's truck-based racer isn't superb but, as I stated at the beginning of this review, it's certainly unique. Give it a try.

JAMES PRICE

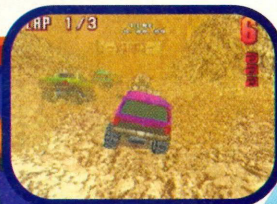


Lap one of three... and already the TOTAL SATURN driver is last. So much for gaming prowess!

The Rock Hopper is the fastest of the six vehicles; its suspension isn't too bad, either. Trouble is, it's not the best of trucks to control. One for driving masters only...



The Side Winder is arguably the best of all the 4x4s on offer. Fast with good grip, it mixes speed with great surface cohesion. No, really. Its suspension is pants, but you can't have it all, eh?



Bad weather conditions are 'snow' joke, even when you're driving what's almost a tank...

# TOTAL SATURN

## Score Sheet



Publisher: Gremlin  
Players: One  
Price: £44.95  
Released: December  
Game type: Driving Sim

GRAPHICS **86**

- ↑ Pros: Attractive and varied between tracks
- ↓ Cons: Views occasionally become obscure

SOUND **80**

- ↑ Pros: Tunes, FX, funny commentary...
- ↓ Cons: ...but the music's pretty nondescript

GAMEPLAY **84**

- ↑ Pros: Excellent consecutive player mode
- ↓ Cons: One-player mode could be better

OVERALL %

**85**

## Score Sheet



There are eight cars to choose from in *Daytona CCE*, each offering particular stats.



# Daytona

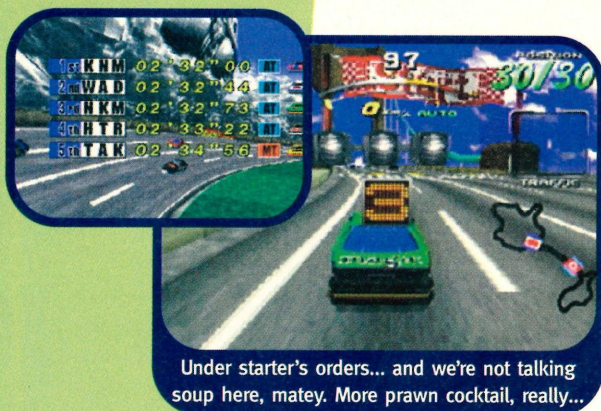
It may be yet *another* driving game but, programmed by Sega's elite AM2 division, there's no disputing *Daytona USA CCE's* pedigree...

## Championship

**D**aytona USA CCE is no *Sega Rally*. But then, what is? If all the driving games for the Saturn were to be in a race, this new AM2 project would rank an excellent second.

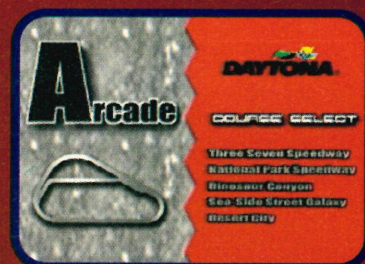
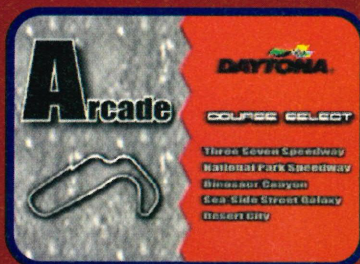
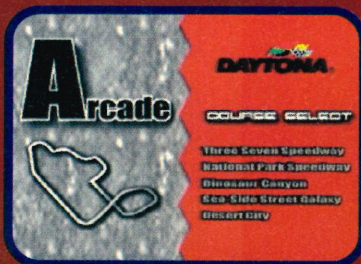
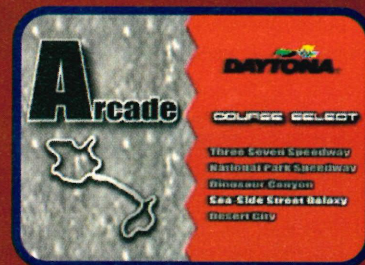
The original *Daytona* was awful on Sega's home machine; there's no doubt about that. This new update features better graphics, more cars and extra tracks. Like many other current driving games, *CCE* can be played either in Arcade, Time Attack or Head to Head mode. The Arcade option is available in three flavours – Normal, Grand Prix and Endurance. Normal is the basic arcade machine package, with a time limit and a host of other cars to get in the way.

Grand Prix is, as the name suggests, more of a race against other console controlled competitors (although a timer still figures highly), while Endurance is an extra-long race sure to test the mettle of even the most accomplished driver. Those familiar with *Sega Rally* will immediately feel at home with *CCE's* Time Attack mode. You can race against a 'ghost car' recording of one of your own performances, breaking one of a number of records in the process, if you're skillful. Finally, the two-player Battle mode allows, not surprisingly, two people to race against each other on a track of their choosing. Using a horizontally-split screen, it's worthy of



### 5 Rubber Bands

Each of the three tracks on offer in *Daytona USA CCE* vary in both visual appearance and difficulty. The Sea Side Street Galaxy is a long, winding track – winning on it is a matter of learning the curves and corners and improving accordingly. In contrast, the Three Seven Speedway is a test of stamina; drivers need great patience and concentration to stay ahead on its simplistic curves. Unlike a number of other driving titles, the tracks in *Daytona USA CCE* are best tackled with a suitable car; the various characteristics of the vehicles on offer has a huge bearing on your performance. With this in mind the Three Seven needs a fast car, while grip and acceleration are more important on the twisting Galaxy course.

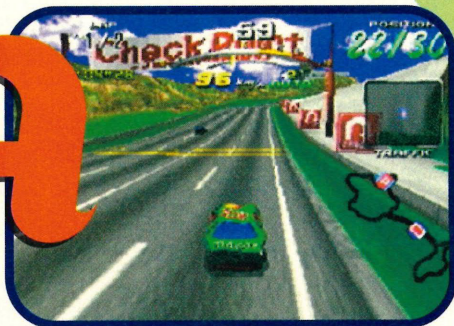




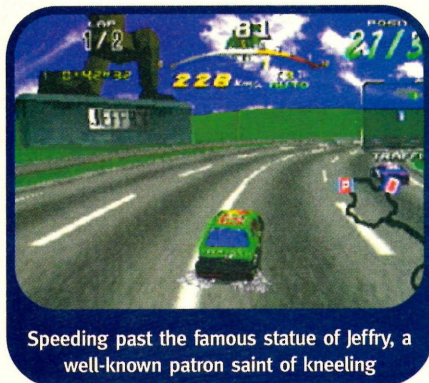


Testing each car on the five tracks takes time, but in doing so you get some great times.

# USA



## Circuit Edition



Speeding past the famous statue of Jeffry, a well-known patron saint of kneeling

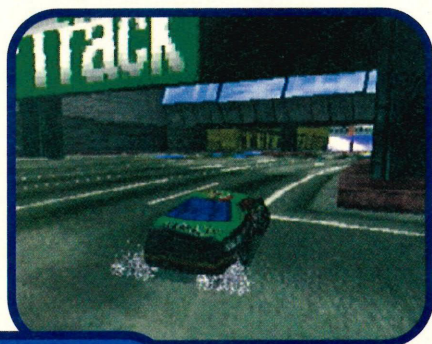
note that *Daytona USA CCE* appears faster with two than it does with one. Why is beyond me, but *CCE*'s two-player mode is the one feature of the game that appears better than the equivalent *Sega Rally* offering.

*CCE*'s eight cars are surprisingly different in the way they react to your instructions. Given a star rating out of five for each of three characteristics – grip, acceleration and maximum speed – each one tends to be tailored to certain courses. Do you choose the Phoenix with its high top speed and acceleration but little grip, or the Magic with its average ability in each area? The decision is usually

made with the choice of track. The Three Seven Speedway is a bowl circuit suited to fast vehicles while the Sea Side Street Galaxy is a long, twisting track best negotiated with a car with a little more grip.

