LEGEND OF THOR

STREET FIGHTER ALPHA
The beat ‘em up legend returns!

PANZER DRAGOON 2
Blasts into your home—full details inside!

PLUS! SEGA RALLY SECRETS SHELLSHOCK D NFL ‘96 DARKSTALKERS 2 WING ARMS WWF WRESTLEMANIA
Can you make split second decisions?

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One of the jets displayed on your radar screen is an RAF Tornado interceptor. Should it identify, engage or destroy its target? It's your call.

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Panzer Dragoon II

1996...

year of the

Dragoon!
SHOWCASES

**DARIUS**

Darius? Sorry, did you say Darius? Oh okay, Yeah, Darius is Saturn bound, and is currently going through a playtesting procedure before it’s released to a UK audience. We put the game through its paces and explain why it’s still a brilliant shoot ’em up even after all these years.

**SEGA RALLY SECRETS/INTERVIEW**

Last month we gave Virtua Cop the tipping treatment, and this month Sega Rally gets a thorough going over. Discover how to get the Stratos car—mirror mode, the secret track—the many many more secrets, plus an interview with guru AMJ—who reveal their thoughts on the complete version of Sega Rally.

**D’S DINER**

Released over three months ago in Japan, the English version of D has finally been completed, and Luckily, is away bit as macabra as its Japanese counterpart. A well-respected doctor has killed several of his outpatients at the local hospital, and his daughter is left to unravel the mystery that he leaves behind. What could have driven him to such atrocities and why does Laura keep spinning out in psychedelic trances?

**DARK STALKERS/STREET FIGHTER ALPHA**

Capcom have a whole host of games lined up for release in ’96, and in addition to X-Men: Children of the Atom, thara’s both Streetfighter Alpha and Darkstalkers 2—all shaping up to be top-notch titles. We take a look at the pre-release versions of these games and shed some light as to what you can expect from the finished versions.

**FEATURE**

What do you think of Sega’s TV ads this year? Did you like the ancient Pirata TV ads more, or were they just meaningless drivel? What about ads from different countries such as the US and Japan? Would you prefer them? Well, here’s the chance to choose as we give you the chance to see every last one of ‘em in this global village-type feature thing.
Put away those suicide notes. Tell the Queen to stop blubbing. Sonic is back!

The irrefutable proof comes in the shape of a new coin-op that Sega's AM2 have started work on, but the surprising thing is that it's a beat 'em up!

Still in the very early stages of programming, the coin-op is due for release in the summer, with a Saturn release a few months after that.

Most of the original Sonic team are responsible for the project, and Head developer Yu Suzuki has also been drafted in to help the team. In a recent interview in the Japanese Sega Saturn Magazine, producer of Sonic 1, 2 and 3, Mr Naka admitted, "I couldn't think of Sonic as a fighting game and was worried whether he could really fight with his short hands and big head. But Mr Yu encouraged me "We have made a number of Sonic works and the sprite we have used 256 patterns of animation. I was amazed at how smoothly Sonic moves. We were delighted. At the early development stage, I felt that if my impression was so good, and Mr Yu was happy, then we need have no more worries".

Mr Oshima added, "Sonic is an extremely simple design, but this makes it very difficult. Even many professional illustrators couldn't get it right. So when I saw Sonic moving, I was really thrilled. I feel that the punches and kicks are very well done - they look realistic."

Although AM2 haven't decided exactly which characters will go into the final game, Sonic and Tails will both appear, and there will be one or two new characters to discover too. In Mr Naka's own words, "I wanted the Sonic world to expand - that's why I made this particular request. Originally, there were many designs for Sonic himself, Oshima as Sonic, Yamaguchi as Tails, Yuda as Knuckles, etc."

"At present we have the best staff and are working on the best action game, though you may not quite understand this!"

Incidentally, you can find more screenshots of this title in our coin-operated section on page 16.

**STRANGER TO THE TOP OF THE CLASS!**

Mr. Hickman, Editor

A Saturn Sonic project has also been undertaken, with Mr Oshima (the creator of the original Sonic the Hedgehog) heading the development team. The final game will be released under the name Team Sonic, and could be based around the original game, but with updated graphics and a 3D perspective. Mr Oshima commented, "We hope to surprise you again as with the first Sonic. We feel it will be effective, so you can look forward to something good!"
UK GETS BEST RALLY CONVERSION

In the past, Sega Europe have been somewhat guilty of bringing conversions of games to the UK that weren't quite up to scratch. Daytona USA was a perfect example. But, in recent months, things have taken a turn for the better. It seems only 100% perfect conversions will do from now on, and this is more than evident in the conversions of both Virtua Cop and Virtua Fighter 2. But, what's even better is that UK Saturn owners have been treated to the very best Rally conversion, as a result of waiting a few extra weeks after Christmas to receive the title. Yep, while US owners have the finished but not quite version on sale, UK and Japanese owners have been treated to the final souped-up version of the game. What exactly does all this mean? Well, here's a quick rundown...

The hairpin bend at the forest track is pretty impressive on the US version of Rally, but, look! There's just no detail outside of the track...

...However, on the UK and Japanese versions of the game, there's a whole new mountain that appears before you!

Like to Move It!

When questioned over the actual movements of the characters (in the Saturn title), Mr Naka was also confident for the final results. "The poses are already terrific and almost all the people involved with Sonic so far are lined up so I think I could show you some graphics which you wouldn't believe possible on the Saturn" Mr Suzuki added "That's good to hear!"

With any luck, we'll be able to bring you more news of this game next month, when more fine details have been set.

This is Mr Naka, the producer of Sonic. He is highly regarded that the new Team Sonic project is nicknamed "Nikas" in his honour.

And this is Mr Ohshin, the original designer of Sonic the Hedgehog. He's also working on the new Team Sonic title.

Yu Suzuki (I'm involved in Team Sonic's Saturn game, and have been drafted in to oversee AM2's end-of-life.

Take a look at the beginning of the Forest track. Lots of people just standing around, oh?

Not so in the UK versions. Look, there's a funny guy standing there who just jumps up and down, waving his arms around.

What about the car, then? Surely that's the same?

...Well, for all intents and purposes, it is. But the UK car features different decoration - it has a badge on the bonnet. What does this mean?

And don't forget your ghost mode configuration screen. What? Surely there's enough options here to keep every Rally fan happy?

Well! We've finished yet! Look at the UK replay mode. Yeah sure, it's pretty amusing, isn't it?

...Well, it's okay, we suppose. However, it doesn't really compare to the UK version which features a replay from both in and out of the car, pick a variety of camera angles. Great!

Sure, this doesn't affect the gameplay at all, but it's nice to know that UK owners have received something extra for a change. The speech in Rally is also different in many places - the commentary at the beginning of each track features better quality speech. But, who cares about that! And in between replays there's even more cheesy voiceovers. Double great!
BUG! 2

After his debut sojourn onto the Saturn, Bug! is back in a sequel currently under development in America. The original Bug! was damn tough and by all accounts the sequel is too. The developers have stuck very closely to the familiar Bug! formula although obviously the puzzles will vary and the game will be polished up a bit. We'll keep you posted on the progress of Bug! 2 so expected to see some in-depth coverage on this title in the near future.

VIRTUA FIGHTER 3 UPDATE

No pictures from the 50% complete Virtua Fighter 3 have been released to the press yet, but Yu Suzuki is very confident that people will be absolutely amazed at the first pictures, which should be unveiled to the Japanese press within the next month. However, it was revealed that in Virtua Fighter 3, the stories for each character will be altered a great deal and Dural may appear in a completely different form. The tournament will possibly be set some years later than in Virtua Fighter and VF2, although some of the characters will have been "saved". More next month.

ROLLING START!

Wondering how on earth Johnathan Bell managed to get his excellent time on the expert track of Daytona? Well, we were pretty amazed too, but unfortunately due to the quality of the video he sent in, we can't take pictures from his original game. Instead we've decided to re-create the race ourselves by taking the exact same route as Johnathan did. And if you're thinking of trying the route yourself, here's his exact path for you to have a gander at too (beginner and advanced tracks will be shown next month).

Heroic Patience

You're probably wondering what's going on with Guardian Heroes since our Showcase in the last issue. This excellent beat 'em up adventure is due out in January in Japan but it's going to take a bit longer to arrive here because all of the text has to be translated, a task which is actually quite a complicated and laborious process. At the moment it looks like it will be released around Easter, but you can rest assured we'll have the first review in next month's issue.
ON THE MOVE!

A new version of the Saturn went on sale in the early part of December in Japan. Created in conjunction with Hitachi, the "Game and Navi Hi-Saturn" is a smaller Saturn with a car navigation function. Standard software from car navigation companies in Japan can be used with the system and the machine is expected to be a great success. No plans for a UK release, but then that's not surprising really, is it?

PANZER DRAGOON 2

With this game as our cover story and a lengthy Showcase in this issue (pages 30 - 37) there's basically only one thing left that you'll want to know about Panzer Dragoon 2 and that's when it's going to be released. There's no specific date as yet, but Sega have informed us that it's going to be in the shops by May. Okay?

IT'S NICE TO INQUIRE!

Flicking through this issue you may come to wonder what it is we do when we're not busy working our way through the complexities of the latest game or typing furiously at our keyboards. The answer for the most part is take phone calls from readers desperately stuck on a game. There they are, blubbing away, the sound of crockery breaking in the background, begging for us to help them out. And if only we could, but if we spent all our time doing that then this illustrous magazine of ours would never get written. But there is light at the end of the proverbial tunnel. Now that Sega are all happily settled in to their new offices they've finally got round to setting up a hotline. So, if you've got any problems with one of your Saturn favourites give them a call on 0891-78710. Ahhh, peace at last!

Virtua Death

Expect to see one of those 'corruptors of the young' storms heading this way soon. Why? Because in America (where else?) John Lin, a business student, shot his wife's divorce lawyer dead, injured a police officer in the process and then shot himself. The reason? Well, apparently Lin was a regular at a Boston arcade where he was a big fan of Virtua Cop. Police found hundreds of arcade tokens in his car as proof of the fact that he was addicted to the game, and they claim that his gameplaying expertise had much to do with his formidable aims. Criminologist James Fox, commenting on the probity of desanitisation said, "Shooters people can become very similar to shooting objects in a game". Oh dear. In the desperate struggle to apportion blame, it looks like the fundamentals are yet again likely to be lost beneath a welter of high moralising and apocalyptic finger pointing. Our bet is that the divorce probably had something to do with it. Or even that John Lin had a decidedly slender grip on reality. A far fetched hypothesis maybe, but then we're no detectives. As far Sega, how does the saying go, 'any publicity is good publicity'?

MANGA HITS CD!

Manga have long been at the forefront of Japanese cartoons and their video's sell unbelievably well, especially classics like Akira and Street Fighter II. Now, in keeping with their close relations to the video game market, Manga have released a range of titles on to CD so you can play it on your Saturn. Although there isn't the same number of titles available as there is currently on video, Manga plan to convert them all to CD, so you can rack them up next to your games!
RELEASE DATES

FEBRUARY: X-MEN: CHILDREN OF THE ATOM, WING ARMS, CYBERIA, TOHSHIN DEN 5, JOHNNY BAZOOKA TONE, WORLD CUP GOLF, VIRTUAL GOLF, FI LIVE INFORMATION, MYSTARIA, GALACTIC ATTACK, TRUE PIN BALL.

MARCH: BAKU BAKU ANIMAL, D, CASPER THE FRIENDLY GHOST, GUARDIAN HEROES, DARIUS, NFL QUARTERBACK CLUB.

G BOCKER GLORY!

Saturn link-up games are on the way! Currently in development is a 3D shoot 'em up strangely named "G Bocker". We've no idea why exactly, but the game looks pretty good anyway and is due for an early February release in Japan. There's not much information on the title at the moment, but the programmers were adamant that the game would not be a Doom copycat, and would feature some very novel, cutesy gameplay. This is the first ever game that will use the link-up cable and although there's been no word on a UK signing, it's almost certain that someone will snap it up for release over here. Anyway, here's a few screenshots - expect an update next month.

THOR'T YOU MIGHT FIND ME HERE

Looking for our expert showcase on the Legend of Thor? Well, we have a little confession to make. You see, at the last minute, things didn't quite go to plan, and the game wasn't sent from Japan in time to get into the mag. But, by then the cover had already been sent to be printed. So er... sorry about that. We had hoped to get an extended news story on the game instead, but it seems programmers, Anciant, are being somewhat cagey about letting the public see their development plans. We will however be featuring it next month. So you see, it's not our fault really, honest.

The Bomberman Cometh!

Bomberman, that cult classic of a character, is due to make his debut on the Saturn. For those of you who aren't familiar with the Bomberman series (he predominantly appeared on a Nintendo console), it involves solving puzzles at furious speed and destroying enemies out to thwart you. How do you do this? By detonating a whole range of bombs of course! Expect more news on this soon!

To CD or not to CD?

After the phenomenal response we had to our cover-mounted CD in the January issue, many of you have asked if this will be a regular feature in the future. The answer is yes, although this doesn't mean every month instead we intend to release a CD of the same standard as our last every three months or thereabouts. This means that you're not paying an extortionate price every month for a demo that might be decidedly shabby. Make no mistake though, when we have a CD on the cover we mean business, so expect to see a collection of playable demos from the very best and very latest releases. Oh yes!
Theme Park, the classic management game from Bullfrog, is now available for your Saturn, and it's better than ever. Compete with 19 other power freaks to build the world's best theme park, and make a packet of cash on the side. Gasp! As your customers defy death on 25 pant-wettingly cool rides, including the option to design 5 of your own. Cackle! As they spend vast sums of money in your 15 different shops and restaurants. Laugh! When they're violently sick as they try to eat a hamburger on the 360° rollercoaster. Here a variety of people in silly costumes, then fire them just for the hell of it! Yep, it's japes aplenty in the world of the funfair, so why not come along for the ride?
In Development

Once again, we bring you our amazing in development section, featuring the excellent Magic Carpet, Virtua Fighter 2 portrait disks (which sadly won't make their way over to the UK) as well as Gundam, Congo, and loads more assorted tat that won't see the light of day in Blighty. Nope, not ever. Sad really, isn’t it?

Magic Carpet

Bullfrog have always been associated with high quality games, and so far, both of their efforts on the Saturn (Theme Park and Hi-Octane) have been of pretty high quality, and it seems as though Magic Carpet could be their best release yet.

Developed in sunny Guildford, the Saturn version is a port from the original PC title. Although there’s loads more levels than were found in the PC title, Magic Carpet was one of Bullfrog’s most successful games of last year and in true Bullfrog style the actual game mechanics are pretty innovative. Although on the surface this may seem like an ordinary shoot em up, once played, you’ll discover that it’s very different from anything you’ll have seen before!

The object of the game is to build castles up from nothing in your wizard mansion type thing in the sky. To do this, you’ll need to collect mana by shooting monsters and gaining spells. Once you’ve built your castle, other wizards will appear out of nowhere and attempt to destroy it. You’ll have to try and destroy their castles too. As the levels progress, the rate of explosions and frantic whizzing about increases and makes for a brilliant adrenalin-inducing experience. There’s been many rumours as to whether this game will have a link-up facility, but at the moment, it still hasn’t been confirmed whether Bullfrog will incorporate this into the final game. However, they certainly believe that they’re capable of producing it – they’re merely waiting for the development hardware to arrive from Sega of Japan. However, whether the game is link up or not there will still be a two player mode and it’s this mode that’s likely to be the most exciting when the game is released around Easter time.

A swarm of malevolent bees approach. Magic Carpet is filled with loads of the freakiest creatures you’re likely to see. In fact fellow aesthetes, it all looks a bit like a Gaal painting!

You can launch balloons that disappear into the desert in search of mana. The more mana you collect the more powerful you become making your castle in the sand grow and grow!
Remember that obscure World War game that let you blow the living daylight out of the French? No? Well, it's not surprising - although it was a fairly big hit in Japan, it was never released over here, probably because the market for strategy titles is somewhat obscure. Still, this sequel is loads better than the first title, and although Sega haven't confirmed a UK release, there's no doubt that it would do fairly well over here in small numbers. But, it seems a UK release is not on the cards, as too many of the bomb-the-hell out of France graphics would have to be changed.

Ah well. Still, it's no doubt that if you're into strategy type games, this is probably one of the best you could hope to come across and for this sequel there's the addition of more campaigns (ones from the real world war you know) where you get your own unique chance to change the history of the Second World War. Which is one reason why it's probably so popular in Japan. As for the rest of the game, it's quite difficult to tell exactly what's going on as there's so much Japanese text it makes playing the game quite difficult. But if you're a particularly ardent strategy fan we're sure you'll be able to work it out.

You like them. We like them. God dammit, everyone likes them. But Sega UK won’t be releasing the CG portrait disks over here. Why not? Well, there's no real reason why, but it's probably down to the fact that UK gamers just aren't as fanatical about our games as the Japanese, and they'll buy almost anything as long as it's endorsed with their favourite game characters. Still, it has to be said that these portrait disks are an amusing, if slightly useless addition to any gamer's collection.

This month sees the addition of Pai Lau, Wolf and Akira to the collection (two characters are released on CD every month) and sees the characters in a number of rather decadent and sometimes (in the case of the girls) compromising positions displaying their decadent affluent lifestyles.

Anyway, as we said: these disks aren't much use really but they are quite nice to look at, and it would be great if Sega decided to give it away free to all registered Saturn owners wouldn't it (please)?
This wasn’t exactly the hit the creators thought it would be – after the success of Jurassic Park, movie creators thought that original author Michael Crichton had the midas touch when it came to Hollywood blockbusters but alas, Congo was a bit of a flop when it was released many months ago into British cinemas.

However, by that time, developers had already started work on the Saturn version, and although it’s unlikely to see the light of day over here, this is due to be released in the States within a couple of months.

The game action is pretty predictable stuff – armed with a gun and little else, the brave explorers must track down all the nasty beastsies that inhabit the jungle while also discovering the mystery behind the intelligent apes. Sort of like Doom, but out in the open. Anyway as we said it’s very unlikely that this will be released over here because the film didn’t do too well and no one’s interested in it anymore, but the final version may just well turn out to be better than everyone expected. Look out for more news on this one next month.

Now, before you go groaning off to play a real football game, hold your horses. While Sega’s original Victory Goal may not have been the true football experience that Saturn owners were after, they’re certainly not going to leave their footballing efforts at that. Oh no. They’re going to do Victory Goal International, and unleash that upon the world. Then, when everyone’s sick of that (luckily this won’t see the light of day in the UK) they’re going to turn every- thing on its head and create a football game that’s really good.

No it’s completely true despite what you may be thinking. The developers in Japan have learned their lesson and had their hands slapped a thousand times over for producing a sub-standard kickabout and have vowed never to make the same mistake again. So, as a result Victory Goal 2 will be completely different from the original game. Gone are all the dim witted players of the past, and in are new super intelligent players with lightning feet and super fast moves. The graphics are also much different from the original title this time all the players have been given the digitised treatment and there’s loads more zooming about action than before.

Luckily this isn’t one of those in development games that will never appear here in the UK – it’s actually already down on Sega UK’s release schedule. However, the development bods haven’t decided which month it will be released. We’ll keep you posted though – it’s sure to appear within the next couple of months.

Race games are big at the moment. Maybe that’s because they’re the best way to show off the power and speed of your new 32-bit machine. Who knows.

We don’t really care. All we know is that there’s quite a few of them. And JVC in Japan are ready to enter the fray with Wangan Dead Heat. But how are they going to separate their effort from amazing productions like Rally? Well, Wangan equips you with a real-life navigator to guide you around the tracks. It doesn’t matter that there’s only one route through the race and that your navigator doesn’t ever say anything, because she’s actually just some bint in a bikini! Yes, show this game to your dad and you’re sure to get a Saturn for your birthday once he claps his eyes on the FAV “beauties” on offer. The sad man. Hopefully this disgrace will never see the light of day in the UK. If it does we’ll be the first round to JVC’s offices to kill everyone we see.
If there's one thing the Japanese like, (apart from cartoon porn), it's sword 'n' sorcery RPG's. Good on 'em we say - RPG's are great. And the Saturn, despite its plethora of lovely-looking adventure games, is thin in the thatch where proper elves and dungeons and start points games are concerned.

