



# SEGA SATURN

ISSUE 4

FEBRUARY 96



£2.75

M A G A Z I N E

## LEGEND OF THOR

Discover the legend!

## STREET FIGHTER ALPHA

The beat 'em up legend returns!

AM2'S  
NEW SOUND GAME

REVEALED!

# 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? Sorry, too late.

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



You're working so closely with the Tornado crew that you feel you're in the cockpit with them. Their lives are dependent upon the speed and accuracy of your judgement.

Because in a conflict situation there are no second chances. We're describing the work of Fighter Controllers - the eyes of the RAF.

Using state-of-the-art radar equipment, they play a vital role operating one of the most advanced air defence systems in the world.

This could be deep underground in an Ops room. Or as part of a mobile tactical radar unit

Or at 30,000 feet on board a Sentry E-3D, the RAF's latest advanced warning aircraft.

Obviously, it's a job that demands nerve, skill and mental agility. However, we don't expect you to be up-to-speed from day one.

Which is why you'll receive six months of the most thorough training imaginable. Some you'll do on sophisticated modern simulators, the rest you'll do for real.

Until finally you'll find yourself thinking faster than you would have thought possible. If, by now, you're interested in becoming a Fighter

Controller, the time has come for you to make your first decision.

Contact your local RAF Careers Information Office or simply telephone us on 0345 300 100

or to advertise with the RAF. Write to: RAF Careers Information Office, PO Box 100, RAF Cranwell, Lincoln LN4 3JQ. Tel: 0345 300 100. Fax: 0345 300 101.



NAME   
ADDRESS   
POSTCODE  DAY OR NIGHT   
PREFER TO RECEIVE PUBLICATIONS  PLEASE TICK ONE  
YES  NO  I AM CURRENTLY EMPLOYED BY THE RAF   
**ROYAL AIR FORCE FIGHTER CONTROLLER**

intro



# PLANET DRAGON™ ZWEI

1996...  
year of the  
**Dragoon!**



# SEGA SATURN

M | A | G | A | Z | I | N | E

## contents

### PREVIEWS

WWF WRESTLEMANIA	18
NFL FOOTBALL	20
SMELLSHOCK	22
BLAM! MACHINEHEAD	24

### REVIEWS

WING ARMS	68
FIFA SOCCER	70
CORE'S GOLF	72
JOHNNY BAZOOKATONE	74
TON SHIN OEN	76
CYBERIA	78
CASPER THE FRIENDLY GHOST	80
D'S OINER	82
TRUE PINBALL	84
US GOLD'S COLF	86

### COIN-OPERATED

SONIC	16
FUNKY HEAD	17
MANX TT	17

### REGULARS

NEWS	6
LETTERS	26
Q&A	28
TIPS	32
OUT NOW	94
NEXT MONTH	98

68

76

82

84

22



### PLUS!

THE RESULTS TO OUR DAYTONA TIME ATTACK COMPETITION!  
It could be you! 66

SEGA RALLY TIME ATTACK COMPETITION  
Win loads in this new compo! 64

VIRTUA FIGHTER 2 MASTERCLASS  
Advanced techniques for VF2 masters! 88



## SHOWCASES



### DARIUS

38

Darius? Sorry, did you say Darius? Oh okay then. Yep, 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

42

Last month we gave Virtue 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 Lakeside track and many many more secrets, plus an interview with genius AM3 - who reveal their thoughts on the complete version of Sega Rally.

### D'S DINER

46

Released over three months ago in Japan, the English version of D has finally been completed, and luckily, is every bit as macabre 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 Laure keep spinning out in psychedelic trances?

### DARK STALKERS/STREET FIGHTER ALPHA

54

Cepcom have a whole host of games lined up for release in '96, and in addition to X-Men: Children of the Atom, there'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

60

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.



## COVER STORY:

### PANZER DRAGON 2

56

Sega Critics will be inundated to find out that after the release of their so-called "big three" Sega aren't about to keel over and die, and have in fact, got loads more top quality titles on the way for the coming months. Among them is team Andromeda's Panzer Dragon 2, the sequel to the original, most excellent, Panzer Dragon. We take the lid off this title and expose all the new features to be found, as well as the influences behind this all-new game.