*Daytona USA CCE* is one of the most polished games currently available for the Saturn. Its presentation is of the highest order, its music and sound equally admirable. It's great as a two-player game, while its sheer number of options, views and cars to choose should keep driving fans happy for months.

JAMES PRICE

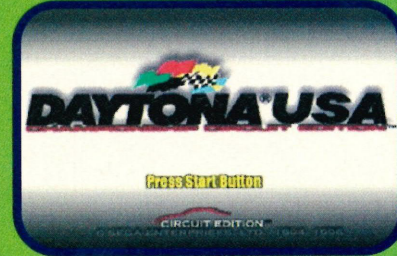


Above: Skidding around corners figures highly in *CCE*. Doing the same in your pants during the resulting crash is optional!



## TOTAL SATURN

### Score Sheet



Publisher:	Sega
Players:	Two
Price:	£44.99
Released:	Out Now
Game type:	Driving Sim

### GRAPHICS 92

#### ↑ Pros:

Detailed and varied

#### ↓ Cons:

Could perhaps be a touch faster...

### SOUND 91

#### ↑ Pros:

Rocking rock tunes, rock fans!

#### ↓ Cons:

Er... rocking rock tunes, dance fans!

### GAMEPLAY 93

#### ↑ Pros:

Great in one-player, brilliant with two

#### ↓ Cons:

Not ideal if you're not 'into' racing...

### OVERALL %

# 92

### Score Sheet





Above: At the end of each section you are given stats on your performance. We didn't do too well here...



Below: My, what a lousy shot I am. Nurse!



# Virtua Cop 2

Sega's Christmas line-up provides for almost every taste. After a quick race and a fight, what better way to finish off than AM2's *Virtua Cop 2*?

## Follow that cab!



This particular section of VC2 is excellent...

Okay... so you don't actually get to chase a cab, but you do get to follow a truck.



...perhaps one of the game's finest moments.



You don't get to drive, but you do get to...



...shoot everyone off the road. Cool or what? What's more, there are explosions abound...



**V**irtua Cop 2 is, would you believe it, the sequel to *Virtua Cop*. Both games were guaranteed arcade success by being released with huge guns on the front of their cabinets, with which players were encouraged to partake in mass slaughter. The difference between the two? *Virtua Cop 2* allows you to shoot felons that look a little more like real people. A discussion on the questionable mass-murder content of both games is something best left for another publication and, thankfully, another journalist. You see, it's fun to shoot people with a blue piece of plastic moulded to look like a gun – and, to be frank, if hand guns have a place in any part of life, surely the fantasy environment offered by a console is their niche? Games like *Virtua Cop 2* are pure, escapist fun. I'm no more inclined to shoot real people after

playing it than I was previously – by which I mean not at all – as I generally prefer hitting people I don't like with big sticks. They really let you savour the physical manifestation of grudges, pieces of wood.

*Virtua Cop 2*, for those unfamiliar with the Sega *Cop* theme, is a first person perspective shoot-'em-up. Targets – that is, men with balaclavas, shotguns, spiky gangland-style yob haircuts and... oops, an innocent civilian – move into view at an alarming rate. Fortunately, you're not a helpless copper; a pull of a light-gun trigger or touch of a joypad button can dispatch all but the most hardy of criminals. However, not everyone in the console world of *Virtua Cop 2* is up to no good. Everyday people can get caught up in crossfires; not only is refraining from shooting these good for your self esteem, it also ensures you don't lose an extra life



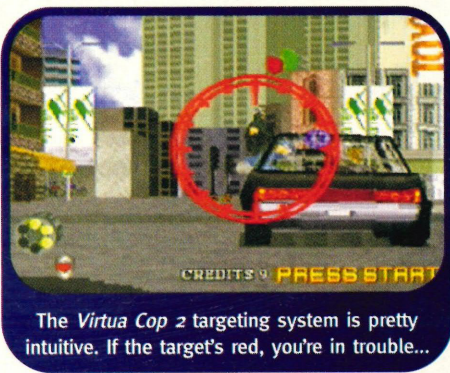


## Self-captioning pictures!



Ahh... the writer's dream. Not only is Virtua Cop 2 great fun to play, it also has a introductory section with pictures that caption themselves. What's more, after admiring that, you get to murder loads of people in cold blood. Is this a top game or what?

point as a penalty. Speaking of which, each player — of which there can be two — has a limited number of lives and credits at their disposal. These can be preset up to a maximum of nine and nine respectively, two figures not-so-sharp



shooting cats will want to keep an eye on. Thing is, if you can become a dab hand with the ol' gun, you need not get hit at all. On each level, each assailant pops up at a pre-defined point. After a few goes you begin to learn where these are, reacting accordingly. Fortunately, each of the trio of sections gives a mid-point choice of two directions. These allow for a little variation, not to mention alternatives to test for those who hanker for high scores.

What makes Virtua Cop 2 an improvement over its predecessor is not just its basic visual appeal; the little touches are what matter. Bullet holes in walls are one thing, but shooting chandeliers and making them swing in a realistic manner is another. Other additions such as the area in which you shoot a gangster having a bearing on how they fall really are excellent — the sort



of effects that Sega's AM2 division seem to include without a second thought these days. However, I find it astounding that bonus weaponry plays as small a part as it does. There are five gun pick ups — automatic, rifle, machine gun, shotgun and Magnum — concealed amongst scenery. However, these only last until you're hit by a bullet, while the rifle and machine gun can't be reloaded at all. It's easy to remember their positions and pick them up ever time, but surely a policeman with numerous thugs to blast onto the pages of police brutality statistics deserves a little more than a hand gun?

Virtua Cop 2 can only truly be enjoyed with Sega's light gun (or a third-party model, if you'd rather), which is sure to set you back a few sovereigns if you don't already own one. This makes it a rather expensive purchase and, to add salt to an open wound, it isn't all that difficult to complete. Still, the spirit of the game is that you attempt to complete it as well as you can, with a host of extra features being awarded should you do so. It's also a great two-player blast, something sure to add longevity to almost any game. Any concerned parents need not worry about any adverse reaction from kids playing such a 'violent' game as Virtua Cop 2, nor should watchdogs — it's pure, unadulterated enjoyment. Were it to be a bit bigger I'd be a little more generous with my marking but, hey, that's where Virtua Cop 3 will no-doubt come in to play...

JAMES PRICE

# TOTAL SATURN

## Score Sheet



Publisher:	Sega
Players:	Two
Price:	£44.99
Released:	Out Now
Game type:	Shoot-'em-up

### GRAPHICS 95

- ↑ **Pros:** Excellent, with numerous extra details
- ↓ **Cons:** Bullet holes fade too quickly

### SOUND 89

- ↑ **Pros:** Gun effects, samples and tunes
- ↓ **Cons:** Poor shotgun effect

### GAMEPLAY 92

- ↑ **Pros:** Enjoyable action for one or two
- ↓ **Cons:** Perhaps a little too short

### OVERALL %

# 92

## Score Sheet





# Night Warriors



Hey! Could this be a *Resident Evil*-type release from Capcom? Sorry. Only joking. It's another beat-'em-up — but a very good one, mind you...



Okay, who put the picture of Sorcha asking Mark for a pay rise here? Well?



## Monster!

### Zombie

Guesting from *Resident Evil*, this zombie probably walks around saying 'itchy... tasty... itchy... moaaaaan', or something.



### Cat

Cats are related to tigers, but aren't as hard on account of evolution. Apparently. Known for their inability to open tins.



### Samurai

Also known as 'goodness, he's got a sword' and 'look, you made me bleed all over the carpet', the samurai's a top fighter.



### Fish

The aquarian fears no-one except Captain Birds Eye, who is rock. This bloke is scared of him after giving him the 'fish finger' once.