Which is why Sega Europe are looking into the possibility of translating and releasing Dragon Force, a Shining Force-esque swashbuckling adventure featuring lots of magical characters and epic questing. It's certainly detailed with hundreds of activity menus and options and things to fiddle about with in game. But not being masters of Far Eastern lingo we were not sure if the plot's any good yet.

Hopefully we'll get the chance to review an English version of this as it'd be nice to see something of this ilk bolster the Saturn software rep.

Leaves of Japanese text that we can't understand! Just what we like to see in a complicated strategy game.

Gundams

Japanese people like their giant robot suits. In fact, it's easy to believe that, given the option, they'd all run around in giant robot suits in real life, fighting each other and destroying cities. But there's no need for them to resort to that kind of behaviour so long as A) no-one invents giant robot suits, and B) there are games such as this new Gundam title available to sate their cybernetic oil-lust. Gundam is, much like other examples of this genre, a scrolling shoot/beat 'em up which pits your little Gundam (who's still bigger than a house) against some other Gundams, on land, and even flying through space.

Basically Gundam's chances of UK release are somewhat diminished by looking exactly like a SNES game. And not even a good one. One of those hideously boring imported small-time licenses by a third-rate software house you'd never heard of. And it seems in its albeit unfinished state absolute cack.

Augusta Golf

Everyone knows that golf is the Devil's sport, and must be eradicated. Everyone except golf players and, these days, video games fans. For golf games, no matter how crap they are, always seem to sell like hot cakes over here. Although, that said, the UK hot cake market is experiencing something of a slump at the moment. Anyway, just what the world needs - another golf game - may hit these shores some time in the future. It's called Augusta Masters Golf, and it's based on the engine for Pebble Beach Golf. In fact, who do we think we're kidding, it is Pebble Beach Golf, but with a different course. The same dodgy animation for your bloke and his boiler-suited caddy, the same gameplay, but new scenery. This may or may not be good news to you, depending upon your opinion of the original, but just to ease your mind and nerves, we'll just like to tell you that it's never ever coming out officially over here. So tough bits if you did like Pebble Beach.
Rather than concentrate on one coin-op alone this month we've decided to take a look at a few of the impending coin-op releases. It's a mixed bag indeed with the return of Sega's most notorious representative, some out of its box boxing and a chance to get in the saddle of the Manx TT Superbike.

People were waiting and wondering about the little fella. Would he be forgotten amid the frenzy of the 32-bit party? Left at the back without a drink, talking to nobody? Well put these handkerchiefs away because we can reveal that Sonic is back, and of all the things he could be doing he's in his own fighting game! Although it's only about 3% complete at the moment, AM2, creators of Virtua Fighter, have started work on a Sonic coin-op in which the spiky fella takes on other characters from the Sonic series in one-on-one fights set in a variety of arenas from Sonic world.

The idea for a Sonic beat 'em up occurred more by accident than anything else when one of the AM2 programmers decided to stick Sonic in the fighting Vipers code. Yu Suzuki saw it, gave it the nod, and work was started right away on putting it together. Sonic's moves are typical beat 'em up fare with spinning kicks, throws and leaping attacks but they all benefit from Sonic's unique characteristics.

What this means for Saturn owners is that a conversion is also on the cards in fact work on the Saturn version could begin within the next two months! As for the arcade, that's expected to be filling up with coins by the summer when it is expected to be released.

SONIC BOOM!

At the moment Green Hill Zone is the only fighting backdrop available. However, AM2 intend to include all of the familiar Sonic enemies that fans have grown to love. Expect to see all of the characters in competition as well including the evil Dr Robotnik, the groovy Knuckles and some of the game's more distinctively bizarre types.
Boxing does funny things to your head. Gives you a flat nose, cauliflower ears, a mashed brain. Nothing like Funky Head Boxer's though, the latest and possibly strangest coin-op from Sega about to hit the arcades. The dimensions of these boxers are a little out of proportion to say the least. Each of them comes with a huge cube shaped head and giant boxing gloves. When a fighter is hit, his box head begins to contort and the expression on his face begins to deteriorate until he looks like a punch drunk mess.

The boxing itself isn't strictly Queensbury rules either, with fighters using some off the wall techniques that see their reach extend immeasurably with the help of an over-flexible arm, or one of many other cunning tricks available. The fights take place over one round only with three knockouts becoming the equivalent of a knockout.

Although this is only available as a coin-op at the moment, plans are underway to convert this wacky title to the Saturn. If nothing else it stands to make a name for itself on novelty value alone. What will they think of next?

No longer square, this boxer's head has begun to warp with the constant damage!

The giant boxing gloves match the giant head! Is this wacky or what?!
Acclaim's WWF series is fast becoming the Friday the 13th of the video game world. With assorted variations on the grappling theme adorning every console format known to man, the popularity of wrestlers Undertaker and Duggan seems to have transcended most 'diddy fads', as shown by Acclaim's faith in their license to unleash it upon unsuspecting Saturn owners. Taking a step back from WWF Raw, Wrestlemania is a perfect conversion of the Midway ploy of a year or so back.

Offering eight wrestlers, the bare bones of the action is a massive free-for-all with the players chosen wrestler beating seven shades out of the oncoming opponents, before taking on two at once towards the end of the game. Nothing new so far, admittedly, but whereas past WWF games were let down by their lack of speed, the Saturn can admirably handle the tossing and kicking, making for a game considerably easier to get into than its viki cousins.

The basic gameplay is as simple as ever with both players starting the game with a full energy bar which is whittled away as the expected punches, kicks and special moves are pulled off. The winner being the first character to force a submission by tapping the other's energy. But you knew that. However as the game progresses more and more characters crowd into the ring thus adding to the game's longevity.

Strange as it may seem though, of all the games Wrestlemania borrows from NBA Jam (also by Midway coincidentally) is the one it shares the most attributes with - most notably in the special move department. Embracing the OTT nature of the WWF circus, the programmers have emphasised the showbiz nature of the 'sport with moves impossible in real life but thoroughly enjoyable to watch during the game. As such, heroes like Bam Bam Bigelow now have the ability to torch their opponents with new found fiery body slams (complete with scorched hole in the mat!), while the Undertaker spews an unearthly number of bats from within his coat whenever the player pulls off a tired tested SF fireball move. These moves add a surreal feel to the action but somehow blend in perfectly with the normal actions of kicking, elbow punching, and throwing people into the ropes - despite several characters pulling out huge mallets or baseball bats to force their opponent into a submission.

If the WWF series was in search of a champion, Wrestlemania could be it. But a full review next month will put it through hoops to decide.

Yes, another one. But could Wrestlemania be the WWF series' saviour? Perhaps, because this is wrestling like you've never seen it before. Pin 'em down!

Four player mode is incredibly chaotic but lots of fun to play, especially when you're playing real-life opponents.

Delisk demonstrates his iconic handshake. Amidst his other tricks are producing a giant mallet and a monster kick.

There are eight characters to choose from in all and each of them has a vast range of moves. Such is the robustness of WWF that some characters are even capable of pulling off 25 hit combo'n!

All of the familiar character abilities are in WWF. You can jump from the ropes, bounce off them and take the flight outside the ring. This is combined with some moves that are totally outrageous!
In one-player mode the idea is to move through taking on all the characters. When you’ve done that your toughness is tested to the limit by taking on two opponents at the same time.

Yokozuna demonstrates his spinning move on the disorientated Undertaker.

As well as the more outlandish moves, WWF features the traditional wrestling fare in the shape of half-nelsons, kicks, pin downs and body locks.

Each character has their own style of pin down. Here, Yokozuna demonstrates how useful his body weight is in keeping an opponent out of action.
Acclaim bring their NFL QBC series to the Saturn with the express intention of penetrating the defensive line with a quarterback sneak. Here's a lowdown on its touchdown.

American football has died a bit of a death in the UK these days. It's still on Channel 4, admittedly and the Superbowl still draws a fairly decent crowd, but people seem to have realised that beneath all the chat and fuss of the commentators, beneath the tactical scribbles scrawled over the TV screen and beneath all that protective padding, a game not all that dissimilar to rugby exists, and rugby isn't that much fun anyway.

Whatever your attitude to American football though, nobody could deny the fact that it's been enormously successful as a console game, most notably in the shape of John Madden's on the Megadrive and of course NFL Quarterback Club. There were two NFL QBC games on the Megadrive, but this is the first excursion on to the Saturn and as a result Acclaim have been able to beef it up to 32-bit standards.

Whatever this includes among other things is superior graphics and animation and nine camera angles from which to view the game. Each camera angle is uniquely different, varying from a shoulder cam which sits just behind the quarterback and very convincingly makes you feel like you're in the action to an over head view which sees all the players moving like dots beneath you.

At you might expect there are a vast range of options and endless stats to plie through. The essential metrics of the gameplay remain however with plays chosen from window options that draw you from a general play plan like 'pro-set or shotgun to a choice concerning the length of yardage attempted (short, medium long) and then on to the specifics of the play itself whether its a halfback toss (running play) or a deep outs manoeuvre (throwing play).

The emphasis on quarterback talents is maintained with players choosing their quarterback separately from their team, meaning you can play as the worst team in the NFL yet still have Elway throwing for you. All the teams are in there and as has been mentioned, there is a wealth of stats to utilise most of which tell the player how many yards their team has run, thrown won and lost.

There are also some innovative approaches to the action like the historic mode. This puts the player at some stage in an historic match, say when the Seagulls succeeded in a spot of giant killing against err well whoever. What it means essentially is that you might play only the last quarter of a match and have fifteen points to make up. This certainly makes things a bit more thrilling if you're fed up thrashing opponents over four quarters.

NFL QBC '96 is more or less complete and although there's no official release date as yet it looks like it'll be in the shops by late February - early March. Expect the review blitz next month.
Acclaim's lean, mean, fighting machine!

NFL Quarterback Club '96
"I got a letter from the government the other day. I opened and read it, it said they were suckers." Public Enemy were among the first, but these days homeboy culture has made it all the way from Compton to Trumpton. Core's Shellshock is the latest to go gansta style.

The plot surrounding the characters in Shellshock bears an unnerving resemblance to the storyline that's ground out by that guy at the start of each episode of the A-Team. You know, used and abused by their government, escaping the 'ol maximum security stockade, taking up roles as nomadic vigilantes and defending justice where ever it raises its weary head.

Rather than wander about in a van though, this bunch of homeboys prefer the advantages of a good M-13 Predator battle tank. The A-Team of course could have made a tank out of some burnt string and a chair leg but that's beside the point. As the sixth member of the posse, the player joins The Man, Dogg Tagg, 9-1-1, Earshot and D-Tour in a tour of duty that takes in terrain as disparate as the frozen waste of Siberia and the oppressive humidity of the South American jungle. All in the name of peace liberation and good hip hop records.

Although at its foundations this is a tank sim shot from a first person perspective and involving all of the usual aim-fire sort of action, Shellshock attempts to shuffle off the anoraks that traditionally comes with it. Obviously you've got the homeboys and a hip hop soundtrack courtesy of Rap Name (I), but there are also customising options which enable the player to improve on the tank's armour, weaponry, engine and so on, or organise better air support even. To this end each of the characters in the game has a specific task. Props for example doesn't join you in your metal container instead he hangs out in the workshop and deals with the supplies which he'll happily hand over if you've got the cash for them. He'll deal with organising the air support and this includes climbing into a Chinook helicopter to rescue hostages. Dogg Tagg and The Man are the two that give the mission briefing and generally run the show.

Once you're on a mission the primary concern is simply with enemy assailants. Shellshock sits somewhere between a sim and a shoot 'em up as far as the action is concerned, involving fast and frenetic gameplay but mixing it with strategy in so far as certain enemies can only be destroyed with certain weapons (SAMs for aircraft for example), and by using characters for certain situations like 9-1-1 for hostage rescue or Earshot to ensure the tank is running smoothly.

Just how successful the injection of Compton cool is likely to prove for Shellshock is something that remains to be seen. Trying too hard maybe? Only the definitive SSN review can tell you like it is...

Be warned — other tasks are just as hard as yours. Underestimating them could prove deadly...

Action of course they're reduced to rubble with the help of one of your awesome missiles. In this case the main gun which is used against ground attacks.

This is the tank belonging to this band of hard use homeboys. There's a whole range of weaponry available from SAM's to ammo for the menacing chain gun.
Shellshock

Get hard with Core's new tank sim!

The whole homeboy image isn't really all that relevant to the game itself. You simply go about blasting things. Blamping stereo and tinted windows are optional.

Tanks, aircraft, boats, people. Destroy them all in the name of liberty, big trains and a banging set of bass bins.

Another dirty suburban town is located.

Some more top tank action in effect boyo!
Now that Core have well and truly re-established themselves as Saturn development gurus with the arrival of Thunderhawk 2, what's left for them to do? Retire in the Bahamas and sip cocktails all day? No, nothing like it. They're going to release more Saturn games than you can shake a stick at, and among them is Blam! Machinehead – a shoot 'em up with a difference...

Machinhead is set in a world where scientists have the ability to produce machines that replicate humans exactly – right down to a molecular level. However, one scientist becomes slightly carried away and decides to recreate the robots in the image of himself who in turn recreate robots in the image of himself. This soon escalates and after ten years has passed the scientist is all-powerful, with thousands of machines created especially for him. However, with this not being very democratic or anything, people begin to get peeved and two scientists in particular set out to destroy the evil scientist. A huge war is inevitable.

The result of this is that the two rebel scientists have created a rather large bomb, with which they intend to blow all the bad guys into kingdom come. However, one of the spacy perk has been strapped astride a bomb (that's right, it's the girls) with the other more evil perforating her every move. If she doesn't comply she dies if she complies she er dies.

The actual game action is split into four levels and is interspersed with FMV sections where the scientist barks out specific orders. Each of the levels has a very different objective – for instance in the first level you'll have to locate a train and in the second you'll have to guide the train around fighting off enemies and laying down pieces of track as you go. There's even sub levels which are set in cyberspace where you can locate objects that can be found in everyday life. It's a pretty much frantic adventure all the way through.

Although Blam! Machinhead is currently around 50% complete, the programmers are hoping to get most of the code finished within the next month or so – this means that the game could be released as early as March. We'll be keeping you posted on this one though – if the gameplay is as good as the graphics then it's sure to be a hit.
BLAM!
MACHINEHEAD
Babes in bikinis ride bombs bound for Babylon!

Here's one of the weird and wonderful things you'll find trundling in your crevices!

Is it a spider? Is it a spider-plant? Or is it an entity as yet unknown to man... Who cares!

Things may get tough but 'she'll carry on through it all, she's a waterfall...'

(Above) Comic tribulations in the area!
(Below) Another average night in.
Hello dears. It’s your own special page here, where you can be our pals. All you have to do is write in with a letter, talking about any old tosh, and we’ll do our best to print it. And then, joy of joys, we’ll put a little reply at the bottom. They don’t do that in The Guardian, you know. Oh no. So that makes us better than them. Anyway, the address is • SATURN MAG MAILBAG, PHRYK COURT, 30-32 FARRINGDON LANE, LONDON EC2 7AN. Thank you very much.

“OFFERED” SEVERE CUTS

DEAR SEGA SATURN MAGAZINE,

Hello again. I am writing to tell you the outcome of the letter I wrote to you in issue 2 about how I had lost a lot of money on the mighty Sega Saturn.

Anyhow, after reading your reply I had a scream and decided to take action on the shop concerned. I phoned the manager and politely explained my situation. He told me to go down to his shop so I did.

Apparently it was not the shop’s policy to refund money although he gave me Panzer Dragoon for £1 and has offered me severe cuts on other Saturn related software e.g. Sega Rally.

I was gobsmacked. Anyway, thanks for your advice and may I congratulate you and the rest of SSM for such an accurate and informative magazine.

Please print this letter like the last one so readers can read it as they may want to know what happened and to prove to my friends at BEHS in Lowestoft that my last letter was genuine as you got my surname wrong.

Terry Gooding, Blundeston, Suffolk.

Hm, no problem, Terry. Sorry for getting the surname wrong, but you ought to sort your scruffy handwriting out. Didn’t you pay any attention in your calligraphy classes or what?

Anyway, if any other readers have problems perhaps worries about their love lives, that’s always good for a laugh – write to us at the usual address and we’ll turn our sage minds to the crisis.

SAD X-FILES FETISH

DEAR SSM

I have been reading your brilliant magazine for several months now especially since the launch of the Saturn.

Agent Scully and I have poured over the reviews of Sega Rally, Virtua Cop and Virtua Fighter 2: both we are both baffled by the lack of evidence concerning the classic football game, Virtua Striker.

Considering the big three are all arcade hits and are all converted to the Saturn, what about VS?

I believe that there are unnatural circumstances in Japan who according to one of your rival publications say that there are too many polygons in VS for the Saturn to handle but at the same time saying they may eventually convert it.

What about using the OS, which was paramount in the success of converting Cop and Rally to the Saturn?

I feel that the Amiga HQ has been recently visited by alien beings i.e. PlayStation executives and have wiped the memories of their superior Amiga rivals to prevent the release of Virtua Striker. I suppose if they were to release VS after the imminent success of the ‘big three’, those associated with the sad PlayStation would never recover from the shock.

We shall investigate although Scully believes there is a rational explanation.

The truth is out there.

Fox Mulder, Hackney, London

You sad man.

GAME OVER SO TO SPEAK, MAN

DEAR SATURN MAGAZINE,

I am a naive newcomer to the Sega Saturn which I purchased last Saturday with the Arcade Racing steering wheel and Daytona and Myst games.

The games were very good, the graphics on Myst were outstanding. The problem was the game cost me £44.99 on Saturday and by Monday two days later I had completed it. Being an adventure game once completed the puzzles remembered the ‘game over’ so to speak.

I returned the game to the shop where purchased Electronics Boutique in Wakefield and explained how long I had had the game and I had completed it, asking what part of it they would give against their other Saturn games (they were displaying pre-owned games starting at £37.50–£64.50). I was told ‘£20 mate’ I said I must be young these three days old. Could you rent the game for £3 my local rental shop? What gives these sorts of shops the right to make such blatant profits by paying less than half price for a game and re-marketing them £3 less than cost price giving themselves 100% profit?

This sort of system on the type of un-reusable software I believe is disgusting.

Anyone out there know of any ‘good’ PS software sales outlets where common sense still prevails?

Sirs

J. M. Fowler, Kippax, Leeds, S Yorks

Sorry to hear about your troubles there. We’d definitely recommend renting adventure games. After all, if it’s really hard and you can’t complete the mother you can always buy it later. But it would be very nice of our readers if they could write in with their favourite software shops. We’ll mention any exceptionally reasonable-sounding ones in a future issue, if you like.

FLICKING THE VS

DEAR SEGA SATURN MAGAZINE,

There is something that I think the world should know. A gaming revolution is taking place we’ve never known anything like it before it’s never happened on the Master System, Game Gear or Megadrive. You wanna know what I’m talking about? Well this is it – there has been a dramatic change, you have noticed the amount of VS appearing in front of game titles on the Saturn. It is going to take us over there’s never been so many games on a console which start with VS There’s The V Cop, V Fighter, V Fighter 2, V Hydrid, V Racing – we’ve got to stop it. It’s driving me bananas. God’s sake, help me.

PS I’m not evil and don’t spend my time drawing pictures on a night for this magazine while falling behind on English, Technology and Geography sooner

James Thompson, Hull, S Humbers.

Indeed, Jimmy. A straw poll of my reviews folder on my Mac turns up eight games with the letter V at the start, against only five contenders from the seemingly more versatile letter C. An insidious plot, no doubt.
FREE CONTACT LENSES
DEAR DISPLAY ADVERTISING DIRECTOR,
We would like to present your readers with a very special and unusual offer: Free Contact Lenses at The 20/20 Optical Store! Your readers may choose from either one pair of soft daily wear contact lenses or a three months supply of Ciba Vision monthly disposable contact lenses.
You will agree with me that such an offer will be very well received by your readers and will reflect well on your magazine. Obviously such a promotion will be expensive for us to run. So in return we would like to ask you to provide us with one page of free space in your magazine which we will use to make this offer known to your readers.
Best regards
Lauren Lee, The 20/20 Optical Store.