# 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. *Dynowar USA* was a perfect example. But, in recent months, things have taken a turn for the better. It seems only now perfect conversions will do from now on, and this means that instead 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. Now, 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...



Take a look at the beginning of the forest track. Loads of people just standing around, eh?



Not so in the UK version. 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?



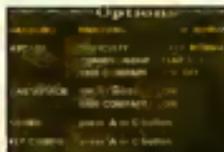
Well, for all intents and purposes, it is. But the UK car features different decoration - it has a badge on the back. What does this mean?



The hair you load on the forest track is pretty impressive on the US version of Rally, but, but! There's just no detail outside of the track...



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



And don't forget the great mode configuration screen. Well? Surely there's enough options here to keep every body for busy?



Well, maybe not. The UK version features loads of bits and pieces that you can fiddle about with, including an different transmission cars.

## 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 Sega, 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 firm details have been set.



Mr. Suzuki isn't involved in Team Sega's future game, and has been drafted in to oversee *AGE*'s side-up title.



This is Mr. Naka, the producer of *Sega*. He's as tightly regarded that the new Team Sega project is nicknamed Naka's in honor.



And this is Mr. Collins, the original designer of *Sega*'s flagship. He's also working on the new Team Sega title.



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, plus a variety of extra camera angles. Great!

Yes, 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 (it's different too), and in between replays there's some new more cheeky yammers. Double great!



# BUG! 2

After his debut stop on 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 expect to see some in-depth coverage on this title in the near future.



## VIRTUA FIGHTER 3 UPDATE

No pictures from the 20th complete Virtua Fighter 3 have been released to the press yet, but Hi Saotoki is very confident that people will be absolutely amazed at the first picture, which should be unveiled to the Japanese press within the next month. However, it was revealed that in Virtua Fighter 3, the starter for each character will be altered a great deal and several 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 "killed". More next month.

# WIN! VF2 MODELS!!

Hold on to your hats because there's a grand finale coming your way. Well, not exactly that grand to be honest but few nevertheless. It's two VF2 models — Mike and Hector — who will sit nicely above the fireplace next to your Art Deco ornaments and Ming vases. What's great about these particular items of Japanese mass consumption though is the fact that they have secrets in them as well! The secrets are kind of the chocolate for-

gem wrapped in silver foil. Can't resist can you? OK then, here's what you've got to do. Simply answer this very easy question: Which character in VF2 did you fight down? Send your answers to: VF2 MODEL COMP, SEGA SATURON MAGAZINE, 30-32 RAINBOW DOWN LANE, LONDON, EC2A 4JU by Feb 1993.



## ROLLING START!

Working hard on our subscription list managed to get his earliest 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 Sebastian did! And if you're thinking of taking the route yourself? Here's his exact path for you to have a gender at the (beginner and advanced tracks will be shown next month).



Here's the map with the best positions where our talented winner made it over.

OK, as the first thing to do is cross lanes to get a good angle on the right-lender.



Don't be nervous look giving him plenty of leeway to ease the turn.



Some amazing drifting on the B-lane makes John maintain his speed.

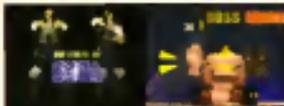
## Heroic Patience

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 over 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.



# Virtua Death

Expect to see one of those 'suspicion of the young' stories heading this way soon. Why? Because in America (uh-huh also!) John Liu, a Indiana student, shot his wife's divorce lawyer dead, injured a policeman in the process and then shot himself. The reason? Well, apparently Liu 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 gaming expertise had much to do with his formidable aim. Criminologist James Fox, commenting on the problem of desensitization said, "Shooting 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 wall of high moralising and apocalyptic finger-pointing. Our bet is that the divorce lawyer had something to do with it. Or even that John Liu had a decidedly slender grip on reality. A far fetched hypothesis maybe, but then we're no detectives. As for Sega, how does the saying go, 'say publicity is good publicity'?