**N**ight Warriors is not, before you think it, merely a re-working of the tried and tested *Street Fighter* formula; a game that offers new graphics alone. It's bigger, brasher and, dare I say, more ambitious than the antics of Ryu and Ken, its moves far more outlandish.

A beat-'em-up with some of the slickest cartoon graphics you're likely to see on the Saturn, *Warriors* offers over ten characters, each with their own inimitable special moves. From a catwoman to a werewolf, a vampire to... well, whatever that thing is, each one takes on another nightmare creature with a view to dishing out a super(un)natural





Night Warriors, fearful of TOTAL SATURN readers, exit stage right...

Know that pop group Supergrass are werewolves? True, that. Man down pub told us...

beating. This can be achieved with an initially bewildering array of button combinations but, with patience, these can be committed to memory and utilised to winning effect.

Like many beat-'em-ups, *Night Warriors* is best played against a human opponent – but that's not to say that its console controlled fighters are in any way slouches. You can expect to begin on a losing streak, even on the lower skill levels. This is largely due to the spectacular special moves each fighter can use, with some virtually filling the entire screen.

*Night Warriors*, like the *Street Fighter* games, is approachable on a variety of levels. You begin as a frantic button-presser,

progress to being moderately competent with a few characters and specials, before eventually becoming a fully-fledged beat-'em-up bore... not just winning bouts against friends, but going as far as explaining just how you did it, too. There's something about fighting games that brings out the worst in people in that respect. Still, who cares when you're having so much fun? *Street Fighter Alpha 2* is a better game than *Night Warriors*, but that's just my personal opinion. If you like the idea of owning a new beat-'em-up, you'd be advised to give both a try...

JAMES PRICE

# TOTAL SATURN

## Score Sheet



Publisher: Virgin/Capcom  
 Players: One or Two  
 Price: £44.95  
 Released: Out Now  
 Game type: Beat-'em-up

### GRAPHICS 93

↑ **Pros:** Some of the best 2D visuals on the Saturn

↓ **Cons:** 'Missing Frames' discussion, anyone?

### SOUND 84

↑ **Pros:** Usual Capcom burps, farts and whistles

↓ **Cons:** As ever, could be better

### GAMEPLAY 92

↑ **Pros:** Great with one, excellent with two

↓ **Cons:** Tricky for newcomers to master

### OVERALL %

# 91

## Score Sheet



# SIGHTINGS



INVESTIGATING ALIEN PHENOMENA

It's out there!

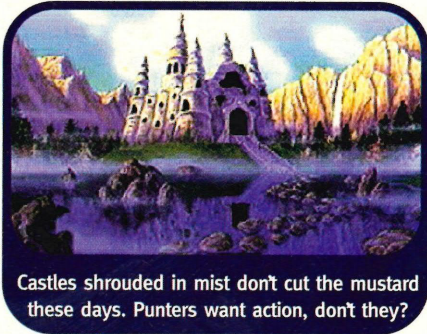
*Issue 7 - £2.95*





# Blazing Dragons

Is BMG's latest adventure a fun packed fire-breathing bonanza, or does it 'dragon'? One thing's for sure — it ain't all that funny...



Castles shrouded in mist don't cut the mustard these days. Punters want action, don't they?

In Psygnosis' *Discworld*, the objective is to kill a marauding dragon. In BMG's *Blazing Dragons*, you are one. There are a number of differences between the two games, both in terms of implementation and story content, but bear this point in mind — *Blazing Dragons* is, metaphorically speaking, Pratchett with 'L' plates.

There is a plot, but it's not particularly noteworthy. As an unusual young dragon with an interest in making new inventions, the story requires you become a knight in order to take a young princess's hand (or should that be claw?) in marriage. That may not make BMG's foray into the oft-average graphical adventure genre sound particularly interesting, but it's no reflection on its content... which is, by and large, considered and polished.

Moving around and interacting with *Blazing Dragon's* fantasy world is easy. You can examine, pick up and use objects with the B button, cycle through actions with A and open your inventory with C. Using the D-pad moves your on-screen pointer accordingly. It would be much more pleasant to play with a mouse, but despite that it uses the best interface you could hope for while not owning one. Each section of *Blazing Dragons*



contains a number of puzzles (with their accompanying sights). These are solved with appropriate objects, a little thought and, in true adventure tradition, a healthy run of luck. There's much in the way of animation, everything looks pretty and you can save and load games at any point.

I didn't find *Blazing Dragons* funny. It's engaging in its own way, enjoyable in that its difficulty level is well-pitched and there are enough play hours to make it a purchase to last you through a number of rainy days and nights. But as a provider of belly laughs, chuckles, guffaws? I think not. Perhaps it's that BMG are aiming it at an age group I've already left, but if you were to regard the TOTAL SATURN office as an acid test for amusement, the litmus paper would be reading a neutral pH. *Discworld* (reviewed last month) isn't overly funny either, but at least it had odd Terry Pratchett moments to fall back on, largely in the form of references to some of his better-known jokes. In its favour, *Blazing Dragons* has a method to its madness, in that its puzzles are by and large logical — a complement only an idiot would use in conjunction with the aforementioned Psygnosis release.

Like much of life, *Blazing Dragons* just ain't funny, but it can be a not inconsiderable amount of fun. Consider it a game to buy for a younger brother or sister that you can play after they've gone to bed...

JAMES PRICE

## TOTAL SATURN

### Score Sheet



Publisher:	BMG
Players:	One
Price:	£44.99
Released:	Out Now
Game type:	Graphic Adventure

### GRAPHICS 80

- ↑ **Pros:**  
A variety of cartoon animations
- ↓ **Cons:**  
Increased detail leads to longer loading

### SOUND 68

- ↑ **Pros:**  
Lots of tunes, FX and a voice track
- ↓ **Cons:**  
The voice track soon proves irritating

### GAMEPLAY 76

- ↑ **Pros:**  
Loads of puzzles and places to visit
- ↓ **Cons:**  
It's not the comedy it aspires to be

### OVERALL %

# 74

### Score Sheet





# Break Point



With Wimbledon months away comes... a tennis game!



Just one of the three views available with Break Point. Unfortunately it's hell to play with...

**B**reak Point — also released this month as a PlayStation game — is unusual as a multi-format title in that it was originally designed with the Saturn specifically in mind. Personally, I have another machine in mind right now. The Super Nintendo, though past its prime in a number of respects, still has the best tennis game ever programmed exclusively available for it. Namco's *Smash Tennis* looks and sounds awful, but plays tennis like you would not

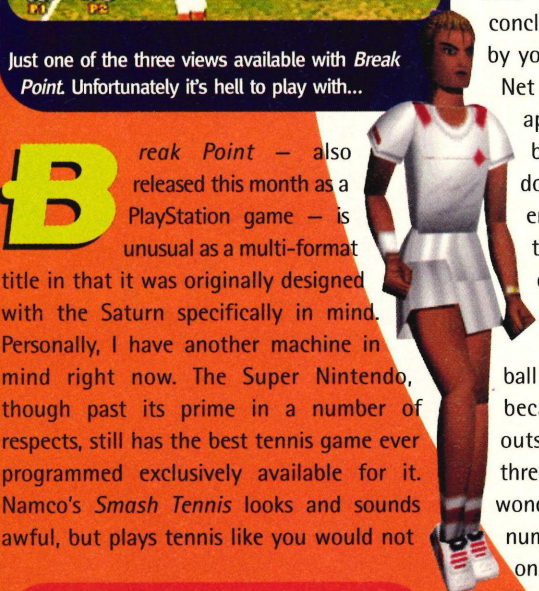
believe. Part of this is due to its intuitive control method; easy to master yet hard to perfect, it allows unrivalled control over the ball.

So why am I mentioning an old 16-bit title in a review of Ocean's *Break Point*? Well, it just so happens that *BP*'s physics, the movement of the ball in relation to your racquet, just doesn't work for me. There are four shot styles you can play in all — normal, topspin, backspin and lob. Playing from around the baseline, you can play powerful tennis. *Smash Tennis* allowed you to play at the net or at the baseline, and gave you the shots to do so. *Break Point* is only really playable should you stick to the back of the court. Rallies are invariably concluded not by a well-placed shot, but by you or your opponent missing the ball.