SPLTSCIENCE TRAUMA AVERTED!
DEAR SSM,
I would like to say speaking as the wife of a totally added Sega maniac that I find your magazine a very enlightening read. The effects of this games machine on myself had been mildly infectious UNITIL that is. I came across Bug! Bug! has changed my life. I see it all now from a new perspective. Well several perspectives actually. Helplessly addicted now as I am, I played dutifully until the wee small hours. puzzling. musing and using up lives as I went. Right up until the five bubbles on SPLOT level one.
Yes that was the night that my little imaginary Bug! world started to crumble. There was nothing I could think of that I was at my wits end having used up countless lives and several continued to really begin to despair. I had my husband, not even the great games player extraordinaire could help me through that desperate bug!-eyed nightmare. Was this as far as my Bug friend and I could go? No please, please, there must be some way! Well there is an answer. Ha ha ha aarrgh! I found it.
At about 3 am on the dawn of discovery the decision was A) Go to bed only to dream of Bug! falling. falling. or B) Do something drastic read on
Jump as normal to the first four bubbles then instead of trying to jump into the fifth bubble (by trying to time it to the ludicrously elusive precise moment) wait until the bubble you're in starts moving down and then, on your way down jump right. By some astonishing miracle Bug will Superhero style jump into the fifth bubble with apparently no effort at all. Can you imagine the disbelief and delirious relief is the moment of unity between Bug and bubble. I know this is totally against any relatively sane games player's instinct and looks like suicide. but now the time to be brave is at one with Bug and you move past the bubbles with glorious ease. By the way if you think you've got past a hard bit well there's plenty more.
I would just like to add to the boys and girls at SSM. If you have any games you want testing I know a husband that reckons he can put ANY game through its paces. Oh yeah keep up the jolly good laughing and joking around and wicked wit an' all that. Bugacious hugs

Mellissa Abbotts, Church Hill, Redditch, Worcs.

THE GAME IS NEVER OVER...
DEAR SEGAS "SATURN" MAGAZINE,
I am writing to you about two things. Firstly Sega's next generation console and secondly the current attitude towards the Megadrive by both Sega and yourself.
Firstly let me make my feelings quite clear about the Saturn. Disappointment! When it was first released a lot of hype was generated and there was an air of expectation. Unfortunately none of this was due to any Sega advertising campaign with TV advert appearing weeks after its launch. What's more there was a distinct lack of machines in shops in time for its initial launch, and on top of all this a 400 price tag. Perhaps it didn't seem obvious at the time but this was to be the Saturn's downfall. Let's skip a few weeks now to a point when certain other console was released to the public in the UK. - the PlayStation. This competitor weighed in at £100 cheaper with a by far more powerful machine chip and was seeing a £60 million advertising campaign and in the first week claims are that it has already overtaken the Saturn in sales. Sega cry untrue, untrue and say that they aren't frightened (a little later Sega run scared and drop the price by £50!)
Let's turn to the Impact (or lack of it) of Sega's advertising campaign. Currently in my classes alone I must have heard some six or seven people say they will be purchasing Sony PlayStation. But guess how many I have heard saying they will be getting a Saturn? I'll answer it for you. NIL! Why couldn't Sega have taken their time when releasing the Saturn, not just in the UK but the rest of the world as well? I'm sure if they had waited longer and weighed up the competition they could have come up with a more comprehensive advertising campaign and released a more powerful machine which would be able to show up any the PlayStation with its first generation games instead of barely matching it with its third and fourth generation games (Vertua Fighter 2 is nowhere near touching Tekken in the graphical stakes and only matching in the gameplay arena) For a company with Sega's experience you'd have thought they'd get it right after all. Sega are the Mega CD and 32X instead of being upset by the newcomers (they have no excuses after the fortune they must have made through the Megadrive and its cartridges never mind their own op profits)
Robbie Moores, Edinburgh, Scotland

Well Robbie, that's one of the most ill-informed and reactionary letters I've ever read in my life. What you're proposing is that Sega rush-released an incomplete machine simply to rip off their loyal fans when the Saturn has been in development since some time after the Mega CD. New machines always come out, and all hardware developers are constantly working on superceeding technology. What counts is the games you've got. The Saturn is still in the first flush of its youth, this "third or fourth generation" tosh you're spouting means nothing. And as for your Tekken comparison, awfully sorry old bean but I've played them both loads, and whilst Tekken is a superb game the animation and freedom of movement is nowhere near as good as that in VFs. Backing up your argument with a straw poll of some people you know vaguely who may or may not act upon their current whims is inadvisable. While Sega should perhaps have held their horses on the UK release, merely to give their products a better chance, as we argued ourselves last month, they're certainly not the ogres you're painting them to be. Just shut up and play your games;

Sega Saturn
I AM ATTEMPTING TO WRITE

Dear SSM,
This is the first time I am attempting to write to any magazine so can you please help me with my new Saturn?
1. Do you know roughly when the stunning Virtua Striker will be released?
2. In a number of magazines I have read that one of the main new ideas for Mortal Kombat 4 is that it will be Tekken style 3D which sounds thrilling especially the gore and fatalities and such is this true?
3. I have only got Daytona USA on my Saturn but should it be able to buy a further two by the new year. Can you put these games in order of best to worse Sega Rally, Virtua Cop, Virtua Fighter 3 and FIFA 96

Chris Savva, Basildon

No word yet 2 it might be, but they're remaining tight lipped on the subject at the moment. Seems very likely though 3 VFA, Rally Cop, FIFA.

TAKE MY WIFE... PLEASE!

Dear Saturn Mag
Having just swapped my Sony PlayStation for a Sega Saturn (good move I think) could you please answer my questions?
1. Is the Saturn as powerful as the PlayStation when it comes to 3D graphics?
2. When Wipeout comes out on the Saturn will it be as good as the PlayStation version?
3. Will Doom be coming out on the Saturn?
4. I used to own a JDO — the best car game I have ever played (even my wife played it) was The Need For Speed from EA — will this game be coming out for the Saturn?
5. Are there any good flight sims coming out on the Saturn?
6. Is your mag any good? — I will answer this one myself Excellent read Keep up the good work

Thanks
Dave Brownlee, Harrogate, North Yorks.

Yes, in its own special way, yes 2 Let's hope so eh? 3 I've played it in a few months 4 Oh c'mon no, sorry. But it's not as good as Rally anyway 5 Wing Arms.

SATURN OWNER AND HUNGRY — PLEASE HELP

Dearest SSM,
I am a Saturn owner and hungry for your information so please answer these questions:
1. I want to get an adventure game for my Saturn but I don't know which one to get out of these titles: Myst Virtual Hydlide Mansion of Hidden Souls and Theme Park. Which one do you think I should get?
2. In the Sega Saturn manual it says that in the future you might make a keyboard for the Saturn. Is that true? If so when do you think it will be ready?
3. When is VF5 and VCA going to be finished and in the shops?

GIZZA JOB

Dear SSM,
1. Could you tell me if there is a Star Wars game coming out on the Saturn? I really enjoyed the arcade game and I think the Saturn could do a near perfect conversion
2. Do you really think that the video card is worth investing in?
3. Will we see Macromachines on the Saturn as it is one of my favourite all-time games?
4. Any jobs going?

Tim O'Donnell, Lisburn, N. Ireland

No much as we'd all like to see one. Although on reflection there might be. Not sure Sony 2 Perhaps not yet. Wait a while until you're really sure and there are more flocks worth getting. Plains are zlot but it's going to be a bit different. You'd be lucky, sonny Jim

HEADLINE: RECKONS HE'S HARD

Dear Saturn Mag
Could you please answer my questions otherwise I will be forced to make my way down to your office and beat them out of you?
1. My friend told me that Bullfrog are doing a sequel to Theme Park set in a hospital. He says it's just on the PlayStation though — is the truth?
2. The cartridge slot at the back of the Saturn — is it just for storing memory or can it be used for other things?
3. Which is better Bug! or Clockwork Knight 2?
4. Does the Virtua stick make VF more fun to play?

James Shingle, Northampton

Yes! 1. You can use it for storing loadable saves if you want but you'll knack your Saturn 2 Good question. ER - Bug is bigger and lasts a lot longer... because it's rock, but Clock is a pretty stunning game to look at and very playable. 3. Mum not really

EAGER BEAVER

Dear SSM,
Please could you answer these questions from a number one fan
1. Will Tekken come out on the Saturn?
2. I've heard that Wing Commander 3 is coming out on the Saturn. Is that true? If so when?
3. Will there be a Virtua Cop 3?
4. Will there be a Virtua Fighter 4?
5. What games will be coming out in January that will be worth waiting for?
6. Will there be any interactive movies coming out?

This is the coolest mag around
Thanks
Nick Allbone, Fareham

Yes. 1. A thousand times no 2 It is, and we don't know why. What a good rhyme. 3 It would seem likely by 4. Hang on, there isn't a Virtua Fighter THREE yet, you impatient pup 5 You won't have to wait for them. It is January 6. Depends what you mean. In the truest sense of the word — no, thankfully. But there are projects evil men may misconstrue as so-called "Interactive movies".

And so a new year begins. And here at SEGA SATURN MAGAZINE we are well aware of its significance. We have pondered the nature of eternal recurrence, the sense of constantly coming into being, of stumbling forever on the steps that lead to the mercurial chapel of illuminated existence. Oh yes. And as we sit here, nonchalantly discussing the merits of a good pipe titter, we also find time to answer the naive questions of our innocent eyed readers. So, let the teaching begin! Write to us at QUANTUM Q & A, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.
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It was almost exactly this time last year that Sega released a game that rewrote the shoot 'em up formula. Incredible polygon graphics, 3D shooting area, and most important of all - dragons! And now, like a phoenix from the ashes, it's reborn! And so is TOM GUISE to take a look at it!

Dragons, listen pal, don't go preaching to me about dragons. I was in 'Nam, buddy. Yep, it was back in the spring of '65. The 'Spring Of Love' those lazy punk-ass hippy kids called it. For those of us in the 9th Panzer Dragoon Division though, it was the 'Spring Of Mutha-Death-Armageddon!' I remember it as if it were only last year. The heavy graying of leathery wings overhead, the hard saddle sticking to my sweat, five-day-old army issue underwear, and the oily stench of dragon breath burning out my lungs, as I loosed off a round of cracking blue plasma into another faceless flying beetle.

For seven long levels I paid my dues in the flying squad, facing what we grunts like to call 360 degree shoot 'em up action. You never forget an experience like that. I saw many good dragons – close friends of mine every one of them – go down in a Kentucky fried ball of flames. And now you tell me there's a sequel on the horizon? Hasn't the world learned anything from history? Well you know where you can stick your goddamn Project Perseus...
PROJECT PERSEUS?

That, folks, is the working title of Panzer Dragoon 2. Team Andromeda’s long-awaited sequel to last year’s brilliant, ground-breaking 3D shoot ‘em up. Rumoured to be the most expensive video game ever made, Panzer Dragoon certainly lived up to this mighty boast. Its lavish graphics were unlike anything previously seen in a game. With vast flying ships, monstrous sandworms, alien insects and, of course, majestic dragons filling its fantastical levels, it looked more like a moving oil-painting than a shoot ‘em up.

Panzer Dragoon’s brilliance went further than just looks though, as it fully-realised the potential of a 3D scrolling shoot ‘em up. Expanding on the into-the-screen Afterburner gameplay, Panzer allowed you to scroll totally around your dragon steed. Suddenly you had to think in three-dimensions, as fleets of battleships soared up from behind, whilst sand-crabs burst out of the ground to your left and right. It totally broke the shoot ‘em up mould and provided an incredibly exhilarating experience!

So what could Team Andromeda possibly have in store for the sequel? Well, you ride a dragon again. 360-degree shooting action is the basic formula. And it looks totally incredible. Naturally, all the winning factors of the original game are here. However, the basic gaming formula has grown and developed. Quite literally in fact, as the key word this time is ‘Metamorphosis’!

THE HUNGRY CATERPILLAR

The way in which a caterpillar transforms into a butterfly is probably the best analogy to describe the idea behind Panzer Dragoon 2. You see, unlike in the original game, you don’t start the game with a fully-grown dragon steed, but rather a dragon puppy. At the beginning of the game the dragon is unable to fly, so the first level takes place on the ground. As the game progresses, so the dragon matures, first learning how to shoot and then fly.

One of the main criticisms of the first Panzer Dragoon was over its difficulty level. Bizarrely enough, Sega found that opinions were clearly split between those that found the game too difficult and those that found it too easy. Panzer 2’s new ‘Metamorphosis’ feature has been designed to prevent that problem surfacing again. The game actually judges the player’s skill level and shapes the dragon’s growth and development accordingly. Weak players will find their steed develops better defensively, whereas more experienced gamers will find the dragon’s offensive prowess increases. The dragon literally grows to suit its owner!
In the early stages of the game, your dragon has undeveloped wings and is incapable of flight. But soon it unfolds them, taking to the sky!

The giant 'living creature' powered by kikyehlpe from the original Panzer Dragoon makes a return appearance in the sequel. The Empire strikes back! SEGA SATURN

Look at the enemy's defeated form more closely. Is it strong enough to defeat you? Contain your excitement as you move up and down your sides and ear! You can now change your view up and down easily.

ALL-NEW NECK ACTION!
OVER AND UNDER

Panzer 2's metamorphic theme goes further still. Breaking from the fixed journey of the first game, the sequel now provides you with different routes through each level. This added element actually ties in with the dragon's development, as it allows you to choose between sections that take you into the air, or bring you to the ground. For example, should you encounter a cave entrance whilst flying along, your dragon can actually drop to the ground and enter it, or remain in the air and fly around the mountain. Effectively, this vastly increases the size and variety of each level.

WORLD IN MOTION

Although Panzer 2 has been in production for sometime now (development was actually announced immediately on the release of the original game), only an extremely early version of the game has been revealed so far. Nonetheless, from what we've seen of Project Perseus, it's quite clear this game is going to be amazing. Already the graphics look more detailed than those of Panzer Dragoon, And Team Andromeda have ambitious plans for the game's visuals. Whereas the first game's backdrops were virtually static, the sequel promises to bring the landscapes to life with moving rivers, foaming waterfalls and even weather conditions such as rain and snow. This added detail is intended to increase the vision of the dying world seen in the first game. And in fact, the plot is a vital element in Panzer 2, unfolding far more clearly than the mysterious happenings of the first game. What's more, revelations about the first game's story are promised in this sequel.

A growing dragon, multiple-route levels, aerial and ground modes, vastly improved visuals – and the new features don't stop there. Panzer 2 promises some technical breakthroughs for the Saturn too. Team Andromeda are working on a new loading system which they claim will make the in-game CD access time virtually unnoticeable. Plus, as we've come to expect now, the PAL version is already promised to be full-screen and full-speed.

Panzer Dragoon 2 looks set to be one of the hottest video games ever and you can be assured of continual coverage as we follow it to its as yet unspecified release date.

POTTY TRAINING

Just to give you a better idea of how your dragon grows and develops, here are the opening moments of the game. Riding along a canyon, some sandcrabs burst out of the ground by the dragon's side. Upon pressing the fire button your dragon unleashes a massive explosion, leaving its neck glowing blue. From now on, it's ready to blast anything in sight!
POINTS OF VIEW

Not only can you twist the view at 360 degrees around your dragon steed, but you can also change the distance at which you view the action from. Something which we impressively demonstrated in our showcase of the first game. Don't feel if you missed it though, because we reckon this is a good time to repeat the performance.
HE SHOOTS! HE SCORCHES!

Currently, the weaponry available to you in Panzer 2 is the same as in the first game. By holding down the fire button you can lock onto multiple targets, sending homing beams flying to them when released.

Alternately, you can tap A, B and C quickly for a rapid shot. It seems likely though, that Team Andromeda will include the extra multi-coloured weaponry that was hidden in the first game. There's also a mystery berserk mode promised, in which the dragon morphs to become faster and more powerful. Sounds exciting!

DECISIONS, DECISIONS...

And if you're drooling over the idea of multiple routes through each level, well, may up your bottom lip as we show you exactly how salivatingly fluid this adventure is in practice.

1. This is the first stage of level one. Sentence race through a rocky cliff, avoiding leaving your enemies behind.

2. Suddenly a huge mountain looms ahead. Do you choose the rider who went left, or the one who headed right?

3. Head left and the path steep, at a massive vertical drop your dragon hover, doesn't! Instead it spreads its wings and takes to the air. Now you have to face giant skyships and formations of little fighters. The sensations of taking off and changing altitude have been impressively recreated.

4. Head right and you also come a vertical drop. Only this time, your dragon fails to take to the air. Fortunately it manages to glide to the floor below. This path takes you on a ground journey through a spectacular enemy installation, packed with massive fortresses and huge war machines.

Whichever path you took, the level eventually joins back together as you face a huge, translucent skyscraper base.
Watch out! Don't get caught in the crossfire!

Shoot the enemy close to the ground. Blow 'em away!

The lock-on gun is needed to get distant enemies.

The only target in this pre-production version, and it's awesome. A massive flying war machine, armed to the teeth and fully-armoured.

The bigger they are, the harder they fall! The monstrous size of the ship creates an awesome display of destruction!

In this early version of Parforce Dragon Zwei, the weaponry kept changing colour, hinting at possible extra types of firepower.

It's clear that Andromeda's development skills have much improved in a year.

Some of the flying ship formations are stunning!

Only by destroying all its weaponry can you escape.

The more parts of it you blow away, the more weapons are revealed. It's 'hysteria' this time. Torpedoes are next up...
Nuclear FISH-ON

Darius – the story of a robot fish empire massacre!

We sent Rad Automatic to stem the tide...


don fish. In fact, inspired by Darius, I even had fish for lunch today. A nice crusty end. Not that it was fried or anything – it was raw and full of bones and trying to escape. That's how much I love fish. So obviously the thought of flying to an alien robot fish planet and blasting the cyberspace daylights out of hundreds of my fish friends is quite disheartening for me. But then, if I were that fond of the scaly Samartians of the seven seas I probably wouldn't eat them. In fact, I'd be one of them cruelty-free Krishna types. But then, if I was a Krishna, surely all those fish would be spiritual souls contained in their fishy vessels, and I would in fact be aiding them into their transcendence to the spirit plane. So without further ado, let's strap on those cool lasers and get the controls for some fishing oblivion...

But let's face facts, it's pretty unlikely there's anything in the Bhagwat Gita about mercilessly massacring societies of mechanical aquaticals. So what's this game's flimsy premise for a spot of Armageddon? Well, because fish have gone and taken over your home planet, that's why! The little lighters, crawling out of the sea without even the manners to evolve before piling down the high street. Predictably, your entire fleet of co-crusaders has been wiped out within seconds, leaving you as the lone fishy stupid enough not to turn back. Well it's your funeral, sucker.

The planet Darius is pretty big. Twenty-six zones in all. Which is a lucky number, because it means they can all be coded with a letter. At the end of each stage you're offered a choice of the nearest two zones forward to explore. The zones fan out, with A (the first) on its own, followed by B and C, then a treble line of D-F and so on (with the seventh stage featuring zones Z and V twice). It takes a good knowledge of the game and your own abilities to know which zones are easiest for you. Luckily for you, the little fighter you're piloting is pretty versatile. It's a small target, nippy on its toes and manoeuvrable. Plus it's decked out with a sizable arsenal. The biggest gun on offer is the ubiquitous Smart Bomb. These destroy practically anything on screen, except those that take in massive damage (like level-end bosses), or aliens who transform (in which case you'll destroy only the first incarnation). The only problem with smart bombs is their scarcity. You start the game with a paltry three of them, and once they're gone others are extremely hard to come by – so you're best saving them for bosses. Your

This here is the map screen, where you choose your route through the peril of the Darius system in true interactive style. What a joy.
main force of defence is the laser mounted onto the front of your ship. This starts off quite feeble, firing a single blue pulse of energy. Collecting red icon power-ups improves the power of your attacks, first by adding to the number of beams, then switching the laser to bigger energy bolts until you've eventually got a fully-powered arsenal of multi-beam green energy blasts emanating from the face of your craft. Until you die, whereupon you lose all power-ups. The third method of death metering comes in the form of your rocket launchers. These begin life in the singular, firing one missile diagonally down from the nose of your ship. Collect three green icons, however, and things start to change. First your missiles are powered up to maximum effect (which takes about nine icons in total), then new rocket tubes are added, first firing behind, and then firing above the fighter. Missiles are more powerful than lasers, but harder to target. However, their main advantage is that, even should you die, your missile capabilities stick with you. These power-ups, along with an almost essential three-hit shield (blue icons), appear should you shoot an enemy of the relevant hue, or should you shoot a hidden icon enough times to reveal it (to give you a clue, hidden bonuses flash when hit).