# MANGA HITS CD!

Manga have long been at the forefront of Japanese cartoons and (late) video's sell unbelievably well, especially classic like Akira and Street Fighter II. Now, in keeping with the trend relations to the video game market, Manga have released a range of titles as 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 rock them up next to your games!



## 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 re: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 DRAGON 2

With this game as our cover story and a regular showcase in this issue (pages 40 - 42) there's been only one thing left that you'll want to know about: Panzer Dragoon 2 and that's where 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!

Rickling 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 illustrious 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 [cd@sega.com](mailto:cd@sega.com). Ahhh, peace at last!



Greedy but effective, John takes a short cut across the grass saving the valuable time.



Who cares if you hit the cones, as long as that motor keeps turning over of speed.



Again, John shows more real talent by sacrificing himself to a handsome turn.



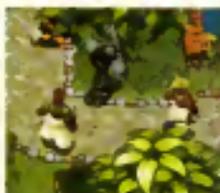
Slugging the corner as he comes out of the turn, all that's left now is the quick finish!



## RELEASE DATES

**FEBRUARY:** 4 MEN: CHILDREN OF THE ATOM, WING ARMS, CYBERIA, TOUHOHEN DEN 5, JOHNNY BAZOOKA TONI, WORLD CUP GOUL, VIRTUAL GOLF, IN-LIVE INFORMATION, MYSTARIA, GALACTIC ATTACK, TRILL PINBALL.

**MARCH:** BAKU BAKU ANIMAL, 0, CASPER THE FRIENDLY GHOST, GUARDIAN HERBOL, GARLIL, NFL QUARTERBACK CLUB



## THOR'T YOU MIGHT FIND ME HERE

Looking for our expert showcase on the legend of Thor? Well, we have a little can-fession 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, Ancient, 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 Nintendo consoles), it involves solving puzzles at fulcrum 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!

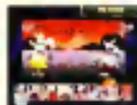


## G BOCKER

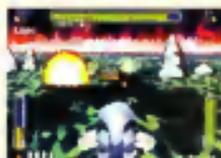


## G BOCKER GLORY!

Saturn link-up games are on the way! Currently in development is a JB themed 'em-up strongly 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 Dream copycat, and would feature some very novel, crazy 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 import it up for release over here. Anyway, here's a few screenshots - expect an update next month.



It's the Saturn link-up cable! About time too!

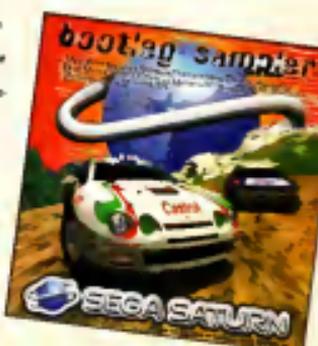


G Bocker is the first Saturn link-up title!

## 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 called in to ask 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 exorbitant price every month for a demo that might be decidedly shabby. We're no mistake though, when we have a CD as 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™

DESIGNER SERIES™ BULLFROG™

**Theme Park**, the classic management game from Bullfrog, is now available for your Saturn, and it's better than ever. Compete with 15 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 part-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 300' rollercoaster like 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?

# park life!

"one of the most highly acclaimed games of all time" 90%  
Sega Saturn Magazine



# BULLFROG™

For more information about Theme Park, visit our Web site on the Web at <http://www.sega.com/bullfrog.html>  
or telephone 01252 565 865, email [support@sega.com](mailto:support@sega.com), or write to Electronic Arts, EA, Box 021, Gungah, Brisbane QLD 4000.

© 1997 Bullfrog Productions. All rights reserved. Bullfrog, the Bullfrog logo and Bullfrog are trademarks of Bullfrog Productions. EA, the EA logo and Electronic Arts are trademarks of Electronic Arts. Sega Saturn Magazine is a trademark of Sega Saturn Magazine.