Net play — so important in real life — appears totally redundant. Instead of being able to simply knock the ball down away from your opponent, you end up hitting it straight back towards their racquet, simply because you don't have the time to power up a swing to the left or right.

It's a shame that the control and ball mechanics don't allow for subtlety because, aesthetically, *Break Point* is outstandingly accomplished. There are three views to choose from, the players are wonderfully animated and there are even a number of wildly different courts to play on. Its developers haven't forgotten to offer a number of options, either. You can play doubles, singles, cup matches or even a tournament between up to eight human players. If there were to be more in the way of net play and a few less powerful shots to use, *Break Point* would be superb. As it is, it's merely the best tennis game on the Saturn...

JAMES PRICE



## TOTAL SATURN

### Score Sheet



Publisher:	Ocean
Players:	Multiple
Price:	£44.99
Released:	December
Game type:	Tennis Sim

### GRAPHICS 89

- ↑ **Pros:**  
Well-animated and distinct
- ↓ **Cons:**  
More little touches would be cool

### SOUND 70

- ↑ **Pros:**  
Good commentary and 'tunes'
- ↓ **Cons:**  
When we said 'tunes' we meant 'tunes'

### GAMEPLAY 76

- ↑ **Pros:**  
Enjoyable stuff, especially with two
- ↓ **Cons:**  
Not enough varied plays

### OVERALL %

# 75

### Score Sheet

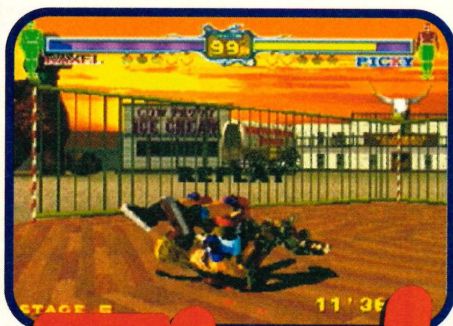
### Courts



No tennis game would be complete without courts to choose one... and here's a favourite. Lovely.







# Fighting Vipers

No snakes in this Sega release — but plenty of fighting...

**F**ighting Vipers is an unusual beat-'em-up. Full of glitz and glamour, it's a union of *Virtua Fighter*, *Tekken* and *Toshinden*; a mixture of all the good 3D beat-'em-ups. To call it one of the slickest releases to grace Sega's 32-bit wonder so far wouldn't be far from the truth. What's more, it's not all pretty visuals and bluster — it actually fights as well as it looks.

With a block, kick and punch button — and, of course, use of the D-pad — players can utilise a formidable array of moves. It's in this respect that *Fighting Vipers* excels. There are no fighting games other than this that afford you the luxury of punching your opponent through a wall, just one of the many ultra-violent moments you can inflict on stricken opponents. Every fight takes

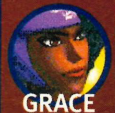
place within a confined space of a cage, a ring or four walls. These aren't there merely for decoration; they play a large part in the outcome of most bouts. For example, should you be backed up against a solid surface, your opponent has a number of other moves he (or she) can perform in order to make sure you don't get up again. New players will be delighted that there are a number of easy-to-use but effective attacks, while long term play tends to lead you into using complex moves that, nine times out of ten, are just too tricky for their own good. It's all very well being able to push joystick buttons like a Simon Says veteran, but it helps to remember that your opponent ain't helpless while you're powering up a kick or punch...

*Fighting Vipers* is also an excellent two-player game. Featuring all the now-obligatory beat-'em-up options, it's a fine example of what the Saturn is capable of. If I had to criticise any aspect of it, I'd have to remark that it's a little too easy — I breezed through it on Normal level with only a few continues on my first go — but, as with nearly all beat-'em-ups, the strength of its multi-player mode more than makes up for this oversight.

JAMES PRICE



BAHN



GRACE



HONEY



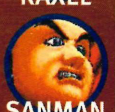
JANE



PICKY



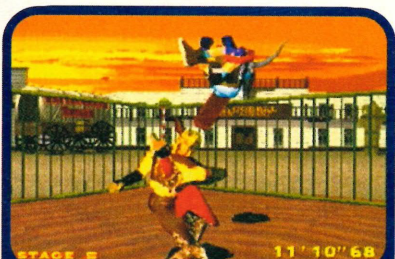
RAXEL



SANMAN



TOKIO



Raxel kicks a skateboarder, thus endearing himself to local pedestrians...

## TOTAL SATURN

### Score Sheet



Publisher:	Sega
Players:	One or Two
Price:	£44.99
Released:	Out Now
Game type:	Beat-'em-up

### GRAPHICS 94

**↑ Pros:**  
Fast, detailed and extremely slick

**↓ Cons:**  
Um... Raxel has a crap hairstyle?

### SOUND 86

**↑ Pros:**  
Loads of rock tunes...

**↓ Cons:**  
Loads of rock tunes, techno fans!

### GAMEPLAY 93

**↑ Pros:**  
Fast, furious stuff

**↓ Cons:**  
More characters would nice

### OVERALL %

# 93

### Score Sheet





TOTAL SATURN

# Earthworm Jim 2

Spurning the usual worm pastime of drowning in puddles Earthworm Jim spends his spare hours as a superhero...

**E**arthworm Jim is a strange cartoon, part of a new wave of animated programmes aimed predominantly at younger viewers that don't entirely patronise. Hell, it's even vaguely intelligent in places. Still, tie-in material of any kind of calibre rarely has any tangible effect on a licensed game, so why should I be discussing this? Well, astonishing as it may seem, developers Playmates have actually made an effort in attempting to convert a little of the cartoon's spirit onto console. Not only are Jim samples used extensively – sometimes to an annoying extent – but other 'in' jokes from the show appear to be used.

*Earthworm Jim 2* is, to categorise it, a platform game with a number of other unusual offshoot styles added for good measure. While the first and second levels see you jumping over old gaming territory, future levels see you participating in a weird gameshow and even saving puppies thrown from a window. It's very strange, believe me. Jim is a versatile hero, replete with a number of guises and abilities. He can fire guns, grab platform edges in order to heave himself onto them, swing on a sticky strand of snot... though that he requires projectile weapons to tunnel through loose soil seems decidedly un-earthwormish. Contact with enemies leads to a reduction in life; go beyond the allocated 100 units and Jim's fishbait. Or something like that.

*Earthworm Jim 2* is even funny in places. At the end of the first level, Jim is confronted by his arch-rival, Bob the Goldfish. Fans of the *Street Fighter* games will recognise



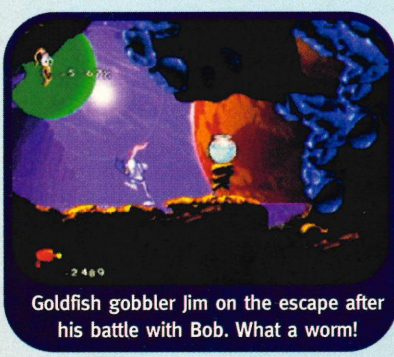
Bacon sandwiches all round, then. Oh... it says pig chute. Boy, am I thick!

the relevance of the next bit. 'Fight' is flashed on the screen, with an accompanying familiar-sounding sample. Those expecting a scrap of any magnitude are in for a disappointment – Jim merely reaches in the bowl, plucks the fish out and eats him. Okay, so I know it loses something in the translation, but it's worth a snigger. Unfortunately, a lot of other such jokes in *Jim 2* – while funny the first time – begin to wear decidedly thin. This is because passwords are too few and far between, the level design can be decidedly awkward and too much effort is required to get through some sections. I respect a game that provides a challenge, but I tend to avoid games that make me work. Entertainment software is for recreational purposes, and there's nothing relaxing about helping a tapeworm negotiate ten minute's worth of deadly tunnels – just one of *EWJ2*'s more annoying moments.