Shoot the blue dragon for a shield power-up. Which would come in pretty handy, seeing as this poor ship is just about to die. Don't corner yourself in the advice here.

The idea with Darius is to kill everything. But is it any cop? Well, we'll tell you all about that in the Review next issue. So wait.

Asteroids — that old favourite of the arcade (and keep save) — returns.

Those giant fish are migh-on indestructible.

This giant mosquito boss is the only surface-dwelling guardian in the game.
**WAIT A SECOND, TERRA-BOY!!!**

The hardware of your flagships might seem pretty impressive, but that'll be because you know nothing of the challenges facing you. NOTHING - you hear me, Earthling? Pah! How could mere mortals comprehend the power of the Nepturics? Since you're going to die anyway, puny mortal, I - Turlot, leader of the Nepturios - will display the many ways in which you will meet your doom! Ahaahahaa!

**MOON SURFACE**

Loop around one of the many moons of your globe for an attack on the Folding Fan boss - if you dare! Ahaahah! I have placed regiments of deep space troops in every conceivable position. Plus, you'll have the hard surface of the satellite to contend with. Crash into that hulk of rock and your adventure is over!

**ASTEROID STORM**

Much as I will take pleasure in crushing your last pathetic breath from your throat myself, never underestimate the powers of nature - at her most splendidly dangerous in the fathomless wilds of space! Beware the many fast-moving asteroid storms. Whilst these huge rocks are easily split, the faster smaller shards are hard to avoid without superhuman skills. And of course, you are but a human yourself.

**UNDERSEA KINGDOM**

Before reaching the GIANT BATTLE CRUISERS which you'll no doubt wish to liberate your planet from by destroying, you'll have to face the brunt of my foot soldiers. Nowhere will showcase as many varieties of my deadly children as my Undersea Spawning Pool. An underwater level, you'll need to watch out for the babies of my multitude of slavish goggle-eyed followers.

**CAVERN CHASE**

You may believe my ore mining operations are invulnerable. Captain, but I assure you they are most well protected. Indeed, I would have to offer word against flying your craft down a shaft, as there are still many unmanned rockers for you to crash into! If you're lucky you may be able to position yourself behind a mining drone burrowing its way through, but pick your routes carefully and remember not to destroy them, or sign your own death warrant!!

**ABANDONED HULK**

An insidious plot, I'm sure you'll concur, but an effective one. The many burned-out space cruisers floating around Darius are far from abandoned. Indeed, they teem with not only my briny behemoths, but also hundreds of my Gundam robots. These armoured robot warriors run around the junked hulls, blasting their Mega-Lance lasers, and shall even pursue you to your grave with their rocket packs. And this is all before you even face my fearsome guardians.
GOLDEN Ogre
The first of my GIANT BATTLE CRUISERS is Golden Ogre, the Hell Fish. As he appears, he smashes away tall buildings with his spiny tail. After that he'll unleash many bullets, a gigantic mouth beam laser and even thousands of his own golden scales in his effort to smite you. Sadly, due to an armour deficiency he's pretty susceptible to smart bomb attacks. So whatever you do, don't kill him with them, or I'll get cross.

PRICKLY ANGLER
Oh, hah, oh dear -- your smart bombs will not save you now, Earthling in fact, nothing will save you! Prickly Angler may, at first appear to be simply the prettiest fish in the pond, and his first incarnation may not seem fearsome to an experienced pilot such as yourself, but once you've expended all your bomb power he'll mutate into a giant, spike-ridden Angler Fish armed with the most effective lasers in my arsenal.

NEON LIGHT ILLUSION
Don't be fooled by the girly name. Neon Light Illusion is no Pink Floyd stage effect, he is a mechanical crustacean behemoth from beyond the stars! First he'll distract your feeble expressive human eyes with his many pretty light warping effects in the background to his stage, gyrating the scenery in a disconcerting manner. Then he'll use this cover to attack with his many squid tentacles, slicing at you, firing his powerful lasers and finally attempting to bite you to death. One of my most disturbing creations, I’m sure you'll agree.

TITANIC LANCE
You may wish to avoid my little horrors by cutting across the planet’s orbit in deep space. Well, I'm afraid I must advise you against that. For you see, I have set my own personal flagship, Titanic Lance, to patrol the outer reaches of the atmosphere. Titanic Lance takes up as much space as one of your normal Earth stages. To reach the almost impregnable head section you'll need to blast your way through eight modules of the craft, each armed with an array of grabbing winch hands, Death Ray lasers, spinning shrapnel bombs, whirling lasers, and homing lasers. So you see, your unfortunate fate has already been sealed. Perhaps we shall learn of your destiny in next month’s SATURN MAGAZINE Review.
There was never any doubt – Sega Rally was always going to be a stonking game, as anyone who played last month’s demo disc or indeed rushed out and bought the game last month will be able to tell. But, as you’d expect from AM’s span of titles, there’s more to Rally than meets the eye. In fact, there’s a whole host of secrets to be discovered in this title, and as usual, SEGA SATURN MAGAZINE can reveal each and every one to you. Plus, there’s a few words from AM3 on the awesome reception that Rally has received all across the world. SAM HICKMAN is your navigator.

There’s two ways to activate most of the cheats in Sega Rally – there’s the easy way and the hard way. The hard way inevitably involves playing each race through and coming first, but for many gamers, simply, there’s cheat for each section which can be found in the options of the game.

ACCESS LAKE SIDE!

Once you’ve activated this cheat, it will be active on your Saturn’s memory for as long as you want it. This cheat will enable you to select the Lake Side course on Practice, Time Attack and two-player mode. It will also appear on the menu screen and you’ll be able to select the Lake Side music on the sound option screen. To activate:

EITHER: Finish the Championship

1995 SEGA RALLY LAKE SIDE
START!

DRIVE THE STRATOS IN ARCADE MODE!

This cheat will only work if you select Arcade mode or two-player options.

Once the Stratos cheat is active, you can use the Joypad to move the cursor is on Delta MI (on the left) and you can move the cursor when the cursor is on Celica (on the right) and you can move the cursor elsewhere.

EITHER: Finish the Championship

DRIVE THE STRATOS!

Unless you’re absolutely brilliant at Rally, you’ll probably still be having your hair out trying to obtain the secrets car – the Celica miles. This cheat allows you to access this car at all times and also remove the speed record screen. Again, this can be accessed in two ways:

EITHER: Finish the Championship Lakeside mode in first place.

Or press X, Y, Z, X on mode select screen.
Operation RALLY
GET HYPER!

This gives your cars a power boost and also allows a better grip on the track. The change may not be completely obvious at first, but you'll soon realise the difference when you start driving. Sounds off your engine sounds too! Incidentally, you can also access this cheat in the arcades.

To access, hold X and press C to choose a car on the car selection screen. Your car will automatically be set to hyper car mode, and there's a new reward car for hyper cars. However, the time comparison does not work in this mode.

RACE AGAINST THE STRATOS!

Yep, you can even race against the STRATOS in this mode! Simply hold the Z button and press C to choose the course. Once you choose 2 cars, the game starts. Note: You must have already activated the STRATOS to use this mode.

ACCESS MIRROR MODE!

With these cars, you get unlimited mirror mode. Complete with more time trial modes, the mirror mode allows you to select either left or right side of the game. In Time Attack, if the game is one screen, then hold X and press C to select the course. Time Attack bonus and bonus data will not be recorded; only game data will be available.

ZOOM IN ON THE END SEQUENCE!

We zoom in on the last sequence as being played. Hold R and press their until you want to zoom in or out.

AM3: THE DIRECTOR'S CUT!

Sega Rally has been out in most gaming shops for a couple of weeks now, and as everyone predicted, the game's success has been phenomenal. But, there's little doubt that when the project was first announced, there were a few cynical rumbles from hardcore gamers—especially after the less-than-perfect Daytona.

But, from the minute AM3 commenced work on the Saturn version of Sega Rally, head programmer Testuya Mizuguchi knew that the finished product would blow every driving fan clean away. Naturally, there have been a few compromises; but with the added bonus of a two-player mode, amazing 3D and plenty of hidden extras, there's not a Saturn owner in the land that could complain at the finished result. And, seeing as we've already revealed every cheat that was included in the game, the only thing left to do now is visit Sega Japan's HQ for a final word or two on Sega Rally from team AM3 themselves.

Many thanks to Ryutaro Hattori (Senior Programmer), Atsuhiko Nakamura (project director) and Hiroto Kikuchi (Team Manager) for granting us this interview. Incidentally, this interview took place when Sega Rally was already complete in Japan.

SSM: Now that Sega Rally is complete, what are your thoughts on the final version of the game?

Mr. Hattori: The details of the graphics and the sound of the cars are there and I think that on the whole I'm quite happy with them.

SSM: Looking back, what are you particularly pleased with?

Mr. Hattori: The movement of the cars now approaches that of the arcade game, which I'm very pleased about.

SSM: Was there anything that was particularly difficult, anything that you had doubts about while you were developing the title?

Mr. Hattori: Everything! No, probably the movement of the cars. Then there were the graphics, with our reputation they had to be excellent. We wanted to use a lot of polygons, but then the frame rate would have lessened so we had to think about the balance.

Mr. Nakamura: This level of quality in the graphics and movement was not really possible without Saturn's 30 frames per second processing. I think we gained an advantage in terms of the frame rate. We wanted to achieve the highest level we anticipated before starting on the project.

Mr. Hattori: Of course, it's also a question of timing. The developers want to access the conversion as soon as possible.

SSM: So, we're right in thinking that the project was put together in a relatively short time.

Mr. Hattori: Yes, that's about right.

SSM: Why was the split-screen two-player mode decided upon? Why not a link-up instead?

Mr. Hattori: It was a question of scheduling.

Mr. Nakamura: We didn't feel there would be a suitable cable available for the software by the time of the launch. Also, we felt that there would not be many users able to link up with two machines, so the two-player mode was made more user-friendly. This is something of a complicated question.

Mr. Hattori: Speed was an issue. We wanted to release it before the end of the year if we'd had until March 1996, maybe we could have produced a suitable cable. Technically, it isn't that difficult.

SSM: Did you take any comments from consumers when developing Sega Rally? Was any specific research entered into?

Mr. Hattori: We always consider them carefully, but in practice they always seem to arrive too late for us to act on. Our team has done racing games before, so a fair degree we already know our work, but every year we're always being told what to do! I think that we have managed to fulfil most of the consumers' requirements.

SSM: Was the plan to convert Sega Rally inevitable once Daytona was seen on a home system? Was it, shall we say, forced upon you?

Mr. Hattori: We always consider them carefully, but in practice they always seem to arrive too late for us to act on. Our team has done racing games before, so a fair degree we already know our work, but every year we're always being told what to do! I think that we have managed to fulfil most of the consumers' requirements.

Mr. Nakamura: They mean technically, not strategically.
Mr Hattori: Oh yes, that was forced on us. Because it's not just anyone who could have done it. To be honest, I think that if someone else had tried it, I don't think it would have been done. There are probably only about 12 people in the world who could have done it.

SSM: Going back to the beginnings of Sega Rally, why were the Celica and Delta cars selected? Mr Kikuchi: Well, there were many factors. We felt that in the rally, we had to use real rally cars and the chosen vehicles were very known and looked good. Although there were a number of candidates, these were really the only ones and we felt that we had to choose them.

SSM: What about the Lancia Delta and Toyota Celica? Mr Hattori: Originally there was talk of using another car from Toyota, but we couldn't find a good one. For example, the Supra would have been just the same as the Celica and not much fun to use in the game, so we ended up with just the one. We also took note of the consumers' opinions, which confirmed that if another car was to be added, it should be the Stratos.

SSM: How does driving the Stratos differ from the handling of other cars? Mr Hattori: What can I say? Of course their performance is different. The Celica is four-wheel drive, whilst the Stratos is just rear-wheel drive, so it's more difficult. The engine power is improved and that is the maximum speed. The steering is quicker. Overall, the Stratos is a lot more difficult to handle. However, with practice, the Celica can be driven faster than the other car - the Lancia Delta.

SSM: What are the positive and negative aspects of using the Stratos? Mr Hattori: The good point is its speed - it travels well at high speeds. The bad news is that it is very difficult to drive - you have to be an advanced driver to handle it well. If you just started off with it [as a novice player], you probably wouldn't even be able to drive straight. It skids easily.

SSM: Does Sega Rally improve the Saturn's image? Will it persuade people to buy a Saturn rather than a PlayStation? Mr Hattori: Sega Rally isn't inferior in any way - it has the two-player mode, the ghost mode and it's a simulation.

Mr Kikuchi: But compared to Ridge Racer, the car movements aren't as smooth. Ridge Racer has a drift system in which the car appears to be on invisible rails. Our game is based on physical calculations and all the results of these calculations are on-screen, for example, the friction of the road or the shock absorbers. And the game has a car edit feature. The results of all our mathematics are reflected in the game itself. Basically, the direction we have taken with our game is completely different and you can't simply compare it to other games.

SSM: What reaction have you received from the press? Mr Kikuchi: When we did the first alpha promotion, the media were extremely impressed with the quality, but we were able to upgrade this quality still further in the final version. The reaction we received was that everybody's expectations were exceeded.

SSM: Now you've programmed Rally, you must be aware of the Saturn's strong and weak points. Would this affect what you do in the future? Mr Hattori: I can't say that the weak points of the Saturn have ever stopped us from doing what we wanted to do. We would try anything.

SSM: What games would you do like to program? Mr Hattori: There are many things I want to make - for example, puzzle games. But since we've just finished Sega Rally, we have no clear idea what we're going to be doing next. I just want to make games that please everyone. Of course, we have our own personal opinions. Speaking in abstract terms, I'd like to make some serious games - not just games for fun, but games which don't just entertain you, but which can go back to and spend many hours on. Or alternatively, games which just take a very long time to complete.

SSM: What is the next project for the team? Mr Nakamura: It's not yet decided.

SSM: What about Manx TT? Mr Hattori: This is Mr Mituguchi's AMG team title - and there's not yet been talk of converting it to Saturn.

SSM: Any final comments about Rally? Mr Hattori: We feel the game has great longevity. You can play it for hours and the more you play it, the more you'll find. We want players to play it for as long as you'll find.
There's been several attempts to bring an atmospheric RPG to the Saturn, but so far, the efforts seen have been pretty feeble. Especially when you consider just how far you can push the genre these days. Yep, people are expecting more than wizards and blubbering monsters for their fifty quid's worth, but were we really expecting to see all this blood and gore too?

SAM HICKMAN investigates this spooky phenomenon.

Tales From The Crypt
December, Los Angeles, 1997.

Los Angeles. World centre of glitz, glamour and corruption on the grandest scale. Mecca for twisted psychopathic individuals and home of broken dreams of the ever hopeful. This is the city that can tear or break a person. And when it breaks you, anything could happen. Tonight, there's been a disturbance in Los Angeles Central Hospital. A highly respected doctor has gone completely bananas with a gun and shot just about everyone in the place. Police have arrived on the scene, but can make head nor tail of what led someone to commit such an awful crime.

They've even called Laura, Doc's daughter in to see if she can shed some light on the situation, but she's as confused as everyone else. But she does decide to pay her father a visit in his creepy old office to see if she can talk some sense into him...

Of course, when she arrives there, the place is deserted. It seems as though the office hasn't been inhabited for some time and there's a rather creepy chill in the atmosphere. She has a quick scout around for any signs of her father, then opens the door to another part of the office, where she's transported to...her father's altered reality.

Laura's in a bit of a spin whenever she comes across the beetle.

Look like they could do with a good feed, don't they. And a new pair of trousers too. And soon help.

Leave this house. Leave now!

Well, you'd imagine that she'd make a run for it there and then. But unfortunately, things aren't quite that simple. She's now locked into her father's twisted world and is awakened to the true horror of his acts. There's dead bodies raked up against the walls and they've all been contorted into the most gruesome positions. In fact, behind almost every door there's a stiff waiting to pop down from the rafters and give her a bit of a scare. It doesn't seem to put her off much though and she continues to search the house. After discovering an impaled body behind a door, being mauled by a strange hand that appears out of a mirror and almost being crushed to death by a moving spiky wall, things suddenly start to fall into place. And that's when he discovers the beetle.

Close your eyes and I'll kid you...

Whenever this appears on screen, it means that you've run out of time. You can start the game from the second disc if you get that far, otherwise it's back to the beginning.

Laura. Listen to me Laura. You are guilty. Guilty of a senseless expression.
AAAGH! IT'S MESSING WITH MY MIND!

The beetle will not rest behind the trash, gaily engaging in its frenzied dance. Laura finds you, and it wouldn't be found anywhere. Then all of a sudden, it will crawl across the ceiling. But, it's not as if Laura is overjoyed when she finds it anymore - the mere glimpse of it sends her off into a psychedelic trance, where she recalls her awful past. Only part of the mystery is revealed every time she sees the beetle, but it seems that when she was young, her family were slightly disturbed to say the least and one member of her family attempted to steal her. Could this be the person behind the mystery, not to mention the atrocious murders? Could it be...

QUELLE SIGNIFICANCE 78?

Well, psychedelic beetle aside, Laura has more pressing matters to sort out. This is how she's going to get out of the house for a start. After poking around for a while, she discovers a couple of keys, some paper and a crowbar. After discovering the link between these items, she manages to move the spiked wall that attempted to impale her, and reveals the rest of the house. And the rest of the gore too. Yes, the bodies are piled up all over the place here, with corpses jammed into the walls, and discarded on the floor in one of the rooms is a box, which can only be opened with a certain combination. Upon cracking the code, the door will spring open...to reveal...a dead man's hand! Aaagh!

WITH THIS RING

On the dead man's hand is a ring. Laura takes the ring off his finger and keeps it in her pocket for future reference. It's not long before she needs to use it though, when she's faced with an iron door that just won't seem to budge. But, it does seem to have a ring-shaped hole in the handle. Which, funnily enough, is exactly what the ring is for. It opens the door to the basement of the house, and indeed, opens the second part of the adventure, along with more chilling discoveries, piercing screams and visions of an extremely disturbing nature.

Oh Laura, don't you know that grey is just so...so sad this season. And you being in a videogame and everything.

What's that? You don't care? You're only into reading and writing? Well, don't say we didn't warn you, dear.
HELLO THERE LITTLE FELLOW
In one of the rooms in the first part of the house, this spooky little boy's portrait hangs above the fireplace. At first, it seems as though it's just an innocent picture of part of the family, but on closer inspection, the boy's smile turns into a grimace, and he reveals an essential clue that will help you solve the mystery of the four plates on the table of the same room.

INCIDENTALLY, there are and a clock. The clock take too long, time will run out and you'll have to begin the game again. When opened, this clue gives you a clue as to your supposed destination in the house, but each time you use it, the glass will crack slightly. After you've consulted it three times, the glass will shatter and refuse to reveal any more clues. So use it carefully.

LOOKS GOOD! EVEN CLOSE UP!
While you're wandering around the house, there are various objects that you'll be able to pick up for use in later parts of the game. In fact, if there's anything you need to retrieve, the computer will usually do it for you, but only if you happen to be standing in exactly the right place. However, if you spot something you think could be useful, you can have a closer look at it by pressing forward on the joystick. If there's anything to see, the game will automatically zoom in on the chosen area. This is most useful for picking up objects, but sometimes you'll glean useful information from it too.