# 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

**B**uilding have always been associated with high quality games, and so far, both of their efforts on the Saturn (*Theme Park* and *99 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 title on the PC, although there's loads more levels than were found in the PC. The *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 makeover 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, and 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 adrenaline inducing experience. There's been many rumours as to whether this game will have a link up facility, and at the moment it still hasn't been confirmed whether Bullfrog will incorporate this into the final game, but 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 approaches Magic Carpet, in filled with loads of like freckled creatures you're likely to see, in fact before anything, it all looks a bit like a Dali 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!





# WORLD WAR 2

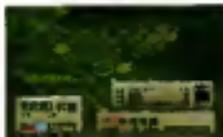
## GAME 2

BY UNKNOWN

RELEASE TBC

Remember that obscure World War game that let you blow the living day-lights out of the French? No! We'll, 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.

All well! Still, there'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.



# Virtua Fighter 2

## CG PORTRAIT DISKS

BY SEGA

RELEASE UNKNOWN

You like them. We like them. God damnit, 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 as 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, well, 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 Fox, 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)?





# CONGO

BY SEGA USA RELEASE TBC

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 midian touch when it came to hollywood blockbusters - but alas, Congo was a bit of a flop when it was released mere 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 rifle else the brave explorers must track down all the nasty beasts 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.



# VictoryGoal 2

BY SEGA RELEASE TBC



Now, before you go growling 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 (which this we'd see the light of day in the UK), they're going to turn everything 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 comeback 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 dumb-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 too. 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 kids 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.

# Dead Heat

BY EVC RELEASE TBC

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 is again 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, Wagan offers 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 even say anything, because she's actually just some girl in a bikini! Yes, show this game to your dad and you're sure to get a Saturn for your birthday once he drops his eyes on the BMW "beasties" 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 office to kill everyone we see.





# Dragon Force

BY SEGA

RELEASE TBC

If there's one thing the Japanese like, (apart from cartoon porn), it's sword 'n' sorcery EPICs. Good or 'em we say - RPGs are great. And the Saturn, despite its plethora of lovely-looking adventure games, is this is the patch where proper elves and dragons and stat points games are concerned.

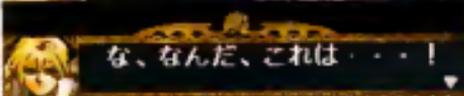
Which is why Sega Future are looking into the possibility of translating and releasing Dragon Force, a Shining Force-esque washbacking adventure featuring lots of magical characters and epic questing. It's certainly detailed, with hundreds of activity menus and options and things to fiddle about with in-game. But not being in one of the Far Eastern lingo we're not sure if the plot's a very good yet. Hopefully we'll get the chance to review an English version of this, as it'll be nice to see something of this ilk bobble the Saturn software top.



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



Or maybe look at this, he's a big fellow isn't he. He looks like he might kill you. Maybe you should run away.



# GUNDAM

BY UKROMN

RELEASE TBC

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-fant. Gundam is, much like other examples of this genre, a scrolling shoot/beat 'em up which pits your little Gundam juho's still bigger than a house) against some other Gundams, on land, and even flying through space.

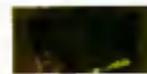
Basically Gundams chances of UK release are somewhat dimmed by it looking exactly like a SMS game. And not even a good one. One of those hideously boring imported small-time licenses by a third-rate software house you'd never heard of. And it seems, in its albeit unfinished state, absolute cack.



# Augusta Golf

BY SEGA USA

RELEASED UNUSUAL



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 Modern 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 hole and his hollow-sailed 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 lads if you did like Pebble Beach.

# COIN OPERATED

*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 Maxx TT Superbike.*

**P**eople were walking 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 those hundred-kilns 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.

Tails from off against his buddy Sonic. That's right! They're going to fight, although it's going to be safe and cuddly so it's OK.



# SONIC BOOM!



At the moment Green Hill Zone is the only fighting backdrop available. However, AM2 intend to include all of the familiar Sonic scenery that fans have grown to love. Expect to see all of the characters in competition as well, including the evil Dr. Robotnik, the greasy Knuckles and some of the game's more distinctly obscure types.