*Earthworm Jim 2* is pretty much exactly the same game it was on the 16-bit Mega Drive. Despite improved graphics, it offers nothing in the way of next-generation innovation. But it's a weird one, no doubt about that. Perhaps that's why I'm prepared to give it a tentative recommendation. There's both chalk and cheese in *Jim*'s mix of level styles, and it's very apparent that quite a lot of thought went into its development... but when it's not great, it grates. Give it a try. **JAMES PRICE**



Above: Fun with pigs. Deposit the fat porkers on the pictured platform and an obstruction is removed. Obvious, innit?



Goldfish gobbler Jim on the escape after his battle with Bob. What a worm!

## Score Sheet



Publisher:	Virgin/Playmates
Players:	One
Price:	£44.95
Released:	Out Now
Game type:	Platform/Assorted

**GRAPHICS 80**

- Pros:** Distinct and varied on each level
- Cons:** Rather 16-bit in look and feel

**SOUND 82**

- Pros:** Lots of samples, thumps and whistles
- Cons:** The samples begin to grate after a while

**GAMEPLAY 77**

- Pros:** Generally enjoyable, certainly varied
- Cons:** Some sections are a little too frustrating

**OVERALL 76%**

## Score Sheet



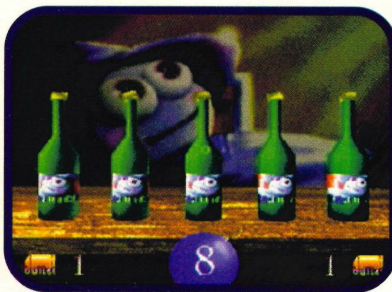


# Mighty Hits

Amidst Sega's excellent Christmas releases languishes one decidedly average title. Joypad-only Saturn owners need not apply...

**A**h, the joy of firearms. Real life articles are brutal, ugly items, a travesty of an invention that should evoke Luddite tendencies in any reasonable human being. However, take the basic firearms concept, strip it of all that bullets, killing, gunpowder business and paint it blue... well, you have an immediate improvement, wouldn't you say? Allow a link-up with, say, a games console made by Sega and you have a sure-fire – pun intended – recipe for itchy-trigger action. Alternatively, you could buy and play *Mighty Hits*.

A collection of gun games, *Mighty Hits* is puke-cute in that inimitable manner that only the Japanese appear able to create. From shooting cards to balloons, from blowing ice off a penguin to tagging the odd duck out, it's unusual because, at the end of each game, the body count is notably low. Virtually zero, in fact. Levels are selected by shooting three rapidly moving decks of cards. Whatever game is underneath when you fire is played, whether you like it or not. This, for a start, is annoying. Of the many different variations on the theme available, a number of them are, to be frank, crap. Surely you should have the option of skipping these? For example, there's one level where you have to shoot the ice off a penguin. You are gifted with infinite shots and a fairly generous time limit... so



what, I ask of you, is the point? Fail a level and you lose a life. Lose 'em all and it's back to the title screen. Unless my expectations were to be exponentially reduced by, say, mentally regressing to the age of five, I'd be off down the shops at this point, asking if I could swop *Mighty Hits* for *Virtua Cop 2*.

Just in case you're not aware of the fact, you need a light gun to play *Hits*. While *Virtua Cop 2* is perhaps worth the additional expense should you buy it, I can say quite categorically that *Mighty Hits* isn't. It's fun in a way that inexpensive curios can be but, with a minimum £30 retail price should you shop well, it isn't all that cheap. *Mighty Hits* is one to rent at most, folks – it's arguably the only blank in the loaded gun that is Sega's excellent Xmas release schedule.

JAMES PRICE



Above: Proof indeed that some of the games on offer in *Mighty Hits* are a load of balls...



## TOTAL SATURN

### Score Sheet



Publisher:	Sega
Players:	Multiple
Price:	£44.95
Released:	Out Now
Game type:	Light Gun Games

#### GRAPHICS

70

##### ↑ Pros:

Pretty enough to look at...

##### ↓ Cons:

...but not exceptionally so

#### SOUND

54

##### ↑ Pros:

An array of cute tunes

##### ↓ Cons:

Hell, there's an array of cute tunes!

#### GAMEPLAY

58

##### ↑ Pros:

You get to shoot things

##### ↓ Cons:

It's shallow, unengaging stuff

#### OVERALL

%

57

### Score Sheet





# PREMIER direct



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# Tunnel Vision

Over **£1500** worth of Ocean goodies to be won!



## Tunnels

are pretty popular, you know. Moles swear by 'em, worms are renowned for creating them and you can even get to France through one. However, up until recently they've never been known for providing adrenaline-pumping action. A mole might give you a nasty nip if you corner it and worms may slime all over your hands... but, faced by a powerful ship with all manner of weaponry, worm pie and mole-skin gloves are the only conceivable outcome of such a meeting. Obviously, Channel Tunnel shareholders are a mite more ferocious at the moment but, within a fast craft, you can bugger off 'round a handy corner and hide until they've gone to an annual general company creditors meeting, or something.



*Tunnel B1* from Ocean offers far more in the way of assailants; from gun emplacements to other craft, it's a rollercoaster ride of a game, packed with shooting and thinking. What more could any Saturn owner possibly ask for?

If the answer is either 'A JVC TV worth over £1000' or 'one of five goodie bags full of Ocean stuff', this could well be your lucky day. Unbelievable as it may seem, Ocean are offering both to TOTAL SATURN readers. To stand a chance of winning, answer the questions on the provided coupon and send it to: Tunnel Vision, TOTAL SATURN, 14a Union Street, Newton Abbot, Devon TQ12 2JS.

1: The name of the company that operates the Channel Tunnel is:  
 A: Ocean  
 B: Rapide Publishing  
 C: Eurotunnel?

2: What goes through the Channel Tunnel?  
 A: Heavily-armed spacecraft, taking out gun emplacements on their way?  
 B: Moles off for a holiday in France?  
 C: Trains?

3: The first train to go through the Channel Tunnel was called the Nathan Wilson, as it reminded Eurotunnel's chief engineer of an ugly bloke he'd seen lurching around Manchester. Is this:  
 A: True?  
 B: False?

4: Finally, Ocean are...  
 A: A Manchester based publisher?  
 B: A popular beat combo. No, hang on... that's Ocean Colour Scene, isn't it? Bugger. Oh well...  
 C: The best software house there has ever been. In fact, is there any other Saturn publisher? I only buy Ocean games...

Name:.....  
 Address:.....  
 .....  
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 Postcode:.....  
 Age: .....

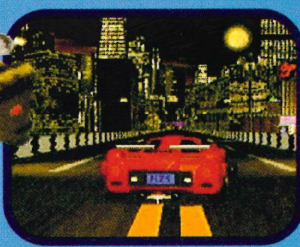
Please feel free to use a photocopy of this coupon if you don't wish to cut up your copy of TOTAL SATURN.





# Crimewave

Don't know your Mekeo from Mekon? Let our special *Crimewave* tips guide you on your way...



**C**rimewave is not a conventional level based game. Play takes place in the eight different zones of Mekeo City. Each 500 Meks (Mekeo currency) opens a gate to the next sector. In this way you progress through the whole of the city.

Meks are earned by destroying targeted cars. Each target gives a cash reward of 100 Meks. You have a two minute time limit in which to destroy the target. If your time runs out before destroying the target the game is over. When you successfully destroy a target, a time bonus is added to your remaining time \* to a maximum

of two minutes. This bonus starts at one minute but decreases as you progress through the city: the minimum is forty seconds. Once you have obtained 200 Meks or more, a five Mek penalty for destroying innocent traffic comes into effect. On completion of a zone you will notice there are no loading screens or 'please wait' messages – you can drive straight through the sector gate into the next zone and straight on into the action. Due to the free driving environment and the advanced AI, no two games of *Crimewave* are the same. To complete *Crimewave* you have to obtain over 4000 Meks. You will need to destroy a minimum of forty targets and open eight gates and all this must be achieved in one sitting, without continuing.