SHIELD MINE EYES!
Once you've picked up items, they'll be stored in your inventory. If you think you need to use them, simply call the inventory up and highlight the item you want to use to solve the particular puzzle you're faced with. If you can use the item, the game will automatically select it for you. Then, you'll be treated to a sequence of the item being put to use. Incidentally, there are two items that you begin the game with – a mirror and a clock. The clock simply keeps a time on your exploits and if you take too long, time will run out and you'll have to begin the game again. When opened, the mirror gives you a clue as to your supposed destination in the house.
**BEETLE’S PSYCHEDELIA**

Aagh! It’s that damned beetle again! Just when you think that it’s gone for good, it pops up in the most obscure place. Once Laura spotted it, there’s nothing she can do apart from succumb to its strange trancing powers. All of a sudden, the room switches in to a post-hippy nightmare of psychedelic swirls and satanic noises. This turns Laura into a full-on basket case, and she falls into an hallucination, reliving her awful past. Seated at a dinner table, the young woman is about to tuck in to her evening meal, only to be disturbed by a nutty hell-bent on snatching the strange beetle-shaped pendant that’s tied around her neck. She attempts to stop the person from snipping the pendant’s chain, but this proves impossible, and as soon as the pendant is lost, he begins to stab the girl. Just who is behind this evil vision, and what is the significance of the scarab beetle?

**I HAVE YOU NOW!**

The second part of the adventure is even more chilling than the first and the puzzles are a lot more difficult to solve than at the beginning of the game. But, at first, there’s much more pressing matters to attend to like the huge stone ball that’s following her down the stairs at an alarming speed. Luckily, it’s a bit big to make it through the space at the bottom of the stairs, so she escapes with inches to spare. But that’s no where near the end of her traumas. Her father appears one last time to inform her that she really should get out because he’s changing at an unbelievable rate and he can no longer be responsible for his actions. Of course, as she’s come this far, Laura isn’t going to give up now. Despite her father’s horrific form she decides to get to the bottom of the mystery, which leads her deeper and deeper into the house. There are more puzzles to solve along the way, and each time she stumbles across the beetle, the hallucinations become more intense, each one revealing a little more of her tortured past. We don’t want to give too much of the storyline away at this point, because otherwise, all of the puzzles will be solved for you when you come to buy the game. Suffice to say though, Laura does manage to track her father down, and she even gets to talk to him. And after a while he reveals the reasoning behind his awful murders. But we’re not going to tell you what it is. Oh no! You’ll have to find it out for yourself if you make it that far of course.
Dear Laura, I've gone. Ethel from next door was interrupted. Don't be sad - someone is coming round to clear up. Dad

Hmm, I know there was something strange about my father. But I didn't expect him to be like this. Or was he? Could he have, Ethel - eh nooooo!

NO! NOT THE RACK! AAIEEEE!
You'll soon realize just how much trouble you're in when you see the bones and captured minds that are strewn all around the house. And very gory they are too. But don't just pass them by without much a second glance. Many of them hold essential clues that must be discovered before progressing to the next part of the game. Among other things, you'll find keys and rings on the rotting corpses, which may be rather unpleasant but is definitely worth a look.

HOWL AT THE MOON
After solving the mystery in the strange chapel, Laura finds herself in the grounds of the house. Of course, it's pitch black outside, and the wolves that guard the house can be heard howling in the background. However, everything seems very serene. For the moment, that is. There's been a push in this part of the game, and each of them have a variety of buttons, linked to the twelve star signs. You have to discover the right buttons to press in order to reveal the next part of the mystery. Which involves...

Opening the tower, which is also in the garden. At the top of the tower, you'll find a telescope which displays different star formations. Match up the correct formations according to the staves, to uncover the mystery that the waterfall hides.

Once you've lined up all the correct information, the waterfall will reveal a vital secret that's essential to completing the game. But what does it mean, and where should Laura go next?

SHINING ARMOUR
When standing in this room, Laura can crank the handle of this contraption around, to reveal different parts of the house. One of the rotations reveals a spooky pit with a treasure chest at the bottom, and this one shows a darkened corridor guarded by knights. Of course, there's no-one in the suit, or that's what Laura thinks until she's pushed down into a deep pit by one of the 'guards'. Is this the end of the road for her?

Well, it seems not. Laura begins to climb out of the pit using the rickety staircase, only to confront the guard again at the top of the shaft. By dodging his attacks (you'll have to push the corresponding directions on the joystick) she can avoid his attacks and eventually trick him into falling into the pit. She'll receive a sword for her troubles too, which will come in very handy later on in the adventure.

O'S DINER IS REVIEWED ON PAGE 82
Yep, as it’s new year and everything, Sega have had a bit of clear out at their HQ, and all the promotional material they could find was bundled up and sped over to our offices for this top prize type competition. In fact there was so much stuff that we’ve split everything into five main prizes which consist of:

**FIRST PRIZE**
A VIDEO CD CARD (PLUS FIVE VIDEO CD TITLES), A MEMORY CARD, A JACKY VIRTUA FIGHTER DOLL, A VIRTUA FIGHTER JIGSAW PUZZLE AND A YEAR’S SUBSCRIPTION TO SEGA SATURN MAGAZINE!

**SECOND PRIZE (x2)**
A SATURN BOMBER JACKET, A PA/JEFF VIRTUA FIGHTER MODEL, AND A SATURN/LARGE VIRTUA FIGHTER KEY RING!

**THIRD PRIZE (x5)**
A VIRTUA FIGHTER CALENDAR, A BORI T-SHIRT AND A COPY OF MYSTERY MANSION!

Not bad, eh? Don’t forget, you can’t get most of this stuff in the shops, so the only way you can probably get hold of it is by entering our comp. It’s not difficult, all you have to do is answer this completely simple question.

Q: How many contenders compete in AM2’s Virtua Fighter 2?

Send your answers to: FREE FREE FREE! ME ME ME! SEGA SATURN MAGAZINE, PIBOXY COURT 50-32 FARRINGTON LANE, LONDON EC1N 3AM. Entries must arrive by 30th February.
SO!

PLAY GAMES, WOULD YOU?

YOU'RE GONNA NEED THIS!

ISSUE 171 OUT NOW

Computer and Video Games
CAPCOM, THOSE LEGENDS OF THE ONE-ON-ONE BEAT ‘EM UP, ARE ROUGH AND WAY TO THE SATURN WITH DARKSTALKERS 2 AND STREET FIGHTER ALPHA, PREPARE YOURSELF FOR MORE SPECIAL ATTACKS AND COMBOS THAN YOU CAN WAVE A WHITE FLAG ON, AS ROB BRIGHT HITS THE DECK WITH A SLAM!

DOUBLE DECKERS!
Expect to see some new characters in Street Fighter Alpha, some from the original and some completely new altogether.

Enthusiasts will recognize Hiryu, the huge kaiju who appeared in the original Street Fighter — and of course, the irrepressible Ryu.

A new take on the classic battle between Dhalsim and Dhalsim. Prepare yourselves!

Vampire Hunter
DARKSTALKERS 2: VAMPIRE HUNTER

So what happened to the original Darkstalkers then? Iron out those furrowed brows because the original has yet to find its way on to the Saturn. In any case the sequel is essentially an update of the original only with improved graphics and animation (Darkstalkers used 128MB for all the characters whereas as Vampire Hunter uses 256MB), and there are even a couple more characters thrown in as well. There are a total of 14 characters to choose from in the game and each of these supernatural competitors is in possession of a ghoulish array of moves.

1. DEMITHRI
The Prince of Darkness certainly carries himself like an immortal aristocrat, and his moves are every bit as awesome as his reputation. He comes in the shape of a Vampire and is able to execute some unbelievable aerobatics including the power to disappear in a puff of smoke and reappear hovering about his opponents ready to suck the blood out of them!

2. LEI LEI
Lei Lei is one of the two new characters to find their way into Vampire Hunter. Known as 'The Chinese Ghost' she looks harmless enough, even friendly in fact. But don't let appearances fool you. Underneath her kimono she hides hideous and lethal claws. Before you can say 'cut' she'll have torn you to shreds!

3. GALLON
The supernatural line-up wouldn't be proper without the presence of a werewolf and this comes in the shape of Gallon. He has a canine ferocity and hunger that's satiated with the help of his razor sharp claws. His most devastating attack sees him transformed to fire at which point he can swallow an enemy whole!

4. DONOVAN
Just about the only good guy in the game, 'The Dark Hunter' as he's known has a vast selection of moves to choose from. His weapons are a magic sword and huge belt made up of large spheres, but being the good guy, Donovan can call on a range of protective spells to help him out. These release spells of fire and ice and also include the summoning of a huge god from his celestial dwelling to crush opponents with his mighty feet!

5. MORRIGAN
Like Demithri, Morrigan could be classified as a vampire of sorts, feeding off the blood of her victims. She keeps up the tradition of children of the night by turning into a bat in one of her special moves. She can also perform a few tricks like make mirror images of herself to confuse opponents and soar across the screen on a beam of fire.

6. ZABEL
Zabel is not the average stereotype of the British persona (apart from perhaps the Sid Vicious hair style to go with his guitar), yet he nevertheless sports a Union Jack proudly on his thigh. In case you couldn't guess, Zabel is a Zombie, and as one of the undead has no qualms about customising his decaying body for malevolent purposes. With the adaption of a few limbs he can construct a useful buzz saw. He comes with a stump for a head which he likes to eat the opponents!

ALSO STARING
Although six characters have been looked at in a bit more detail here, there are another eight to choose from which aren't quite as near completion. These are Anakaris, a mummy from ancient Egypt, Felicia the cat woman, Aulbath who bears more than a passing resemblance to a fish, Sasquatch the Yeti, Victor the Frankenstein look-alike, Sunashan the samurai, Phobos, who has a myriad of beam attacks, and Pyron, the second character new to the sequel, who is constituted of fire.
Felicia (below) resembles a cat, although her hair style is more reminiscent of a new romantic devotee.

Do you ever get those moments when all you want to do is stand there and howl at the moon? Gallus certainly does, except with him it leads to a sudden and unusual growth of body hair.

Zabri, the Tommy zombie, prepares to take on Aikewtch, the fish thing with the big teeth. When Zabri attacks with the help of a buzz saw, Aikewtch uses the merits of good old H2O in its attacks. This fight takes place at the cemetery, below some of the patriotic zombies.

So much needless violence! If Gallus was simply given a can of Pedigree Chum every day, he'd be as happy as Lassie!

(Below) Demithri stands over the corpse of his doppelganger, while Morrigan fights it out with her other half. Morrigan has the power to transform into a bat in one of her special attacks. She can also make mirror images of herself.

Bishammon, the Samurais, often calls on the ghosts of his warrior forefathers to help him out of a jam.
Showcase

Street Fighter Alpha

After the debacle that was Street Fighter: The Movie, you'd think that the Street Fighter series had executed its last dragon punch. Capcom don't think so and by the looks of Street Fighter Alpha it would seem their faith in the legendary beat 'em up was justified. Street Fighter Alpha is a near perfect conversion of the coin-op and proves every bit as impressive as Darkstalkers II in both the quality of the animation and technical excellence of the gameplay. It takes the principle characters from the Street Fighter original and a couple from Final Fight (another Capcom classic in the Streets of Rage fighting style), as well as adding four new characters to spice things up a bit. Let the revival commence!

Familiar Faces

Ryu and Ken, the two central characters in the original Street Fighter game are both in Street Fighter Alpha although they look like they've been working out a bit more, as does Vega (or M Bison to us here in Britain). Chun Li is also in there as is Sagat. Their moves are largely similar to those in Street Fighter II although they all vary to an extent thanks to the new power level attacks, represented by a power bar at the bottom of the screen.
Final Fight was a huge Capcom hit back in 1991 where its scrolling beat 'em up style acquired many admirers. Two of its characters have arrived in Street Fighter Alpha in the shape of Guy, a good guy who was a player character and Sodom who was one of the end-of-level bosses who supplements his evil by wielding two dagger-type weapons. According to Tatsuya Minami, head of planning and design at Capcom, they were chosen because they were considered two of the most popular characters from the game.

The major difference in Street Fighter Alpha from its predecessors is the addition of a power bar at the bottom of the screen. It isn't your plain old power-up bar either. There are three levels of power to move through and with each level a character improves their special moves and combos. Get all the way to level three and they'll pull off a super move or combo that finishes off their opponent. The picky among you will be keen to point out that Street Fighter: The Movie also came with a power bar but it was nothing as sophisticated as this, and besides, that game was a load of tosh.

Four characters in Street Fighter Alpha you are less likely to recognise are Birdie, Adon, Rose and Nash. The first two aren't alien to the Street Fighter series however, appearing in the original. Birdie is a huge bouncer who is slow but extremely powerful, and Adon fights in a similar style to Sagat although he isn't as powerful. As for Rose and Nash, these characters are completely new. Rose fights much like Chun Li but has the ability to deflect fireball attacks and Nash is almost identical to Guile using both Sonic Booms and Flash Kicks.
Once upon a time, there was no such thing as games advertising. But then, once upon a time there was no such thing as games, either. Back in the Middle Ages, for instance. What we’re trying to say is that once upon a time, games advertising was a very limited medium, confined to single-page print ads in specialist magazines such as this one. The funny thing is that that time—which we were, to redefine—once upon—a wasn’t very long ago. Even in the early days of the introductory era (SNES, UK games sales just weren’t huge enough to warrant, for games!), the quantity of cash a TV or cinema ad campaign warranted.

But then suddenly everyone in the world was suddenly into games. Who knows why. We think it might have been to do with the Sonic/Mario rivalry which boosted the media profile of the gaming experience, along with portable consoles which had been marketed with an amazing degree of success at traditionally non-games-playing audiences.

Games were hip. Gamers/fanboys got on the telly. Smash Hits started reviewing games. C Styx, even. The Guardian reviews games these days.

And so it was our beloved corporate gods found themselves in control of huge advertising budgets to increase and prolong the videogame boom. Instead of running cut artwork-based ads in-house, suddenly hardware manufacturers had the dough to promote their products using big-name advertising agencies. As a result, games fans across the globe have been treated to some spectacular (and some spectacularly crap) advertising campaigns. Here, the unheralded SEGA SATURN MAGAZINE team reviews the best.
THEATRE OF THE EYE

Those spunky Americans lucked out with one of the most entertaining series of ads since Heffmeister's famous 'Follow The Bear' campaign. It's slightly reminiscent of the ancient Numbskull comic strip - but all the little people living inside your head are running your body. The series kicks off with optic rods and cones sitting around watching as the fovea's are cut - and then their bodies land up Saturn, leading to inevitable fits of drooling and general excitement. This initial taste, despite its solo effectiveness, sets the viewer for future installments.

Taking part in the Theatre of the Eye, each new skit features two or three Saturn games, theme-bound, with the Rods and Cones becoming increasingly disfigured. Discipline in the eyes goes right out, and further chaos ensues as first the Optic Nerve 9 and then Brain attempt to restore order. Eventually other parts of the body's internal system want to get a look in to see what it is they were doing.

Whilst these ads show very little of the actual games themselves they're highly memorable thanks to the humour content and warped visuals. Of course, the main point they're trying to make is that Saturn games look so good you'll cock your stripes. Graphic capabilities go a long way towards selling a machine in the USA, and the style kudos of Saturn ownership is an important element to establish with consumers.

But, despite the playful nature of the campaign, there's a sinister side. Two versions of the ads were produced. The first 'clean' set is a scary second set featuring low-level subliminal voiceovers telling you that, for example, "You'll love the metal sound Durian mixes when she kicks your butt in Virtua Fighter 2" and suchlike. Lock them all up, that's what we say.

Pics 1-3: The gnawing pain of seeing the awesome Daytona USA. Used to the likes of normal clipping films, they haven't seen anything like this for years and, in a frenzy of distress, begin to riot in the cinema. Luckily, the brain calls adrenaline in to sort out the whole horrible mess, and the boys promptly begin to get the situation under control - by using brute force. However, try as they might, the civilians have one saving grace.

Pics 6-10: Part of the US ad campaign, the Theatre of the Eye was shown to several installments. This was the first of the series and showed a rather unadorned eleven-screen audience who were accidentally shown Virtua Fighter and Puzzler Dragon. The cinemagoers begin to shift nervously in their seats, with some of them even dribbling at the sheer excitement of the new visual experience. Again, the brain doesn't know what to make of it and calls down to the optic nerve (9) who doesn't have a clue as to what's going on. In fact, the whole body's going mad, and it's not long before the sphincter (10) is buckling under the pressure. What can the brain do? Nothing really - as subsequent ads in the Theatre of the Eye series will prove. A brilliant series of ads, then, that won't be shown in the UK.
TOO REAL

Americans are spoiled for choice for Saturn adverts. Next, exactly, that you're given a choice in adverts, because they just pop onto the telly. And they're not even timetabled in TV listings mags! What we mean to say is that there are loads of Yank Saturn-sellers. The second set move away from the cartoon humour of the Theatre of the Eye sketches, and display even less of the games. However, once again they're intended to reinforce the perception of realism. Indeed, the catchlines at the end of these latest clips boast that Saturn is "A Little Too Real". The two big games flagged with these are Virtua Cop and Fighter 2. The Cop short sees two racers in granity-black and white, charting their progress out of their car and into an abandoned warehouse. Whereupon the camera flicks to the warehouse-storming scene from Cop. Fighters has a strange mutant cleaning caretaker man-bloke (played by rough-throated nutcase crooner Tom Waits) mopping a huge block, upon which he discovers a single tooth. As Tom contemplates this haul, a burst of Virtua Fighter combat bumbles on-screen, belying the origin of the missing molar. Most amusing. But in the light of the recent "Virtua Murder" in the States, perhaps the Cop advert is retrospectively a wee bit insensitive.

Above 1-8: The all-new US ad campaign for Virtua Cop. Sears.
Right 1-8: The US ad for W2, featuring gruelling Tom Waits.

HAVE A BANANA

Chimps are ace - Dave Kelwall, Art Editor of this very mag, loves them to bits. As a result he's also smitten with the Japanese Saturn ad campaign, which features a couple of the handsome beasts and their Saturn experiences. The first ad shows Chimp X (as we like to call him) reduced to a gibbering wreck by the majesty of the Saturn's capabilities. The second, centred around Wing Arms, adds a second bonus chimp (we'll call him Bonus Chimp). As Chimp X takes the controls (analogue joystick - realist!) the pair are gradually sucked into a world of living gamedorn, which sees them both collapse to the floor as the plane crashes into the on-screen sea.
**EYE-POPPING VISUALS**

Unlike America and Japan with their plethora of Saturn marketing showcases, the UK has been treated to one single combined cinema and TV display. However, it’s an undoubtedly stylish and impressive one, as you’ll no doubt have noticed! Developed by McCann-Erickson, one of this country’s leading agencies, it’s a stonking “movie” of an advertisement (meaning it lasts longer than thirty seconds, in ad-speak). Like most adverts the creative team behind the movie have a laughably self-important piece for their effort at flagging the Saturn just like any flat capped market trader shifting five lighters for a quid. The story is set in the so-called Segathedral, supposedly where Sega of the alternate future timeline create their latest games. The interior of the Segathedral is in fact a whacking great dam in Los Angeles (obviously the ad team had to get the perfect setting, and didn’t just fancy a trip to the States at all). The ceiling, which used to be a sky, was painted in during post-production.

The plot revolves around the sinister-looking Valkyrie, the man who “executes” the new games, putting them through their paces against an expert human player. In this case it’s a race driver played by the superbly-named Willy Pickett, who obviously enjoyed filming. “I’ve been beat on, smoked up, chemical sprayed, wind sprayed, shaken, suffocated, pinched, taped, pulled and plucked” quoth he about the experience. And as Willy sits in his replica Daytona car and prepares to get completely knackered, Valkyrie shoots his oculi into the eyetubes of his Executioner’s chair. Obviously the ad isn’t aimed at the Sonic pajamas crowd. As a broken and bleeding Willy is rolled past Valkyrie on a hospital trolley, the latter leans over to whisper “Reality hurts”. Ooh – scary.