**B**eing does funny things to your head. Gives you a flat nose, cauliflower ears, a mashed brain. Nothing like Funky Head Bover's though, the latest and possibly strangest coin-op from Sega about to hit the arcades. The dimensions of these boxer's 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 knockdowns 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 tale to the Saturn. If nothing else, it stands to make a name for itself on novelty sales alone. What will they think of next?



The more a boxer is hit the more his expression changes. Our crystal ball is obviously not being much of a good time. The horns of the side show the head of a boxer's energy.

The giant boxing gloves match the giant head! Is this wacky or what?!



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



# MAKE IT FUNKY!



# SADDLE UP!

**F**ollowing up our extensive coverage of the Manx TT coin-op last month, here's a look at the actual arcade machine. The bike as you can see all looks very nice, bulky and shiny. To enhance the realism it apparently features the genuine sampled sound from all those bikes at the infamous Isle of Man race and uses throttle-induced acceleration to make everything feel as close to the real thing as possible.





BY **ACCLAIM**  
 STYLE **WRESTLING**  
 RELEASE **TBA**

**A**rcade's WWF series is fast becoming the Friday night of the video game world. With assorted variations on the grappling theme adorning every console format known to man, the popularity of mean Undertaker and Duggin seems to have transcended most 'buddy bad', as shows by Acclaim's faith in their license to unleash it upon unsuspecting Saturn owners. Taking a step back from WWF's raw, Wrestlemania is a perfect complement of the Midway co-op 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 voice 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 sliding, making for a game considerably easier to get into than its 1991 cousin.

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 sapping the other's energy. But you know 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 (who by midday coincidentally is the one it shares the most appraisals with — most notably in the special move department) Embracing the OTT nature of the WWF, 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, series like Bam Bam Bigelow now have the ability to touch 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 triad n' tested SF football move. These moves add a special feel to the action, yet 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

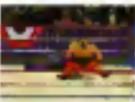
**Yes, another one. But could Wrestlemania be the WWF series' saviour?** Perhaps, because this is wrestling like you've never seen it before. Pin 'em down!



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



Real characters use comic bookish. Among the other looks are producing a giant mallet and a nuclear tick.



There are eight characters to choose from to off and each of them has a neat range of moves. Such is the depth of WWF that some characters are even capable of pulling off 25 hit combos!



All of the familiar character abilities are in WWF. You can jump from the ropes, beams off them and take the fight outside the ring. This is combined with some moves that are totally outrageous!



# WWF Wrestlemania

*Wrestling like you've never seen!*



In one-player mode the idea is to move through taking on all the characters. When you've done that your toughness is tested in the final by taking on two opponents at the same time!



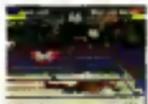
Yokozuna demonstrates his spinning move on the disorientated Undertaker.



As well as the more outlandish moves, WWF features the traditional wrestling fare in the shape of half moons, 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.





# preview



DEVELOPER	ACCLAIM
STYLE	SPORTS SIM
RELEASE	FEB

**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**.**

**A**merican 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 seems 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 on the

**WHATEVER YOUR ATTITUDE TO AMERICAN FOOTBALL THOUGH, NOBODY COULD DENY THE FACT THAT IT'S BEEN ENORMOUSLY SUCCESSFUL AS A CONSOLE GAME...**

MegaDrive and of course NFL Quarterback Club. There were two NFL QBC games on the Saturn, 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.

What this includes among other things a superior graphics and animation and nine camera angles from which to view the game. Each angle is uniquely different, ranging from a shoulder cam which sits you

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.

As you might expect, there are a vast range of options and modes to pile through. The overall tenets of the gameplay remain however with plays chosen from window options that draw you to a choice concerning the length of yardage attempted (short, medium, long) and then on to the specifics of the play itself, whether it's a halfback pass (running play) or a deep out's manoeuvre (throwing play).