## Mastery of driving

Don't keep your finger on accelerate (default, B button) all the time, especially when targets are in sight. Earlier on in the game the targets will slow down and try and to

out-maneuvre you.

Your car will only steer whilst the acceleration button (B) or reverse (A) is being pressed. Pressing the (B) button rapidly while steering left or right will allow your car to turn on the spot – handy for tight situations. Don't accelerate while you're trying to perform a U-Turn though.

When in pursuit of a target don't always follow the red arrow directly. Often short cuts are needed to head off the target. It is possible to learn shortcuts through trial and error and studying the scanner. Using the middle of the road to drive along will sometimes allow you to avoid collisions with general traffic, although you have to be dead straight.

It's worth noting that the game will automatically straighten your car for you if you leave it heading straight.

When going against the traffic flow, or through cross roads use short bursts on the machine gun to act as a battering

ram and push innocent traffic out of your path (use of any other weapon will sadly destroy traffic instantly, and you will be heavily penalised).

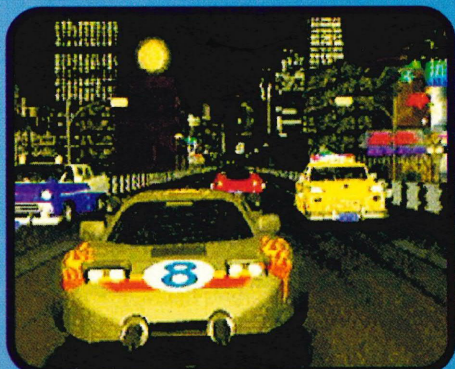
You don't have to stick rigidly to the roads. The city is a free environment and there are numerous off road areas to explore in each zone. For this, and for general driving, the scanner is very useful, so learn how to use it effectively. On the scanner you'll find a map of the local roads together with information about off-road features such as buildings and other structures.

Traffic is not displayed on the scanner. Only three vehicle types are displayed – your car (blue), the targets (red) and rivals (yellow). In addition, your car (blue dot) and the target car (red dot) have a short dotted line protruding from one side. This is the direction indicator and represents the direction in which the car is pointing.

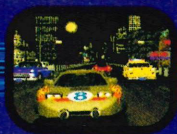
## Other combat

Shooting traffic is fun, and for the first 200 Meks you will not be penalised. As soon as you have passed this total a 5 Mek penalty for destroying innocents will be instigated (although you will not be penalised for shooting parked cars). Therefore, to progress through the game you should weave through the traffic and only shoot traffic that hinders your progress.

- 1 Target = 100 Meks
- 1 innocent = -5 Meks
- 20 innocents = -100 Meks.







You will not be penalised or rewarded with Meks for destroying a rival cop (indicated by a yellow arrow) although this can be a good way of getting weapons, as they will drop all weapons that they were carrying for you to pick up. Sometimes rivals can be a real nuisance as they will also attempt to kill targets, kill other rivals (e.g. you), and pick up any pickups dropped. However, if a rival has just taken a bunch of pickups, destroying him will make him drop them all again.

There are static missile launchers in offroad areas throughout the world. They are there to hinder your progress and become progressively more dangerous throughout the game. Destroying them is difficult, although there is a knack that can be learned. For instance, if the launcher is not moving and you are within firing range, it cannot 'see' you and can be destroyed at your leisure. The best weapon to destroy them with is the 'spreadfire' as it generates such a wide burst. When a launcher is destroyed it only drops a single pick-up, of random type.

### Pick-up crates

There are pick-up crates hidden throughout the game containing a variety of front and rear weapons. As each crate can only be opened once, sometimes it is best to leave them if you have a lot of weapons, and return later when you require new weapons. (Note that you can not hold



more than five front and five rear weapons, even though more weapon types do exist in the game).

When a zone is completed a white arrow appears to guide you to the open gate. Instead of going straight to the new zone, you could explore the completed zone to find pick up crates. As there is no longer a time limit (it is only in effect when there are no targets) you can do this at your leisure.

### Mastery of weapons

Become familiar with selection of front weapons (default, Y button) and rear weapons (default, X) buttons to obtain the appropriate weapon.

Some weapons are better suited for some situations. For instance, if your target has the blue 'spread' mines, don't use the seeker missiles as the target will protect himself with the mines.

Using the machine gun 'cuts through' mines and is therefore the best choice. Seeker missiles are excellent if you can't get a good 'lock' on your target but he is still nearby. Remember, when firing missiles it's 'quality' not quantity. This is because each vehicle (including your own) has a 'grace time' after which he takes a hit, during which time no further damage

can be taken. For targets this is about half a second. One good clean hit with a missile is as good as a clumsy barrage and you save your ammo.

Targets will attempt to evade your missiles by steering. This means that a missile aimed from directly behind, when the target has time and space to move, will almost certainly not connect.

However, it may force the target 'off road' where he may become trapped and more easily destroyed. The most effective location to attack a target on is from side on. It's much harder for him to evade your shots.

If you can't reach a target don't worry. Provided you have the time, let him escape (either stop moving, or move in the opposite direction) and you'll get a new target to chase. Note that later in the game you are confronted with more than one target at a time. Don't be overwhelmed, just pick one and go for that.

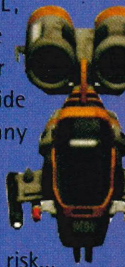


The Crimewave team and writers of this guide. From left to right: David Banner (artist), Jim Blackler (programmer), Joe Groombridge (artist). Not in this photo: Lord Lucan (alleged nanny-basher), Elvis (singer).

### Crimewave cheat

Here's the first of three cheats for *Crimewave* – we'll release the other two over the next few months.

At any time during *Crimewave* (including the demo), hold down the 'L', 'X' and 'Y' keys to turn the entire display anti-clockwise by 90 degrees. Now rotate your monitor 90 degrees clockwise (do this at your own risk – Eidos accepts no responsibility for damage) and you can play the game in "arcade style" tall view – with an increased view of the road. The two player game has a friendlier sized screen for each player like this. Pressing 'L', 'Y', and 'B' returns the view to normal. Neither Eidos Interactive or Rapide Publishing take any responsibility for any damage that may occur from usage of this cheat – you use it at your own risk...







# TOTAL SATURN

## Mini Tips

There's nowt as strange as folk, which might go some way to explaining the strange requests we received this month. Still, you can all but ask! Tips enquiries (mad or otherwise) should be send to **TOTAL SATURN Mini Tips, Rapide Publishing, 14A Union Street, Newton Abbot, Devon TQ12 2JS.**

### Night Warriors

A few Morbid Moves for some of the characters. We'll print a more complete guide next issue...

#### Anakaris

Mummy Wrapper – D, DF, F and Punch  
Royal Judgment (air move) – D, DF, F and Punch  
Coffin Fall – Hold Punch and Kick

#### Bishammon

Snap Sword – B, BD, D, DF, F and all three Kick buttons  
Seal of Death (air move) – U, UF, F, DF, D and Punch  
The Bushindo Crush – F, DF, D, DB and all Punch buttons

#### Demitri

Chaos Flare – D, DF, F and Punch  
Demon Cradle – F, D, DF and Punch  
Bat Spin – D, DB, B and Kick

### Worldwide Soccer

#### Flag Waving

Not the greatest, or most helpful of cheats, but amusing all the same. After selecting your teams at the Flag Vs Flag screen, press and hold L and R. Now, by moving the D-pad, you can wave those flags about to your heart's content.