Dick Dunford, one half of the creative duo responsible for the ad, explained his desire to hit audiences with an empathetic piece of work which would bring home the new realism and excitement of the Saturn. And as he so eloquently states “If you want to capture the reality of a game, well – real life, you have to actually do it for real!”

**PRESS GANG**

Of course whilst TV and cinema are excellent forums to show off your wares it’s far cheaper to advertise in good old static print. Obviously you’re not allowed the same scope as moving pictures provide, so you have to be a bit more clever. Sega’s S-logo teaser ads are a successful case in point, as is their sponsoring of various personal ads columns in magazines such as Select and ID. The Select ads even featured pretend personal ads from Bug and Jeffy Virtua Call the number and gruff old Jeff or chirpy Bug have left a little message for you. Bug also featured in a smart pastiche of the Wondersia “Hello Boys” ad. Sega Japan took a typically offside angle to their print campaign, featuring alien core heads from Saturn (who also featured in a TV blitz) getting all excited about the new machine. If only someone had thought to give them their own game.

The Bug! advert will be familiar to most Saturn owners in this country, and was featured in loads of different mags including Select, Q and Sky magazines, as well, of course, as the usual specialised mags such as SEGA SATURN MAGAZINE. The ad on the right features Beartis Beeychick, Iran Skye and was launched in America a few months ago. You’ll never see it in a mag over here though, as Sega Europe don’t think that it’s right for their potential market. But we quite like it.
W e knew it was coming. After the phenomenal success of our Daytona Time Attack competition (well done the lads) it was only a matter of time before the Sega Rally Time Attack competition was announced. And seeing as Rally has been on the shelves for a couple of weeks, this is the best time to launch a new time attack compo. As ever, the prizes for this competition will be absolutely awesome, but this time the rules are slightly different...

ACCUMULATE YOUR TIMES!

Instead of spreading the competition over three different courses, this time, entrants will need to play through the game in Championship Mode. Only ONE lap from each course is required, but the entire entry must be played through on a consecutive basis – not one course at a time. Note: This does not include the Lakeside course (which of course, wouldn't be recorded anyway). However, for this competition, there will be three winners, for the three top times that we receive.

JUST THREE MONTHS TO GO!

As with our Daytona Time attack competition, the Sega Rally compo will run over three months, with a closing date of 30TH APRIL 1996. That gives you loads of time to test your driving skills into shape, and this time, there's no excuses for feeble times, although there's little doubt that some of you will still be bothering us with your pathetic efforts. Still, there has to be some kind of standard to work to, which is why we've set a qualifying time of 3 MINUTES 22 SECONDS for all entries. Please don't send your entries in if they're not faster than this time.

LET US PROBE YOUR MEMORY!

We want to make sure that you don't cheat on Rally by using any of the hyper core cheats by using the secret states car. Basically, we don't trust you one little bit. So, all Rally entrants will need to provide video evidence of their Saturn memory and high score screen, showing where Rally has been saved on to the Saturn. If you've cheated your game won't be saved properly, and la la! You'll be instantly disqualified from the compo! Well, serves you right really, doesn't it.

PUT IT ALL ON VIDEO!

Of course, if you win, we'll also want to see all time courses in replay mode on video, preferably with an out of car view of the proceedings. So, you'll have to have the recorder handy if you're playing a particularly good game. But, don't send us a video now. You'll only have to send another one when you beat your best time a couple of weeks later. Nope, just keep it in your house for reference and if we need to see evidence, we'll get in touch with you. For now, all you need to do is send us a postcard with your best time written down on the back. And your name and address too, naturally.

AND THE PRIZES ARE...

Well, it wouldn't be a time attack competition without some top prizes, would it? As in the Daytona competition, there's three prizes to win, and they are:

FIRST PRIZE: FREE SATURN GAMES FOR A YEAR!
SECOND PRIZE: TOP AM3 MERCHANDISE! (TBC)
THIRD PRIZE: MORE TOP AM3 MERCHANDISE! (TBC)
Our Sega Rally Competition!

Sega Saturn Magazine

Sega Time Attack 1996
Sega Rally Time Attack Competition

TIME ATTACK 2: FOREST

TIME ATTACK 3: MOUNTAIN

Record your best times on video!

Michelin
DAYTONA TIME ATTACK
COMPETITION RESULTS!

After slogging your way through Daytona for oh, five months or so, we've collated your best times together and finally, come up with the winners for this amazing competition. Although some of your entries may have been pretty feeble at the beginning of the competition, by the final month, the times were nothing short of excellent. In fact, even we were surprised at the final results, especially on the expert track, which even blew the SEGA SATURN MAGAZINE's team times out of the water. Anyway, just to make you absolutely pig sick with your own meagre effort, here's the winning times for you to peruse.

EXPERT TRACK WINNER!
WINNING: FREE SATURN GAMES FOR A YEAR – BEGINNING WITH VIRTUA FIGHTER 2, A SATURN JACKET AND AN ARCADE RACER STEERING WHEEL!

JOHNATHAN BELL, WEST YORKSHIRE
With a winning time of 12:50!

ADVANCED TRACK WINNER!
WINNING: A SATURN JACKET, AN ARCADE RACER STEERING WHEEL AND TEN SATURN GAMES!

BRENDAN CROWN, IRELAND
With a winning time of 40.07!

BEGINNER TRACK WINNER!
WINNING: AN ARCADE RACER STEERING WHEEL, A SATURN JACKET AND A VIRTUA STICK!

DARREN WARE, WAKEFIELD
With a winning time of 15.30!

So, there you go. Incidentally, just to prove that expert track winner Johnny boy really did get the time that he sent in, here's a couple of shots from his winning video. Yes, he used the pink car; yes he smashed it up pretty badly, and yes, he took a short cut over the track's grassy area. Incidentally, Jonathan was said to be "overwhelmed" at winning the competition when questioned at the Welbury retreat and would like to thank his mum, dad, dog, his mates, and everyone who knows him for their "amazing support" over the last couple of months.
Introduced by Bruce Forsyth: “Thank you very much, you’re a wonderful reviews section, so much better than last month’s!” [the review section laughs].

“Well well, m mm m, what a reviews section we’ve got for you tonight, folks. Packed to the rafters with wonderful games. And I wanna play those games with you. So without further ado, here they are, they’re so appealing, okay dollies, do your games review location revealing…” [reviews section whoops and cheers].

WING ARMS 68
FIFA SOCCER 70
SCOTTISH OPEN VIRTUAL GOLF 72
JOHNNY BAZOOKATONE 74
TOH SHIN DEN 76
CYBERIA 78
CASPER THE FRIENDLY GHOST 80
D’S DINNER 82
TRUE PINBALL 84
WORLD CUP GOLF 86
Take to the deadly skies of World War 2 with Wing Arms! From Japan! Which means you must be bombing Tommy Britisher! Aiee, treacherous dogs!

Of the first Model 3 coin-ops Sega launched was called Wing War. Like you'd know. Hardly anyone bothered playing it, despite the fact it's absolutely ace. Perhaps the double-joystick controls put people off. Ya lazy yellow-belly cahoots. If you've taken the time to bother with it, you'd found one of the most enjoyable two-player duet games arcades have to offer.

Well thanks to the general apathy of UK coin-op players Wing War will never see the light of day on the Saturn. Actually that's a lie. The game was pretty massive in Japan so we're at a loss as to why it never got the port-over green light. But Sega bless their little cotton socks, some bobbysocks can't let their many followers go hungry for aerial combat. So they've released this loosely-tied one-player texture-mapped title we like to call Wing Arms.

On paper, Wing Arms sounds pretty ace. Take your pick from a number of real-life WW2 planes: some common, some bizarre experimental prototypes, and take up against the evil enemy forces.

Much like in real wars you're not just put on the sky and asked to wade through the entire enemy on your own. Oh no, you're given specific missions with maps and targets, and sadly limited supplies of missiles. But unlike real wars, you're quite likely to survive more than one of these and, as such, participate in a variety of offensive manoeuvres which doesn't mean flicking the Vs by the way. Missions vary from attacking futuristic-looking oil rig things to chasing enemy pilots through mazes of narrow canyons. There's always a best way to approach each operation but at the end of the day success is all down to your own combat skills.

Wing Arms is as arcane as flight games come. Your controls handle guns, missiles, steering (hard and soft, "cornering"), flight speed and map viewing (or target location). Don't worry, too much about crashing - hitting the scenery or floor does lose armour points but isn't immediately fatal. The main threat arises, as you'd hope, from the many enemy fighter's tanks, gun placements, ships, cuttery ghosts and sweets. At first it's easy enough to save your lads ass by watching your radar and circling behind foe forces but as the game progresses the opposing pilots get smarter and start using their own tactics.

And this is where the bone of gameplay contention rears its ugly bone. Once the planes start getting better, they'll home in and try to get behind you while you're trying to track them down by radar. Which means you'll both fly around and around in circles, occasionally meeting up for head-on micro-confrontations before zooming past one another. It's fairly easy to imagine the tedium and unfortunately this makes an otherwise well thought-out and engrossing shoot-em-up. But hey - don't get on a downer about it, life's too short. Plus this is where the Expert control system comes into its own. It allows you to adjust the yaw and roll of your plane instead of just nose direction, giving you true three-dimensional freedom of movement. It's almost impossible to get the hang of at first but once you get the gist of shifting around in a thousand directions at once it improves your aerial agility stupendously. In fact, it's pretty rock to complete the last levels without this degree of control. If you've got the patience to get stuck in and learn your flight style (try playing with Expert controls from the off) Wing Arms is an exercise in extreme competence - although perhaps not a full on classic. Give it a spin, by all means but don't expect to get your head bagged.
This is Admiral Hexagon, the six-sided man with the six-sided head. He runs the aircraft carrier upon which you're stationed, and as a result he's the man who briefs you before each mission. He's a bit long-winded, but hides closely for handy mission hints.

Pick a plane from any WW2 participating country on the plane select screen. Choose wisely, because you can't change your mind once you're in the game. Experiment and study the stats and find the one which suits your play style best. Then pick it!

Not exactly period-faithful, but this oil rig is a tough fortress to match.

The overall enjoyability and challenge of Wing Arms just about makes up for a couple of gameplay flaws. Not essential perhaps, but still a cracking effort.

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<th>Graphics</th>
<th>Sound</th>
<th>Playability</th>
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<tr>
<td>91</td>
<td>69</td>
<td>86</td>
<td>89</td>
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Overall: 82%
Bribes, drug scandals, violence. Not the kind of things you'd usually associate with the national game, but football has been high profile news this last year. Eager to steal the headlines this time around is EA's FIFA '96. Hold the back page!

It's a great game football. Just ask about two billion of the planet's population. Football fans on the other hand have a habit of being a bit hit and miss. FIFA has already established itself as one of the best 16-bit footy games around and its arrival on the Saturn heralds a potentially new era for this popular genre.

In many ways FIFA '96 delivers. It not only features international sides like its little brothers but also comes with club sides giving the player the chance to take their team through an entire league season. Every single player from the 1995-6 season is included and John Motson provides the commentary to really bring home the realistic veneer. As has become the norm these days, FIFA '96 also comes with a wealth of customising options to alter strategy, formation and the like and an intimidating range of stats on teams and players skills. The good news is that they genuinely make a difference as well.

If you're trailing by one goal in the last minute then an all-out attack strategy pushes all of your players up the risk of course is that you're defenceless if the opposing team catches you on the break. As the ever philosophical manager will tell you though that's football.

But what FIFA primarily built its reputation on though was the tremendously detailed character animation and the excitement of the gameplay. Here's where FIFA '96 proves itself to be a bit disappointing. The animation and movement of the sprites is both slow and slightly jittery. This is a real shame because it was precisely these elements that made FIFA stand out from the crowd in the past. Fortunately the game logic hasn't suffered so while it might not move as fast and smooth as you'd like you can still guarantee that the pass you're trying for is the one the computer will select.

To create a televisual atmosphere to FIFA '96 there are a number of special features. The dulcet tones of John Motson have already been mentioned but that's not all. There are also a total of seven camera angles varying from a stadium camera to one which moves right in on the action. Although these demonstrate all of the impressive 32-bit technology you'll find yourself only using about three of them. To top it all off there's the obligatory replay option which allows you to enjoy your Yeboa-like strikes again and again. If only the graphics and animation were decent enough to make this really worthwhile.

And so they're ready to get the second-half under way. Sporting a 1-0 lead and eager to maintain it, Tranfoot FC have decided to bring on a sweeper. Meanwhile, their opponents are hoping to level the scores with the help of another attacking midfielder.

So you're thinking of a 4-4-2 eh? It's a standard choice but how about a sweeper to close up those defensive errors? Or why not try the more attacking 4-3-3 tactic?
FIFA '96

It's a diving header in progress. FIFA '96 gives players the chance to pull off some of the more majestic stuff like bicycle kicks, cheeky one-twos and Pan ticks.

The replay facility is there to ensure that your opponent really gets his nose rubbed in it when you score, or alternatively, to debate endlessly about the legality of a foul or the poor judgement of the referee.

FIFA '96 makes a brave attempt to capture the real thrill of football. At the end of it all though, it lacks the smoothness and speed to merit championship distinction.

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<th>Playability</th>
<th>Lastability</th>
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<tr>
<td>81</td>
<td>90</td>
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<td>80</td>
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Overall: 80%
Whether you’re one of those people who’s addicted to it, or one of those people whose eyes grow lazy at the mere sight of it, golf always seems to prevail. As do golf sims for that matter. Can this aging genre survive in the fast and furious world of 32-bit gaming? Caddy! Fetch my clubs!

Golf is not a cheap game to play. An average set of clubs will set you back about 2600 and membership to a club costs anything up to about 160,000 a year. Then there’s all those multi-coloured golfing slacks, Lyle and Scott roll-necks and Pringle pullovers to think about. And what if it rains oh?

With this plethora in mind you’re probably better off sticking to the TV. It’s cheap and involves much less effort. If you’re still eager for golf why not appraise your desires with a golf sim? I mean, they basically amount to the same thing anyway right? That’s also one of the problems with golf sims. If you find golf excruciatingly boring, a golf sim isn’t really going to thrill you even if the background music is a medley of Seventies disco classics and all the golfers are in flares and sequin vests...mmm...actually.

Virtual Golf makes no such adventurous departures upholding the traditional approach to golf sims by maintaining the precision control method that governs the excellence of a swing. Likewise there are the usual concerns over the direction and speed at which the wind is blowing, what club to use and the contours of the green when it comes to putting.

The control method is styled like an arcade game making it very easy to play and also very quick something which is quite a relief after so many golf sims that involve the endless choice of options before you can take a swing. Naturally you can call up a map that gives you an overview of the hole and tells you how many yards there are to the flag but interference of this kind is kept to a minimum enabling you to concentrate on playing the shot itself.

There are four courses in total, all fictional of which two are amateur and two professional. You can only access the professional courses in a tournament when you have already got through the two amateur courses under par. Alternatively you can play Practice mode or Derby Scramble a game where players form couples and use the best shot between them and play other doubles in a round of eighteen holes.

As is expected of a sport sim these days, Virtual Golf comes with a myriad of camera angles and includes a replay facility for those especially memorable shots. It also allows the player to thoroughly check the fairway before they take a shot by zooming in and out, raising and lowering the angle and rotating the view. This is all done very smoothly and points towards the quality of the graphics which include large if poorly dressed sprites. As for animation though it has to be pointed out that while the crowds all look quite pretty none of them move a muscle making you feel like you’re playing to an audience of mannequins.

All in all I can’t help thinking that the original PGA Tour Golf on the Megadrive had it just about right and the only thing a bit golf really needs to be concentrating on is making it all look more relaxing and serene. Virtual Golf goes some way to doing that with its simple and accessible control method and it puts on a better show than World Cup Golf. Ultimately though it lacks the refinement of a truly brilliant golf sim.

ROB
Virtual Golf provides you with the opportunity to pan up, high above the trees to take a good look at some of the obstacles that await your next shot.

Hit the golf ball at both ends to get the perfect swing, otherwise the ball will bend.

A very fine golf sim which is easy and fun to play. The best golf game on the Saturn at present.

| Graphics  | 85 |
| Sound    | 77 |
| Playability | 80 |
| Lastability | 78 |

Overall 79%
There are some games that are worth buying a Saturn for. But what happens when, in a scary moment of reality, the tables are turned? What happens when a game is crap?

Well or yes. Actually it is for a start the background information that lies behind the gameplay is enough to make any music lover feel a little green around the gills. Johnny Bazookatone is a rock star and his prize guitar has been stolen by an evil magician. Hell bent on destroying music as we know it. And as if that isn't enough, he's also kidnapped the most famous rock and roll stars in the world. Like no way dude. Unfortunately, Diablo (he's the living essence of evil) hasn't managed to kidnap Johnny Bazooka. Hence the reason for this platform adventure.

So Johnny must fight for his right to rock the world with his musical pals. Which means rescuing them. Which means three hundred hours of the most boring platform action ever invented. It's not that there's anything wrong with this idea as such. It's more that the way it has been put together is absolutely dreadful. All of the sprites (except for the small ones) are really blurry and fuzzy and they're not much fun to look at either. Plus there doesn't seem to be any detailing on the characters and they're all on the dark side. Kind of excusable on a 16-bit machine but how on earth did this happen on the Saturn? Surely the programmers could have made Johnny a bit bigger too? No. Oh well.

Still this wouldn't be too awful if the rest of the game was packed with sumptuous backdrops and thumb blinding gameplay. But it isn't. All of the levels have a really tatty tinge to them and there's little variance from one level to the next apart from a few convenient graphical changes. However the most irritating aspect of this title lies in the gameplay. Within about five short minutes of playing this you could quite possibly have lost your rag. Enemy sprites pop up out of nowhere without any warning, at all then promptly proceed to wander about all over the level where you'll have to shoot them at least fifty times to make them go away. Then there's the old "hah! I am a spiky tree so therefore you will lose a third of your life" trick. Only sometimes it doesn't work like that.

There is however, plenty of opportunity to pick up bonuses in each and every level. These either come in the form of music notes which Johnny must collect to make up his music sheets or stars which of course is what Johnny wants to be. Collecting these goodies is probably the only fun part of the game and to obtain some of them, you'll have to work out where the secret platforms in the game are and also use Johnny's floating option on his gun. But nice though they may be it hardly goes any way to compensate for the rest of the title.

At the end of the day you have to wonder what made US Gold release this title. In no way is it what you'd expect of a next generation machine and bar the rendered Intro, there's nothing in the game that hasn't been done a million times better before. Bunging twenty sprites on screen at a time then allowing them to wander around in a random manner does not a good game make. Surely anyone knows that. And when you consider that most people around here would rather play the original Sonic game than this - five years on and programmed for a superior machine - you have to wonder whether this is worth a look in at all.

SAM HICKMAN
Johnny Bazookatone

Oh yes, there's the inevitable platform action in Johnny Bazookatone, be it end-of-level bosses, the usual pick-ups, or even an odd interpretation of some mis-nerf action.

With a guitar as his weapon, Johnny goes about his universe offering death by riff!

An all-round disappointing effort that is both dull and frustrating to play. Not what you'd expect to see on a next generation machine.

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<th>Category</th>
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<td>Graphics</td>
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<td>Lastability</td>
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<tr>
<td>Overall</td>
<td>53%</td>
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It’s here at last. After knocking about on the PlayStation for months, Toh Shin Den finally makes it on to the Saturn. But was it worth all the fuss and bother of the wait? Just about.

On Shin Den is familiar to most as the first 3D beat ‘em up to turn up on the PlayStation. At the time it caused a bit of a storm leading to suggestions that it was a worthy rival to Virtua Fighter. Now at last, after much speculation about whether this version is inferior to the PlayStation’s, Toh Shin Den arrives on the Saturn.