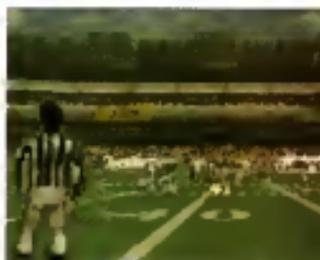
The emphasis on quarterback talents is mainly teamed with players choosing their quarterback separately from their team, meaning you can play as the worst team in the NFL, yet still have Elway throwing for you. All the teams are in there and, as has been mentioned, there is a wealth of stats to utilise,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

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 plot of giant killing against Everton, 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!



This is the shoulder camera angle which puts you right in the heart of the action. There are a total of nine camera angles in all, even one which sees you viewing things from the bleachers.



The players wait at the ready for these important numbers. This game sees the Deacons' feuding off against the Broncos's.



And it's a touchdown! It's pretty rare when you get a touchdown. The conversation that follows it is worth one point.



preview



*Accfain's lean, mean, fighting machine!*

# NFL

## Quarterback Club '96



This is one of the many vital screens for you to peruse. This one is the drive summary.



It's a kick off! What you kick on the ball try for some yardage!





BY **CORE**  
 STYLE **TANK SIM**  
 RELEASE **DECEMBER**

**"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.**

**T**he plot surrounding the characters in ShellShock bears an uncanny 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 ole' maximum security stockade, taking up roles as neo-nazi vigilantes and defending justice where ever it takes its weary head.

Rather than wonder about it, it's a win though, this bunch of homeboys prefer the advantages of a good lie to Predator. In this 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

**SHELLSHOCK SITS SOMEWHERE BETWEEN A SIM AND A SHOOT 'EM UP AS FAR AS THE ACTION IS CONCERNED, INVOLVING FAST AND FRENETIC GAMEPLAY...**

member of the posse, the player joins The Man (Dogg Figg) in a tank, and D-Cor in a tour of duty that takes in tanks 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 foundation this is a tank sim

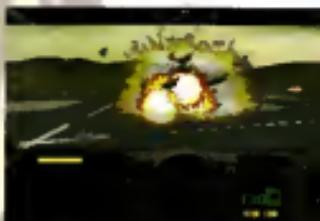
rather than a first person perspective, and viewing all of the visual gun-fire out of action, ShellShock does attempt to shuffle off the tank that traditionally comes with it. Obviously you've got the homeboy and a hip-hop soundtrack courtesy of the homeboy, but there are also customizing options which enable the player to improve on the tank's armor, weaponry, engine and so on, or organize better air support even. To this end each of the characters in the game has a specific task. Pops 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. G's deals with organizing the air support and this includes diving into a Chinook helicopter to rescue hostages. Dogg Figg 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 assaults. 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 (SAM's for aircraft for example) and by using characters for certain situations like a 14-bar hostage rescue or a tank 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 SAM review can tell if it is.



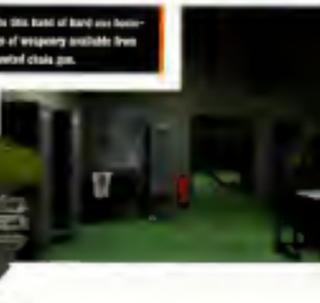
**Be upgraded — other tanks are just as hard as yours. Under-upgrading them could prove deadly...**



**...unless 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 kind of hard-ass homeboy. There's a whole range of weapons available from SAM's to even for the mounted chain gun.**



preview



# Shellshock

Get hard with Core's new tank sim!

The whole bombing scene isn't really all that relevant to the game itself. You simply go about blowing things, blowing stores and taking windows are optional.



Tanks, aircraft, boats, people. Destroy them all in the name of liberty, big trailers and a hanging out of bars later.



...the whole scene is the most...

...the whole scene is the most...

...the whole scene is the most...



SEGA SATURN



ON **CORE DESIGN**  
 TITLE **TD SHOOT 'EM UP**  
 RELEASE **MARCH/APRIL**

**C**ore have developed a sterling reputation for themselves over the last couple of years – once known as Innovators for the Mega-CD, they've now turned their expert hands to the Saturn and managed to pull the brilliant Finestorm out of the bag just before Christmas. Mega-CD owners will have found more than just the old name reference familiar with this title though – many of the missions were indeed identical to the original Thunderhawk (with souped up graphics of course) and the game mechanics too were startlingly

**THE RESULT OF THIS, IS THAT THE TWO REBEL SCIENTISTS HAVE CREATED A RATHER LARGE BOMB, WITH WHICH THEY INTEND TO BLDW ALL THE BAD GUYS INTO KINGDDM CDME.**

similar. Not surprising then, to discover that they actually based the game around the original Mega-CD game engine. Feel concerned? You shouldn't, Thunderhawk is one of the best games available for the Saturn.