### Black Fire

#### Level Skip

For this nifty little cheat, go to the title screen and whilst the words 'press start button' are flashing, press and hold C, then B, then A, then press Up and hold L. Now release A, then C, then L and lastly Up. A voice will now say 'black hole engaged' to confirm the cheat has been activated. If you don't hear these words, then you've probably entered the cheat incorrectly – getting the correct order is extremely important. With the black hole engaged, when you start a game simply press and hold A, B, C, Up and L to skip one level forward. Or, alternatively, press and hold X, Y, Z, Up and L to go back a level.



#### FMV Treasures

To see all the FMV, press Start and enter Z, A, Z, A, B, A, B, Y, C, A, C, A on the title screen.



#### Refuel & Reload

At the Press Start screen press L, A, Z, Y, A, Down and Down. Now, whenever you need more fuel, or ammo, just press Start.

#### Invincible Code

Life a little tough for you? Then at the Press Start screen hold down A, B, and C, before releasing them (C first, then B and, finally A). Release B, release A. Then press B, A, B, Y, press and hold X, press and hold Up, press and hold Down, release X, Release Down. If done correctly you should hear the phrase 'You are on the Wrong Team.'





## VF Kids

### Wireframe Mode

Hold L while selecting a fighter and don't release it until the match begins

### Play as Dural

In Character Select highlight Akira and press Down, Up, Right, A+Left



### See a Fish in Dural's Head

After you enter in the code to select Dural, press and hold C when you choose between Normal and Kids Modes.

### Select Camera angles in watch mode

Press X when a match begins, then use any button to switch angles

## Virtua Fighter 2

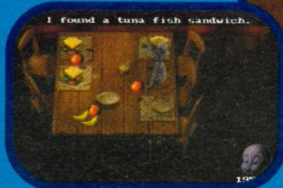
### Play as Dural

At the character select screen, simply press Down, Up, Right, A and Left to get this character.

## Casper

### Defeating the Ghosts:

- 1: Fatso near kitchen (Feed him hamburgers)
- 2: Stinky (spray perfume on him)
- 3: Stretch (use glue)



- 4: Fatso in bathtub (use camera)
- 5: General Fatso (use wind up key then hammer the tanks)
- 6: Farmer Stinky (use hammer and chisel to carve the stone in Casper's Image)
- 7: Graveyard Stretch (Use twister morph to lure him into grave dig site)

## Bubble Bobble

### Diamond Deluxe

Make it to the 20th stage without dying and instead of a ribbon or sneakers, you will see a special gate. Enter it and receive a multitude of 10,000 Point Diamonds!



## Alien Trilogy

### Unlimited Bullets from Super

In option mode enter password 'FILLMYPOCKITS'

### Select Stage From Super

In option mode enter password 'FLYTO??' (?? being a stage number from 00-34)



## Bust a Move 2

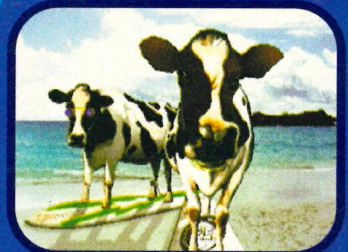
### Bubble Bobble Backgrounds

If you input the code X, Left, Right, X at the title screen, you will play on *Bubble Bobble*-esque backgrounds. You'll know it has worked when a little guy appears in the bottom right corner.

## Earthworm Jim 2

### Level Pass codes

- Level 2: gun - energy - blue gun - sandwich - can worms
- Level 3: bubblegun - sandwich - sandwich - bubble gun - energy
- Level 4: 3 gun - gun - missile gun - 3 gun - blue gun
- Level 5: energy - bubble gun - bullet - can worms - Jim
- Level 6: bullet - sandwich - gun - Jim - gun
- Level 7: missile gun - blue gun - bubble gun - bullet - sandwich
- Level 8: blue gun - can worms - bullet - missile gun - Jim
- Level 9: bullet - gun - missile gun - bullet - Jim
- Level 10: sandwich - gun - Jim - blue gun - blue gun
- Level 11: 3 gun - bullet - bubble gun - energy - bubble gun
- Level 12: missile gun - energy - bullet - energy - energy







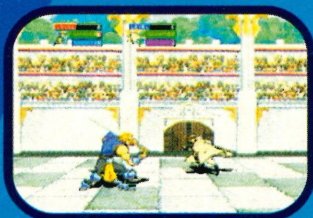
## Guardian Heroes

### 98 continues

Set the game on easy and allow yourself to be killed after you have jumped out of the starting room. Then choose Give Up. Now go to options, set the difficulty on Hard and begin Story Mode again. When you die you should have 98 continues left.

### 99 continues

First set the game on easy, then keep scrolling through the text until you can fight. When you're fighting, just push A+B+C+Start.



## Nights into Dreams

This game is all about points — it's easy enough to complete a level but to achieve top grades is a lot trickier. We've put together a few tips to help you get top marks every time.

### Splash Garden Level.

Pass the Ideya Palace several times to get the blue chips to reappear. When your viewpoint changes, fly through the rings to collect links, looking out for the blue spheres which try to shoot you. Underwater, use A, B or C to get a boost to fight the current and break the cages.

### Frozen Bell

Look above the railway track with yellow and green bumpers; there are plenty of goodies to collect. Hit the blocks repeatedly to gain big bonuses. On the fourth section, ride the toboggan ride a couple of times to learn the best possible route to collect all those blue chip spheres, stars and bonuses.

To defeat the first boss, Puffy, grab him and swing him around, aiming him at one of the walls with gaps in, before pressing fire to release him. With the second boss, knock the burning mice off before they can hit you, or you'll lose five seconds each time.

### Spring Valley

Look out for areas with whirling leaves, then do a twister spin there to collect blue chips. Use the bumpers again for maximum bonuses. Investigate the greenery at the top of the level, one level is accessible now and is full of chips and stars.

To defeat the third boss, Gulpo the fish, find the fish outside his lair that appears to line up with him, then twister into the fish. Repeat till he gives up...

## The Horde

### Game Codes

The following codes should be entered after pressing Pause, while you are playing.

Reveal the map: left, A, up, down, B, A, A, B.

Unlimited continues: A, down, right, A, down.

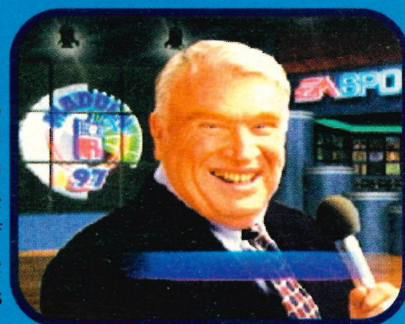
Watch all the FMV: right, A, left, left, A, up, B.

All items available: B, right, A, left, left, down, right, A, A, left.

## Madden '97

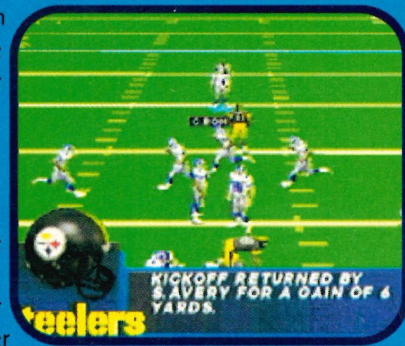
### Secret Teams

At the Select Team screen, hold Z and press X. This will do a random select. If you do this enough times, some secret teams will appear. If you are having trouble making the secret teams obtainable, try highlighting the 82 Dolphins or a team nearby. Your chances of the code working are far greater this way.



### Secret Teams - Alternative Method

Secret Teams — Alternative Method  
After starting a game, enter Tiburon as a user/player name to gain access to all the secret teams.



### Create Player Tip

After you give a player his name, height, weight, etc, go to the attributes screen; the number of points are not usually sufficient to make a good player. To remedy this, exit that screen, go to the position and move it one space right or left, then move it back and press C. This can be repeated until you get a satisfactory number of points.



### View FMV

To view all the FMV, hold Right Shift while the game is booting. A video player will appear, which you can use to view all of the movie clips.