This is a typical beat ‘em up — eight characters, a few hidden characters, special moves, etc. In the PlayStation version the programmers made the mistake of putting the special moves on the knuckle buttons so they could be executed easily. This was later changed and fortunately the Saturn version has the special moves as a combination of D-pad and buttons carried out in the style of Street Fighter specials.

On looks alone Toh Shin Den is a worthy rival to Virtua Fighter, sporting some excellent texture mapped graphics and smooth animation and there are some detailed touches like Kayin’s taunting as he waits to start fighting. The special moves all look impressive too and there are some really original attacks like Fo’s bubble which he climbs on top of and rolls into his opponents, or Mondo’s fondness for impaling enemies on his staff and swinging them around.

There are three hidden characters in all — Gaia, Sho and Cupido — and to get these you have to be victorious over every other character in the game without losing a fight. Sho is much the same as Kayin and Cupido shares similar attributes to Sophia. As for Gaia, well this character is pretty unique using a set of claws that reach out from over its shoulders and devastating enemies with massive fireballs.

When you start playing as Sho the whole game speeds up considerably and there are also some ultra secret moves to discover as well. But as decent as these touches are, this doesn’t really save Toh Shin Den from tumbling into mediocrity and that’s because the gameplay is on the whole too slow, something which makes fighting feel a bit sluggish. Unlike Vf 2 I never felt totally in control of my character even when I was really familiar with their moves.

The moves themselves, while quite impressive to look at aren’t varied enough to maintain your interest for very long. Admittedly there are some secret combos and special attacks knocking about but they just aren’t exciting enough to really grab your interest and maintain it. I suppose what I’m getting at in a round about sort of way is the fact that Toh Shin Den lacks real depth in the gameplay. With a game like Vf 2 you can spend months discovering new moves and combinations but with Toh Shin Den it all becomes too familiar too soon.

Rob
Sophia releases one of her lightning hoops from her whip while Mondo tries desperately to protect himself with his staff...

Ellie enforces one of her special combos on Keiga. Each character has a range of combination moves at their disposal. They can be blocked but will still drain a measure of energy...

Hanzo demonstrates the power of his huge stone dash by releasing a fireball...

"So listen old man, I went to dough noodle the diamonds under the table near the bar at the Stag's Slag by nine o'clock tonight, alright? If it 'aint there you keep with the forestal..."

Still decent enough, but Toh Shin Den lacks the speed and depth of it's more illustrious successors...
Guess what kids – it's the future. And in the future things are not all hunky-dory. Evil money men control our lives and our minds. What's a poor boy to do? Why not smash the evil cyber-future conspiracy and blow lots of things into tiny smithereens. The future is fun.

The ace graphics capabilities of the Saturn are top news for everyone. For starters, they facilitate CG collections of Sarah Bryant portraits as she reclines so alluringly by her swimming pool, despite having been supposedly brainwashed by an evil criminal syndicate. The other thing they, the graphics, allow is more off-the-wall gameplay styleage. For example, a 3D viewpoint-warping game like Panzer Dragoon could never have existed on the Megadrive. No, back then we had Space Harrier which was totally different. Honest. Anyway, one of the new things you can do with your spiffy new Saturn (and a development station if you've got millions of pounds) is program so-called “graphic adventures” They're like these role-playing game things, but with action bits in them. There are already a couple of them in existence, like D's Dining Table or (nearly) Mystery Mansion of the Hidden Souls. But one of the many successful PC examples of this scary new trend is now almost completely prepared for a Saturn invasion.

It's still a bit of a departure for the primarily action oriented console. You play Cyberia, a cyber agent with a mission to infiltrate an enemy base or organisation or something and save people. But how just HOW can one man possibly face the might of the Corporate Corporation alone? Well fortunately he's equipped with all the latest cyber gear including a cyber wrist blaster and cyber specky four eyes glasses which are themselves equipped with three different scanning modes to help our boy watch out for hidden threats behind doors and inside crates. To make things a bit less of a hassle for players who would otherwise spend their entire time scanning everything and then shooting it just to make sure, neither of these gadgets come into play without the opportunity for their use being pertinent to the furthering of the game. Indeed despite the apparently freeform nature of the game your options at each turn are relatively limited.

Cyberia plays episodically. Each screen is viewed from a different perspective with your character placed at a different point. Within each screen are a couple of tasks what need accomplishing before you advance onto the next screen. This might make it sound like a futuristic version of Jet Set Willy or any other ancient flick screen fossil, but that's not what it seems like when you're playing as each episode leads quite neatly onto the next. The general appearance is of a fluid stream of gaming. Even when the action switches from vaguely somatic creeping around through dense quarters combat into a first person plane blasting sub game through plots advancing non-playable skits.

But then halfway through you're suddenly presented with about eight levels of first person perspective shoot-'em-up, looking not unlike Microcom (except out of doors instead of inside someone's body). While they're not that bad, they do seem intrusive especially as they're all lumped together in one go instead of interspersed gradually through adventure levels. Once you've completed them and got to the main adventuring chunk things pick up again but it's a shame they seem to go on forever.

Other than the graphics remain stylistically constant pretty much throughout (apart from the soppy anti aircraft concept)! Displaying solid looking rendered characters and backgrounds in a cinematic enough fashion to carry the atmosphere. And that's the important bit: Realistically speaking whilst Cyberia is quite eclectic by nature of content it's the atmosphere which really makes the game enjoyable. It's easy to get caught up in the plot and (more often) the dramatic tension of events as you're never sure what's around the next corner or whether anyone you meet is friend or foe. Except the guys in uniform who shoot you – they're foe.

Basically Cyberia is a good game. There's always a lot going on you've got to use your brain and there's plenty of death-dealing for the more mercenary hearted gamers amongst you. The thing is it's hard to think who to recommend it to. The role-play element isn't quite deep enough to appeal to solid adventure fans and the action is a bit too simple for super-speed cyber-shot'em up heads. If you fancy changing the pace of your game this is certainly an intriguing title, but the plot-liesy centre of it might not be to everyone's taste.

**RADION AUTOMATIC**

This is one of the shoot 'em up sections slipped into the middle of Cyberia. Whilst it's not all that bad to play you can't Help but wonder if they could have been split up a bit.
Cyberia

The calm moment before all hell lets loose. In about two rounds CyberBlade will be plunged into a maelstrom of first-person shooting. It’s rather a random about in secret complexes, I reckon.

Running isn’t just fun - it’s good for you too, improves your circulation and stops you from dying early.

These maps things outline your mission objectives for the shooting bits.

A nice departure for the Saturn software library, but whilst Cyberia is an enjoyable enough jaunt it’s not for everyone.

- Graphics: 94
- Sound: 92
- Playability: 83
- Lastability: 80

Overall: 82%

SEGA SATURN
You may or may not have seen the film. You may or may not have liked it. Whatever. Interplay have taken up the film licence, but have they resisted the temptation to bang out a run-of-the-mill platformer?

What lies beyond that home from which no traveller returns eh? What illuminations shine upon the shores of the undiscovered country? The answer, according to the creators of Casper, comes in the shape of a blubulous ghost kid with a whining American accent who says things like 'cool' every time he eats an apple. So value your life children! Seize the day because you won't even have the peace inherent in pushing up the daisies! No! You'll be reduced to the kind of cheap afterlife you think you're wearing a baseball cap and a pair of shades put you on the cutting edge of credibility. Oh the horror! The horror...

All this despair refers of course to Casper, the Friendly Ghost, one of those films for all the family which proved to be a big hit during the summer. Its box office success has assured the post-premiere 'milch' mechanisms quickly clicked into gear and before you knew it Casper's cuddly features were becoming all too familiar! Thus is it that the arrival of the game comes as no surprise although it would seem to have missed the boat as far as the hype is concerned.

The greatest relief is that Casper isn't a platform game. Well, that's not strictly true to be honest. It is a kind of platform game, although it redeems itself from ultimate predictability by involving a healthy measure of puzzle action too. The basic premise is a simple one. Casper wants to make friends with the two living breathing humans who have just arrived in the decrepit mansion he haunts. He can't do this though until he finds some presents to give them as a way of gaining their trust. Hence his exploration of endless rooms, picking up keys as he goes to open doors to endless other rooms. All in the hope of finding a nice gift for his unexpected guests. There are other diversions as well. Dotted about the place are picture frames without their pictures. Casper has to find the pieces and put them together to reveal a portrait of one of the family ghosts. When he's achieved this he gains a new ability like being able to pass through the air vents which lead him to you guessed it, endless other rooms. The game continues to progress in this fashion and while it all seems like fun at first, the repetitive nature of the action begins to get more and more frustrating as time passes. This isn't helped by the fact that very often you find yourself stuck trying the same things again and again to no avail before the decidedly obscure solution finally presents itself to you.

The game looks quite nice and there are some neat, if cheesy, touches that are obviously aimed at fans of the film. Also, it should be noted that Casper is both an expansive and challenging game — even if this challenge becomes simply addicting frustration at times. Ultimately though, Casper is just too boring to merit any lengthy playing and suffers from the fairly typical licensee disease of being released on the strength of a film's marketing power rather than any original or entertaining idea of its own.

One of Casper’s first tasks is to find a couple of presents to give to Dr Harvey and his daughter in this process of doing this, there are many painting plates that need to be found and put back together.

There are many secret rooms to discover, either via the air vents or with the use of switches. Food also turns up to replenish the little fellow’s health although you ever heard of a ghost — he immaterially eats it, being able to consume solid matter. Hee again, he can’t even move through walls

SEGA SATURN
A decent enough effort with what is a particularly sugary film, spoilt by some frustrating flaws in the gameplay and action that is too repetitive.

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<td>Lastability</td>
<td>71</td>
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<tr>
<td>Overall</td>
<td>70%</td>
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Three parts of the portrait found and one left to go. Every portrait requires a total of four pieces. Once in place, Casper receives a gift of some kind.
Although game consoles in general are aimed at the younger end of the population (even though Sega and Sony are trying to get older people to buy them) there's been some alarming titles touted about recently, and this isn't due to their quality or anything like that. No, it's more down to their extremely creepy and violent nature. Take Doom. Apart from being a brilliant hack 'em up, it's also one of the most gory games I've ever seen, and that's even taking the Mortal Kombat series into consideration. And now Capcom's Resident Evil (due for a Saturn release sometime in '96) is taking it a step further with even more realistic action and loads more blood. Where's it all going to end (a highly moral person would ask)?

Well, we don't care, because these types of games are great fun even if you can't play them if you're under 18. Which is where D steps in. There's not much blood you see. It's one of those wander about adventure things, although unlike Myst and even the non-creepy Mystery Mansion this is a real chiller from the crypt. A doctor has gone mad in a hospital and killed untold amounts of patients. Now he's disappeared leaving his daughter Laura to sort out the mystery which naturally leads her back to her father's office.

Unfortunately when she arrives there she gets caught up in some kind of psychic whirlwind and is sped off into her father's alter reality which is most gruesome indeed. There's dead bodies all over the place and a spooky silence that you always get when something really awful is about to happen. It's now down to Laura to search the house for her father and get them the funk out of there. This isn't as easy as it sounds though, because Laura's father doesn't want to leave, preferring to stay in his house of horrors, and only surfacing to tell Laura to get out before it's too late. What a girl to do!

Well, apart from anything else, she can't actually get out of the house until the mystery is solved because there's no exits as such - just a long succession of creepy rooms, gore and death. And this starts to send her mad after while. Especially if she stumbles across one of the many scab beetles in the house, the mere sight of which will send her into a psychedelic trance revealing the terrible past which she has otherwise blocked out.

So plenty of gore but what of the actual game play? As you'd imagine, the action mainly revolves around discovering objects and then using them to solve the puzzles presented along the way. The presentation is absolutely superb, although the game window is a tad on the titchy side. It's also quite annoying that you can only move around on a predetermined route when in the rooms which can be tedious when you're trying to get through the game quickly. But, saying that, the story is really gripping and manages to be creepy without being corny. There's plenty of puzzles to solve and these range from the ridicuously easy to the downright difficult, although if you're playing with more than one person you may find it a little easier. At times the action does go through a bit of a lull but this is more than made up for when more exciting parts of the puzzle are revealed.

If you compare D to what will be released on the Saturn in '96 (most evidently Resident Evil) then it begins to look a little tatty, but you'd be hard pushed to find anything better at the moment.

Sam Hickman
D's Diner

Laura tries out as she recalls her awful past. What is it that her memory has chosen to blot out and more importantly, why does it all involve so much blood? All will be revealed at the end of the game.

The people mercilessly slaughtered by Laura's father: Nice.

By twisting the tap on this barrel, a new part of the house is revealed, although unfortunately, with it comes plenty more gore, blood and torture.

This piece of paper can be found in one of the bedroom's drawers. It reveals an essential clue needed to complete the next part of the game.

If you compare D to what will be released on the Saturn in '96 (most evidently Resident Evil) then it begins to look a little tatty, but you'd be hard pushed to find anything better than this out there at the moment.

- graphics: 85
- sound: 87
- playability: 88
- lastability: 84

Overall: 83%
Pinball sims have a habit of making for pretty uninspiring conversions. But the arrival of Tilt seemed to suggest that maybe things could be different. Can Ocean do the same and liven things up with True Pinball? Or is the pinball sim an idea that's lost its flippers? Hmmm!!

is, so there's not really a great deal you can say about pinball. I mean, it's pinball isn't it. All that business with the flippers and flashing lights and wizards and The Who and all that right? But what this means as far as pinball sims are concerned is that the margin for error is slight. If the inertia of the ball is not perfect then the whole game's down the pan.

Fortunately True Pinball makes no such juvenile mistake and neither should it with all that 32-bit technology behind it.

But where pinball games generally struggle is not with the realism of the gameplay but with trying to disguise the fact that there's not a lot you can do with a pinball sim. True Pinball deals with this problem by offering a choice of four tables. There's the Law & Justice table with its cops and robbers theme, incorporating bonuses in the shape of hitting escaped prisoners to bang them up again. A Babewatch table where bonus points are procured with the help of a few turns in the casino. The Viking table where Nordic pillaging abounds in the shape of enabling battles in which you attempt to conquer foreign lands, and the Extreme Sports table which seeing your faithful ball bearing attempt to light all of the letters in the word extreme in order to pile on the points. These bonus sequences are initiated by hitting the right object and only last for as long as the ball remains in play. It is at times like this though that you can really get to those high scores. To help you there's also the tilt buttons which enable the player to shift the table left and right and tilt it upwards. This is handy when the ball is stuck or when it seems to be failing directly between the base flippers. But it's important to remember one crucial thing at this point and that's the fairly obvious fact that while there may be many an exciting bonus on offer the only things your eyes will see moving are the ball and the flippers.

This brings us really round to the fundamental problem with True Pinball, and that is the rather iron fact that it lives up to its title. This is run of the mill by the numbers pinball as straight and honest and true as you could possibly get. Ok, so you can change the angle you view at but a pinball game on a console can afford to be far more adventurous Animated sprites? Bonus levels? Bosses? All of these could be incorporated into a pinball sim with the help of a bit of imagination. Having the realistic pinball to the pinball tables themselves. Ultimately while True Pinball is a proficient simulation of the genuine article it's just far too boring to bother spending all that much time on. Best suited for hardcore flipper fanatics and would be pinball wizards
True Pinball

The Viking table features the sounds of a chanting Nordic choir for you to enjoy as you play.

Chroning the 3D angle makes the game easier to play because you can see more of the table. The difference between 3D and 2D high res though is practically indistinguishable.

Ever since I was a young chap I've dribbled with the silver ball. From Grimsby down to Grinstead I must have played one or two

A decent enough pinball sim but while it all behaves realistically that doesn't prevent it from erring on the side of boredom.

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<td>75</td>
<td>68</td>
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Fed up with living life at a thousand miles an hour? Need a break from all that violence? Then why not pick up your clubs and head down the golf course. U.S. Gold's World Cup Golf is the second of our golf reviews this month. Does it help you to unwind from the stresses of modern gaming or is it bound for the rough?

Here's a useful fact for your When Communist propaganda films liked to depict an evil band of Western capitalists conspiring plotting away to overthrow the Soviet Union, they almost always had the scene set on a golf course. It would seem that the Russian people up until glasnost thought that high ranking business men in Western cultures did little other than lounge about the golf course with their clients. After glasnost however the Russian proletariat realised their navette and were prepared to concede that much of the average businessman's time is in fact taken up at the 19th hole knocking back taxiing lunches and making high pressure decisions about the wine list.

Golf does of course have other uses. It acts as an essential pastime for footballers and ageing comedians relieves the boredom of the retired and provides a good excuse to put out golf sams that utilise the very best of a consoles 'tree rendering chip' and 'twittering bird sound sampler'. But cynicism aside one problem remains with golf sams. This being their inevitable similarity to one another.

PGA Tour really set the standard on the 16-bit machines and it seems that 32 bit golf is playing it conservative. World Cup Golf maintains the precision control method and all of the usual concerns like which club to use, what direction the wind is blowing in, and how much power to put into your swing. It features only one course — the Hyatt Dorado Beach course in Puerto Rico — which, while a very fine course, gets all too mechanical and repetitive. The graphics are very slick and yes. The trees are thoroughly inspiring, as is the animation of the golfer and the course but effective commentary. But when it comes to actually wanting to play the game the Silky Silicon Graphics renders slide away leaving a game that is confusing and a bit too dull. The over-complicated process involved in making a shot starts to become frustrating, and there are definite hints of confusion in the game logic. You might do everything right — hit the button right on the nose, adjust for wind, select the perfect club — yet you'll still find your ball nestling in the rough. Likewise, some of the angles chosen to view the game at are pretty thoughtless. One minute you're wondering where your golfer is and the next he's swinging at the ball from behind a tree.

These faults considered it's worth stating that World Cup Golf stands club and caddy above the dismal Pebble Beach Golf offering the chance for a player to customise their golfer and including a range of options that let you play different kunds of golf and even alter your golfer's stance. Even so, Core's outing into the sunny world of golf looks like the more sensible buy.

The white circle is used on the green to reveal how flat or uneven it is. It is important you take measures to compensate for any bumps or ripples on the green's surface.

Before you begin any course a voice over explains the principle characteristics of it and offers some advice.
If you end up in a bunker you're going to have to make use of the sand wedge.

A quick check of where you are enables you to judge the exact power to put in the swing.

A neat little chip is in order here. You can get backspin on the ball by going to the options menu. If you get it right then the ball should land and die on the spot.

It's going to be a tricky shot here from behind the tree. Fortunately the ball isn't in the rough — as displayed by the box on the bottom left — so a wise swing'll see you alright.

A fairly entertaining round can be had but it's let down by a control method too fiddly and game logic that is at times pretty illogical.

**graphics**: 90
**sound**: 85
**playability**: 69
**lastability**: 68

**overall**: 68%
And so it begins: the first in a series of SEGA SATURN MAGAZINE Virtua Fighter 2 masterclasses. This month we're going to start off pretty gently, showing off some of the bizarre quirks seen in the game along with some basic tips and hidden "bits" which you might not be aware of. We also examine version 2.1 of the game in detail, revealing why you should select this immediately! Richard Leadbetter is your guide.

**VERSION 2.1 EXPLAINED**

The opportunity to choose between two versions of VF2 exists on the Saturn version of the game. The original data from VF2 appears alongside with gameplay additions and bug fixes that appear in version 2.1. The latter version was an upgrade for the coin op version of Virtua Fighter 2 that never made it outside of Japanese arcades. The major gameplay differences are detailed here, but it has to be said that the timing on some of the characters' attacks has been altered even slightly in order to discourage cheesy use of some of the mini bugs seen in version 2.0.

### FASTER RECOVERIES

Staggering an opponent is another key for executing combinations. In 2.1, staggering the joystick around whilst holding the C button helps you regain control quicker.

### DASH CLOSER IN

Dashing at your opponent was limited in version 2.0, with your fighter stopping too far in front of your foe. In version 2.1, you can dash in very close and immediately follow up with a throw. Useful for the likes of Wolf and Jeffry.

### KICK RETRACTION BUG CORRECTED

In version 2.0, Akira and Jale have kicks that still hit the opponent even if the attack is cancelled with the C button. Not so in version 2.1.