But what's this got to do with the impending release of Blam! Machinehead? Why should we care what engine Core Design used for Thunderhawk? Well, it's quite interesting that after programming Finestorm, Core seem to have become bored with re-hashing their old games, even though initially the intention for most of their releases was to swap up old titles. Which is exactly what was going to happen with Machinehead. Originally the title was due to utilize the engine from Battletech (a highly regarded title on both the Mega-CD and the Saturn) but the programmers were fed up with that idea. So instead, they created the game engine from scratch. The result is a 3D shoot 'em up with literally thousands of explosions and gameplay requiring lightning fast reflexes.

Set in the early part of the 21st century,



This is the evil doctor Akeley. Among his inventions are "TD Sleep Naps 'Em Dead by Bee And Liquid Bldw's "Sole".

**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...**

Machinehead is set in a world where scientists have the ability to produce machines that replica to man 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 pissed 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 spy guys has been strapped astride a bomb (that's right, it's the girl) with the other more evil prof doing her every move. If she doesn't comply she dies. It's complex, sheir dies.

The actual game action is split into four levels and is interspersed with 3D cut scenes 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 the men 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't be found in everyday life. It's a pretty much frantic adventure all the way through.

Although Blam! Machinehead 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.



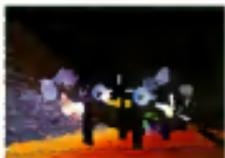
Everything's gone red! This is in fact the arrival of the future, exclusive from every CyberSoft store in the universe.





# BLAM! MACHINEHEAD

*Babes in bikinis ride bombs bound for Babylon!*



Here's one of the weird and wonderful things you'll find 'trekking' in your console.

Is it a spider? Is it a spider plant? Or is it as pretty as yet another to man?...Who cares!

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



(Above) Kinky irritations in the arse!  
(Below) Another average night in.



# letter



**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, blabbing on 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 MAILBOX, PRIORITY COURT, 20-22 FARNINGHOPE LANE, LONDON EC2A 3AB. Thank you very much.

## "OFFERED" SEVERE CUTS

### DEAR SEGA SATURN MAGAZINE,

Hells again! I'm 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.

Anyway 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 shops policy to refund money although he gave me *Paradise Dragon* for £10 and has offered me severe cuts on other Saturn related software. Eg *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 pose to my friends at 80-85 in Lowestoft that my last letter was genuine as you got my surname wrong.

*Terry Gooding, Wainfleet, Suffolk.*

 Hey, no problem Terry. Sorry for getting the surname wrong, but you ought to sort your stuffy handwriting out. Didn't you pay any attention to your (still) sloppy diaries 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 case.

## 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 powered 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 aside his and are all converted to the Saturn, what about VS?

I believe that there are 'unusual' circumstances in Japan who according to one of your real 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 GS, which was paramount in the success of converting Cop and Rally to the Saturn?

I feel that the Alita HQ has been recently visited by alien beings i.e. PlayStation executives and have wiped the memories of their super for Alita 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 literally never recover from the shock.

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

*For Wulfie, Hockney 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 retailer remembered the "game over" so to speak.

I returned the game to the shop where I purchased *Elektronik Bohème* in Wakefield and explained how long I had had the game and I had completed it, asking what price it they would give against their other Saturn games (they were displaying pre-owned games starting at £3.99-£44.99).

I was told £10 mate!

I said he must be joking, three days old I could have rented the game for £3 from my local rental shop! What gives these sort of shops the right to make such blatant profits by paying less than half price for a game and re-marketing them for less than cost price giving themselves a 100% profit!