### Additional Codes

Level Warp: Down, A, Left, Left, Down, A, A, Right

Maximum Loot: Left, A, A, B, Left, A, Right, Down.

Play after Village is Destroyed: A, Down, Down, Right, A, Down

Double Speed: B, Right, A, B

Invulnerability: B, Up, Right, Down, A, Down, A, Right





## X-Men Children of the Atom

### Quick Continue

To get back into the game more quickly, to continue hold L or R while pressing Start. This will let you continue with the same fighter in roughly one second (instead of five). If you do this during VS Mode, you'll still be able to select a fighter.



### Play as Akuma

A dimensional rift has brought Akuma to the X-Men. If you'd like to play with this classic character, here's what to do:

### For Player One

Stop your pointer on 'Spiral', then move your pointer to the following characters in order: Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samurai. Wait 1 second and press Weak Kick, Fierce Punch and Fierce Kick.

### For Player Two

Stop your pointer on Storm, then move your pointer to the following characters in order: Cyclops, Colossus, Iceman, Sentinel (turn left to go to this character), Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral. Wait one second and press Weak Kick + Fierce Punch + Fierce Kick. After performing this trick once, hold L + R + X + Y + Z and press Start on the continue screen and Akuma's name will appear on the list.



### Play as Juggernaut

To play as the unstoppable Juggernaut, activate the 'Play as Akuma in two-player VS Mode'. When you see the Character Select screen, tap Up-Left twice if you have the Japanese version, or three times for the US release.

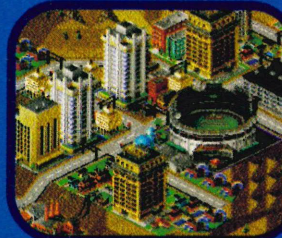


## Sim City 2000

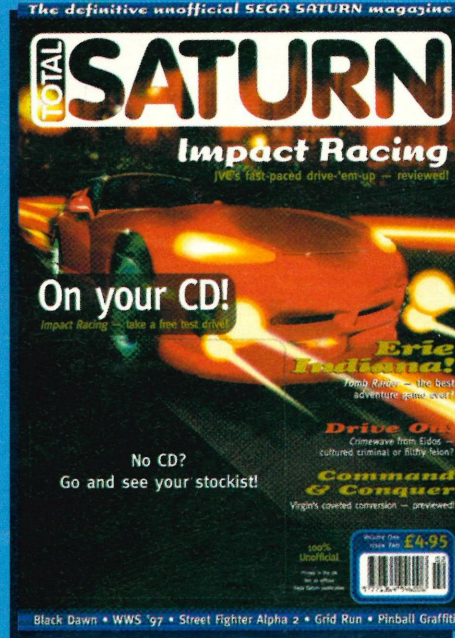
### Slot Machine

The slot machine cheat is complicated and random, but it could be worthwhile and it is definitely novel. To set it up, do the following:

- 1: Place a marina and power it.
  - 2: Go to Budget/City Ordinances.
  - 3: Turn on Legalised Gambling.
  - 4: Highlight the sailboat and press the Left Shift button.
  - 5: If the previous steps are completed correctly, there is a 25% chance that a slot machine will appear.
- Each play of the slot machine costs \$10. What you win depends on whether or not you have Disasters on.
- If you have Disasters on, you could win:
- A 95% chance of winning money (5% of your total current funds) or a 5% chance of losing that much.
  - Random destruction of property — the game chooses a random spot on the map and blows up whatever is there.
  - Renewal — all rubble in the city is replaced with trees.
  - Random fire — starts a fire.
  - Power plant renewal — the oldest power plant in the city has its age set back to zero.
  - Mixed bag — if a fire is currently burning in the city, it will be put out and replaced with a flood.
  - Tornado — starts a tornado.
  - Mystery — The remaining two wins are surprises.
- If you have Disasters off, you could win:
- A 95% chance of winning money (1% of your total current funds) or a 5% chance of losing that much.
  - Renewal — all rubble in the city is replaced with trees.
  - Power plant renewal — the oldest power plant in the city has its age set back to zero.







# Back Issues

Missed issue one and two? Don't worry — we've considered the possibility that a few of you out there could have been foolish enough to make such a mistake. For the paltry sum of £5.95 you can own our inaugural issue, complete with its excellent cover CD featuring *Actua Golf*, *Euro '96* and *Loaded*.

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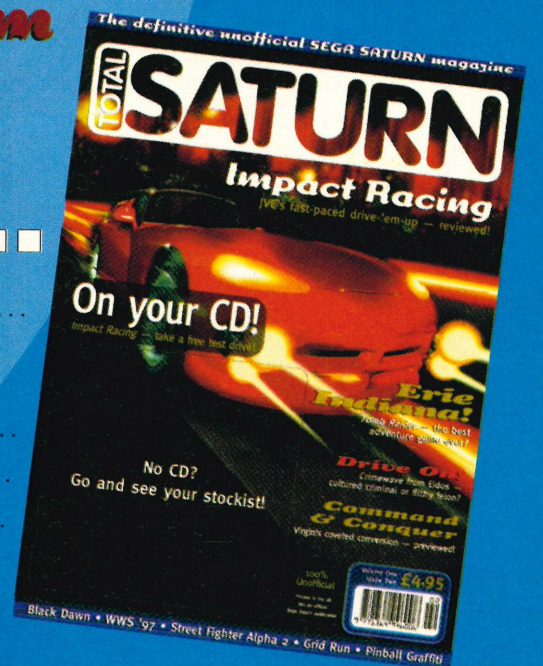
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TOTAL SATURN: ISSN 1364 9469

Thanks to: Steve of Eidos for sweating blood for us this issue. We would offer you a beer, Steve, but a brewery would probably be a more appropriate offering. Cheers and whistles also go out to Nathan at Ocean, Mark at Sega and Steve Leigh at Gremlin. CELEBRITY PR RUCK SPECIAL: In getting soundbites for two previews this month, we started a PR catfight of epic proportions. Doug Johns of Virgin made a boast on a fax about a certain aspect of his physique. When Alison Grant from Interplay heard about this, she unwisely cast aspersions on his bold statement. In a shocking retort, Doug uttered unkind words about a part of Alison's anatomy. She bit back with 'He can dream about it', to which Doug retorted 'I'd call it more of a nightmare'. Alison - having to get the last word in on account of being female and all that - finally added 'I couldn't have said it better myself'. Editor James at this point commented that this was a very self-depreciative statement, to which she snapped 'I meant the other way. Oops. So no Interplay reviews next month, then?

# Next Month

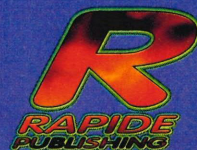
Christmas. Well, it's great, isn't it? You get loads of loot off family - some of which you don't actually speak to at any **other time of the year** - and you get to gorge yourself. What's more, there's time off work, school or college **in order to play games.**

Recreation is encouraged to the point that even people on the dole are allowed to play titles like *Fighting Vipers* without friends, family and Job Centres moaning at them... and, being the **work-shy fops that most journalists are**, we certainly know about *that*. What more could a console owner ask for? If the answer's for the next issue of TOTAL SATURN to be an 84-page extravaganza with a packed cover-disc, **this could well be an Xmas to relish.**

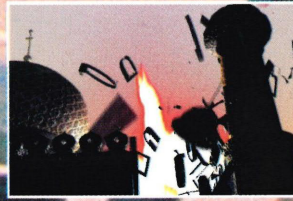
Boy, if only we could tell you what's going in our next issue. Trouble is, it's so secret and exclusive **that we haven't even told ourselves yet!** Finally, we're going to end on a sour note. We know that we're writing this at the end of November, but where are our Xmas cards, you bounders? Ah, well...

**Happy Christmas!**

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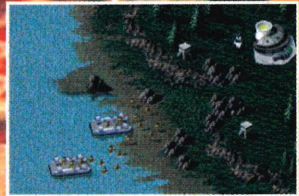




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