### PKS ONLY STAGGER

A cheap knock down tactic in VF1 and version 2.0 is the simple PK which can usually be followed up with a pounce. The cheese quotient is now less as PKs only stagger your opponent for a short time.

### NO MULTIPLE BACK DASHES

Fast characters could dash in and out quickly in version 2.0, giving the likes of Lion, Pai and Sarah a distinct advantage. This has been lessened as you can't buffer these moves any more.

### EXTRA DAMAGE IN SOME SITUATIONS

In version 2.1 characters who deck themselves with some moves (Shun springs to mind) receive more damage should the opponent pounce. Also minor counter moves inflict more damage.

### AXIS MOVES USEFUL NOW

Shun and Lion have the ability to dodge around attacks and counter strike. In version 2.0 they didn't move around enough to effectively dodge around most attacks, swinging round only 30 degrees. Version 2.1 offers 45 degree "axis movement" which is far more dramatic.
ONCE AGAIN, DURAL IS CONTROLLABLE!

A big feature of arcade Virtua Fighter 2.1 was the inclusion of Dural as a player-controlled character. This has been converted over to the Saturn but with the added bonus of accessing it when playing either version 2.0 or 2.1. The code remains identical to the first Saturn Virtua Fighter, with only a small change required to access the golden version of the J6 Syndicate’s secret weapon! It has to be said that the final joypad depression/button press of the code has to be done a lot quicker than in the first Virtua Fighter. Enter either code on the character select screens:

- GOLDEN DURAL: Press DOWN, UP, LEFT, A+RIGHT together
- SILVER DURAL: Press DOWN, UP, RIGHT, A+LEFT together.

Dural was a bit crap in the first Virtua Fighter, but in the sequel it is measurably more powerful. He can now kickflip (a powerful move lacking in the first game) and counter-attack (all of Akira’s counters can be used). Dural is known for ruthlessly taxing other characters’ moves but in VF2 it has its own solitary special move which everybody else has: the forward triple kick, activated with forward, forward, X+R.
**THE KEY TO TOTAL VF2 MASTERY: LEARN FLOATING ATTACKS!**

Combination attacks are the key to getting the most out of Virtua Fighter 2 and this is something that we shall be examining in more depth on a character-by-character basis in later editions of SEGA SATURN MAGAZINE. This small section introduces the concept of “floating” an opponent - this means using moves that send your foe flying into the air. Once here, they can’t retaliate and you get a free hit or two (or up to 12 with one particularly memorable Lau combo). These combos are all very, very easy to execute (with the exception of Akira’s) and should introduce the concept very well. What we will say is that you get more height to your floating (and thus a better chance of hitting) if you interrupt an opponent’s move (this is known as counterattacking).

**SARAH**

Sarah’s kneeling prowess is equal to Jacky’s in VF2, and you can perform a very similar knee into kickflip combo. What is harder to achieve, but more impressive is this elbow knee kickflip strike (FORWARD-P K into BACK-UP K).

**AKIRA**

This combo is designed to be a lot more difficult to pull off than the other three simple examples and shows off this character’s awesome power in combination strikes. Begin with the trip throw (BACK DOWN P+G), press FORWARD twice to dash behind the opponent and press FORWARD FORWARD K to produce the floating kick. It’s tempting to press K again for another free hit. However, DOWN FORWARD DOWN FORWARD P produces the really damaging move - the power uppercut. This is only the beginning of Akira’s awesome power combos. More will be revealed when we cover the character in more depth.

**LION**

Lion’s knee looks different to Jacky’s but is activated in the same way and can be followed with either the two low sweeps (hold DOWN then K K) or better still follow with the uppercut into downward swipe (DOWN FORWARD P P).
**SOME HIDDEN CHEATS AND TIPS**

Despite the fact that the game has only just been released, already there are several tips, cheats and interesting bugs to exploit— all of them collected here for easy reference. We will be adding to this list as more codes are revealed by AM2.

**SELECT TAUNTS**
The game usually chooses your victory taunt for you depending on certain circumstances (typically there are specific quick victory taunts and perfect taunts). During the replay pick your own taunt by holding down either G, P or K.

**PLAY WITH ALTERNATE COSTUMES**
Again everyone should really know this. To get your character in their "away strip" hold down UP when you select your character. Ideal for characters like Sarah and Jacky, whose alternative clothing looks a lot better than the default.

**THE JEFFRY TELEPORT BUG**
This happens to be one of the most amusing bugs so far discovered in the game. It has little actual use in a proper game. However in a Jeffry versus Shin match should the latter character use his sitting down move (DOWN twice) the former will be able to use his power bomb move (DOWN/UP and all three buttons) anywhere in the ring and it will work.

**COPY VICTORY TAUNT BUG**
This has some amusement factor but is notoriously hard to pull off. In a two-player game hit your opponent once and move him to the edge of the ring. Wait for the time out and make your opponent stumble out of the ring. The losing fighter should now copy the victory taunt of the winner.

It's very difficult to do and we recommend that you should choose either Akira, Pai, Jacky or Lau as the player who falls out of the ring. Position the "winning" fighter further back and run at the loser just as the time expires. They should hit and force the opponent out as the time expires thus initiating the easy taunt.

**WATCH MODE OPTIONS**
You can select which characters fight by pressing START as the computer moves over each fighter. It's a bit difficult to accurately judge, but characters like Akira and Pai are easier to get. During the watch mode game press X for sweeping camera views. This makes for far more dynamic viewing.

**CHANGE CONTROL SETTINGS**
If you want to change your joystick settings during a game press and hold one of the shoulder buttons on the joystick during the character select sequence. Now use left or right to go through the different settings.

**PLAY VF1 REMIXED TUNES**
Two rather interesting remixes of tunes from Virtual Fighter 2 can be accessed in preference to the usual level music. To get Sarah's music player one must press and hold the right shoulder button on their joystick just before the match begins. If the other player does the same, Jacky's music is chosen.

**ENTER... THE VIRTUA BIRD**
There seems to be some confusion about this one. Because sometimes it works fine and other times it doesn't. However in theory if both players press down all six buttons Jacky's stage the Virtua Bird appears and hovers over the losing player. Some people can't get it to work but we did (hence the picture). The bird also makes an appearance if you select Jacky as your fighter. Walk out of the ring intentionally and press UP before the game over screen crops up.

**THE HIDDEN OPTIONS SCREEN**
This super useful options screen gives you a level select and the opportunity to change the size of the ring. It's also very easy to get. Simply complete Expert Mode with default options and press the right shoulder button on the second options screen to bring up the new selectable. If completing Expert Mode sounds daunting, don't worry. This mode only uses the learning mode data, so either wipe your VF2 data from the internal memory or attempt Expert Mode the first time you play the game. For a super easy time, choose a fast character and use P+C throws to defeat every opponent.
FIFA SOCCER '96
When playing FIFA there are some secret modes which can be accessed. Pause the game to bring up the options menu and then type in any of the following codes on the joystick. Once codes have been entered, the cheats menu can be selected by pressing A.

- **Super Power**: B, A, B, B, B, B, B, B, B
- **Super Defence**: B, B, B, B, B, B, B
- **Super Attack**: A, A, A, A, A, B, C
- **Super Goalie**: A, A, A, A, A, B, B, B, B
- **Curve Ball**: B, A, C, B, C
- **Crazy Ball**: C, A, B, C, B, A, C
- **Stupid Team**: A, B, C, A, C, B
- **Penalty Shoot-Out**: A, B, A, A, B, A
- **Invisible Walls**: C, C, B, A, A, B

Also when the game is paused, it is possible to alter the time of day at which the match is played. Hold the R button and press Up or Down to change the length of the shadows. You can also use Left and Right while holding R to rotate the shadows around the players, changing the position of the sun.

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**FIRESTORM: THUNDERHAWK 2**
Daren Finch from Dartford, Kent has sent in a complete list of passcodes for the excellent Thunderhawk 2 allowing you to attempt any of the missions. By the way, "O" is the letter and "0" is the number.

**SOUTH AMERICA (ARMS RUNNING)**
1. J4141FC7Q9U8D7U7Q
2. J9411H9C71U8V7BVRU
3. J97448LB1889V9OCQ

**SOUTH AMERICA (STEALTH DOWN)**
1. J914481F8Q09V7VYV
2. J94481FC38N90F78F1
3. J144148Q189FDQ7QCQ

**PANAMA CANAL (CANAL CRISIS)**
1. J99147V389D9F7892
2. J181148Q5898L89F2S2
3. J149148Q189FDQ7QCQ

**CENTRAL AMERICA (RECAPTURE TOWN)**
1. J18148Q8189FC89D8A
2. J2D8R8C8D9A958E1
3. J148148Q189FDQ7QCQ

**EASTERN EUROPE (ESCORT CONVOY)**
1. J9414418C88A80A1A
2. J28148Q8189FC89D8A
3. J148148Q189FDQ7QCQ

**MIDDLE EAST (RECAPTURE TERRITORY)**
1. J2A48188F18EDEA
2. J124148Q5898L89F2S2
3. J148148Q189FDQ7QCQ

**MIDDLE EAST (OIL DISPUTE)**
1. J99999999999999999
2. J24148Q5898L89F2S2
3. J148148Q189FDQ7QCQ
4. J148148Q189FDQ7QCQ

**SOUTH CHINA SEAS (PIRACY)**
1. J148148Q5898L89F2S2
2. J148148Q5898L89F2S2
3. J148148Q5898L89F2S2

**THE END SEQUENCE**
JUN44188F18EDEA

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**Lead Programmer**
**MARK 'MAC' AVORY**
**VIRTUA COP**

One of the first "cheats" to emerge on the game is this shortcut to Ranking Mode. Rather than complete the game, you can now go to the SEGA screen at the start of the game and press Up, Down, Left, Right while holding the C button. Go to the little screen and the Ranking Mode option will be at the bottom, as well as the extra options becoming available like freeplay, extra difficulty settings, mirror mode, book keeping menu and other such wonders.

If you want to enter this cheat with the Virtua Gun, however, you have to follow this little pattern. Just shoot at the points on the screen in numerical order to access the same goodies as before. We've been assured that it does work but our dodgy aim means that we haven't actually got it going yet.

**SHOT!**

![Virtua Cop](image1)

**MYST**

If you've every wanted to know how games are put together, use this cheat to get a very long and detailed film about "The Making of Myst". Load the game up and wait for the "Cyan" screen to appear. Now press and hold L, R, A and Start. Keep them held and the sequence will start up. It's pretty interesting too you know.

**THE MAKING OF MYST**

![Myst](image2)

**TOHSINDEN**

One of the best things about this game is the secret "Big Heads" mode. It's surprisingly simple to access as you just need to hold down both the L and R buttons on the game select screen when choosing your mode. When the game starts, all of the characters will have totally out-of-proportion heads, making them look really cute. Ah!
Surely everyone and anyone with even a remote interest in the Saturn bought a copy of this on the day it came out. And as a game in itself it hardly needs an introduction – VF2 is without a doubt the most eagerly awaited game since the Saturn was first released. Luckily it's every bit as good as anyone could have hoped, and even if you already own the original Virtua Fighter, it's still an absolutely essential purchase. Still, just in case you need it spelling out, you get two new fighters for your money and if you're comparing it to the original Fighters game you'll have a whole new game too. Obviously there are some compromises between this and the arcade version (for instance the backgrounds aren't quite as detailed and some of the backgrounds 3D has been fiddled around with) but for all intents and purposes this is the arcade game.

Of course, the great thing about the Virtua Fighter titles is the more you play them, the better they get. It's a really easy title to get into because with just a few simple button presses you're still able to pull off the most simple moves and considering some of the characters have 70+ moves you'll still be learning something from it in months to come.

As a technical showcase of what the Saturn is capable of handling, this is also a success, and hats must surely be bopped to AM2 who have even bunged extra modes on to the game that you won't find in the arcade. Apparently VF2 still only uses 66% of the Saturn's power so it makes you wonder what else Yu Suzuki and friends have hidden away up their sleeves. Anyway, like we said, you really can't afford to be without this game if you want to make the most of your Saturn.

Buy it now.
We've waited for Sega's big three games for near on six months now and what happens? They decide to release two of them in the same month. Luckily it's not a case of one or the other for the simple reason that both VF3 and Sega Rally are of top-notch quality. Unlike VF2, this was developed by Sega's AM3 research team and on a similar vein to VF2, it replicates the original coin-op as closely as you could possibly imagine. As in the original game, there's three tracks to choose from: plus the extra lakeside track which can be accessed when you've finished the other three in first place. And as in Virtua Fighter, there's loads of extra game modes including the now infamous time attack mode. Probably the most anticipated feature of this title was the two player mode, and this arrives in the form of a split screen game. Some may find this disappointing; especially as quite a lot of detail is missing from the tracks and the clipping is quite visible but it's still brilliant fun to play. It's just a bit of a shame that Sega didn't decide to make it a link up game but then at least you can play this two player mode with just one copy of the game and one Saturn.

Again, this is a huge technical achievement for Sega and AM3 and it's hard to believe that anyone would possibly pass this over for another Saturn title (unless it was Virtua Fighter 2 of course). Another one that has tons of lastability and should take pride of place in anyone's game collection.

Oh dreary dreary me. We knew this would be a problem ever since Time Warner announced that they had bought the Virtua Racing licence from AM3. But, we didn't imagine at the time that they would make quite such a pigs ear of the conversion.

When you first play this, it's quite easy to imagine that it is in fact the original Virtua Racing - you'll get the same title screen and even the same option screens. However, what happens after that is really quite strange. Although the course graphics from AM3's original have been transported on to the courses in this title, they really don't look anything like the original. In fact, they look very shabby indeed. In addition, the cars don't handle anything like the original and feel as if they're floating rather than speeding around a real race track.

Still, if you considered this as a game in its own right rather than something that's linked to AM3, you'd probably come to the conclusion that while it's not going to win any awards for its technical brilliance, it is nice enough to warrant a few plays. You might even find yourself enjoying it if it wasn't for the fact that there are obviously better titles already out there - and that includes the almost-ancient Daytona USA which still manages to knock spots off this.

I suppose that if you're somehow blind to the wealth of titles on offer then VR Racing will no doubt please the pants off you, but that would be a bit sad really wouldn't it?
Sega's second foray into the RPG world is at least more instantly accessible than their first release, Virtual Hydlide which, even at the best of times seemed rather pointless. Mystaria however is a much more user friendly affair and goes some way in replicating the brilliant escapades of the Shining Force posse on the Megadrive. Some way that is. Although the battles are played out in the same grid like manner and there's plenty of characters to gather together in a gang, the title doesn't really gel together in the way the Shining Force series did. For a start there's just too much text to read through and this can make the game rather dull. It seems as though you can do anything in this game without having a bit of a fight about it and sometimes the battles are really tough to get through. This of course is only part and parcel of the RPG anyway but things just seem more tedious in this game than they ever did on the Megadrive.

Still it's not all bad news - the 3D parts look very nice and for people who enjoy these types of games anyway it will surely be a worthy buy. But it won't win anyone over who didn't like these types of games in the first place.

**Mystaria**

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<td>RATING</td>
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**Galactic Attack**

It always happens. With the advent of a new console come plenty of classic titles trying to sneak their way in to the scene. Don't get us wrong or anything - we don't have anything against these titles as such. It's just that we've never heard of one until a couple of months back and it's certainly never appeared in the arcades.

But it's kind of nice in its own way. However, for a shoot 'em up it does look distinctly dated and seeing as it's a plain vertically scrolling title it's not very varied either. Until the game decides to turn into a horizontal shooter that is when you have to turn your TV on its side to continue the game.

So while this isn't the most exciting title on the earth, it is pretty good fun even if it's not in the same league as the graphics awesome department. Will please any one who's aching to play another shoot 'em up and doesn't have the patience to wait for Panzer Dragoon 2.

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**Worms**

Don't you just love 'em? No? Well it seems the rest of the world has. Worms has mad recently and it looks all down to this title. Like most of these addictive type games, the concept is extremely simple. Get your army of worms together too. Them up, give them a few weapons and unleash them upon your opponent, who has his own army of worms. And that's it. Yes, it really is that simple. As you may have noticed from the accompanying screenshots though this isn't exactly what we'd call a graphical feast. In fact even the Master System could probably handle these graphics at a push if it wasn't for one of those rendered extras bunged on to the front of the game.

But as everyone keeps telling us it's the gameplay that counts and although this is more suited to crusty old Amiga owners we have to admit that it does have some strange kind of attraction. And it does grow on you. Although for those who don't get a kick out of worms named after pop stars it's probably best avoided.
**ALSO OUT NOW...**

- **CLOCKWORK KNIGHT 2** - £39.99
- **MORTAL KOMBAT II** - £39.99
- **NBA JAM TOURNAMENT EDITION** - £39.99
- **WORLD SERIES BASEBALL** - £39.99
- **NHL HOCKEY** - £44.99
- **RAYMAN** - £44.99
- **THEME PARK** - £44.99
- **ROBOTICA** - £39.99
- **VIRTUAL FIGHTER** - £49.99
- **DAYTONA USA** - £49.99
- **BUST** - £44.99
- **SHANGRI-LA** - £49.99

**CD FILMS / MUSIC**

To play any of these titles, you'll need a video card, costing £35. See your retailer for more details.

### ANNIE HALL

**BY POLYGRAM**

- **PRICE** - £17.99
- **RATING**

Well this should be good, because it was made by Tim Burton. But it isn’t, and that’s crap. It looks like it was made by Tim Burton. It’s a total disaster. Annie Hall is a romantic comedy-type thing with Woody Allen as a surly, loser type. "Who’s "Happy\" and "Who's Sad?" There are some great moments. Woody Allen goes to Los Angeles and finds a new life, but the sequel is disappointing. Woody Allen at his neurotic best.

### THE PINK PANTHER

**BY POLYGRAM**

- **PRICE** - £17.99
- **RATING**

Peter Sellers has appeared in some really funny films and I always remember this film as being one of them. But that’s not the case. Peter Sellers played the character of the Pink Panther in the film, and his performance was pretty bad. The film is a total disaster, and I would not recommend it to anyone.

### PANZER DRAGOON

**BY POLYGRAM**

- **PRICE** - £39.99
- **RATING**

Panzer Dragoon is a video game for the Sega Saturn console. The game is set in a futuristic world where players control a Panzer Dragoon, a military vehicle, and must fight against various enemies to complete missions. The gameplay involves strategic combat and resource management.

### ROCKY

**BY POLYGRAM**

- **PRICE** - £17.99
- **RATING**

This was the James Bond film that we all loved. It’s got its fair share of exotic locations, super-sleuthy weapons, and hot air balloons and all the usual stuff.

### OCTOPussy

**BY POLYGRAM**

- **PRICE** - £17.99
- **RATING**

This is one of the James Bond films that we all loved. It’s got its fair share of exotic locations, super-sleuthy weapons, and hot air balloons and all the usual stuff.
The hits keep coming!

Things are just getting better and brighter for all you lucky Saturn owners. Next month we see the much anticipated arrival of Psygnosis' big two—Wipeout and Destruction Derby! We'll also have news on the Doom-esque Alien Trilogy, more on Panzer Dragoon 2, and reviews of Guardian heroes, Story of Thor and all the latest releases.

Phew! The excitement's almost too much already! Nurse! Tranquilizers now!
the birth of a star...
the ultimate 21st century boy, graces the world stage...

**guitar playin’, hair sprayin’, devil slayin’...**
...a string of number one tracks, this boy is bigger than the Beatles

**in the grasp of the devil El diabla...**
...the god of hellfire covets the stars guitar, help our hero battle for his axe...

**it’s only rock & roll**
...but some things are worth playing for.

**JOHNNY BAZOOKATONE**
Releasing December ‘95
Our goal is to try and preserve classic videogame magazines from years gone by before they are lost forever.

Thanks goes out to all the people who make this possible. From the original editors and writers, to everyone involved in acquiring and digitizing these magazines.

People interested in helping us out, in whatever way possible. Either by donating classic magazines, scanning, editing or distributing them, visit us at http://www.retromags.com

We are only interested in preserving classic magazines that are at least 5 years out of print.

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