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

Anyone out there know of any 'good' CDs software sales outlets where common sense still prevails?

Yours

*J.M. Powell, Kippax, Leeds, S Yorks*

 Sorry to hear about your troubles.

There, I will 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 growing revolution is taking place: we've never known anything like it before. It's never happened on the latest System: Game Gear or Megadrive. You wanna know what I'm talking about? Well this is it - there has been a dramatic change: have you noticed the amount of Vs appearing in front of game titles on the Saturn. It's going to take us over there's never been so many games in a console which start with Vs. There's *V Cop*, *V Fighter*, *V Fighter 2*, *V Hydlife*, *V Racing* - we have got to stop it. It's driving me bananas. For 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 talking behind on English, Technology and Geography so see James Thompson, Maf, S Herts.

 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 invidious plot, no doubt.



A screen shot from the breathtaking *Paradise Dragon 2* which gets the Saturn Magazine Bioscan treatment in this month's issue.



## 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 2000 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 repetitive 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

Leanne Lee, The 2000 Optical Store.

**So what do you reckon readers? Should we remain true to our credible independent roots and resist the siren call of offering free advertising to this lot? Or do you kids of the Something for Nothing generation want your share of the booty? Well, Ponticus Platoro-like, we're going to throw the decision over to you, the masses. We're washing our metaphorical hands as we write this. Just write in and tell us whether you'd prefer free contact lenses or one less ad and we'll go with mob rule.**

## SPLIT SCIENCE TRAUMA AVERTED!

### DEAR SSM,

I would like to say (speaking as the wife of a totally addicted Sega fanatic that I find your magazine a very enlightening read. The effects of this games machine on myself had been mildly infectious (UNTIL that is). I came across Bug! Bug! has changed my life. I see it all now from a new perspective. Well several perspectives actually. It's helpfully addicted now as I am. I played dutifully until the wee small hours, puzzling, cursing and aching up toes as I went. Right up until the wee five bubbles on SPLIT level one.

Well that was the night that my little imaginary Bug! world started to crumble. There I was completely stuck. I had tried everything I could think of I was at my wits end. Having used up countless lives and several continents, I really began to despair (and so did my husband, not even the great games player extraordinaire could help me through this desperate bug-eyed nightmare). Was this as far as my Bug! friend and I could get? No please, please, there must be some way. Well there is an answer. Ha ha haazing! I've found it.

At about 3.00 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, lead 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 delicious relief/ness at the moment of wisily timing Bug and bubble. I know this is totally against any relatively sane games player's instinct and looks like wacko, but now is the time to be brave, be it one with Bug and you move past the bubbles with gleeful 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 to bring 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 woked we! an' all that.

Bugacious hugs

Melissa Abbott, Church Hill 2000A, Moss.

**We know you've got four double letters in your name. Anyway, thanks for putting the troubled minds of many of our readers at ease. You're lovely.**

## THE GAME IS NEVER OVER...

### DEAR SEGA "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 adverts appearing weeks after its launch. What I rate there was a distinct lack of machines in shops in time for its initial launch, and on top of all that a \$400 price tag. Perhaps it didn't seem obvious at the time but it was to be the Saturn's downfall. Let's skip a few weeks now to a point when that certain other console was released to the public in the UK. — yes the PlayStation. This competitor weighed in at £100 cheaper with a by far more powerful graphics chip (all amidst a £20 million pound advertising campaign) and in the first week claims are made it has already overtaken the Saturn in sales. Sega cry out loud, unbrave and say that they aren't frightened (a little later Sega run scared and drop the price by £100).

Let's turn to the impact (or lack of it) of Sega's advertising campaign. Currently in my class alone I must have heard some six or seven people say they will be purchasing 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 blow away the PlayStation with its first generation games instead of barely matching it with its third and fourth generation games (Virtua Fighter is a nowhere near touching Tekken in the graphical stakes and only matching in the gameplay arena). For a company with Sega's experience you have thought they'd get it right after failures like the Mega CD and got instead of being bypassed by the newcomer (they

have no excuses after the failure they must have made through the Megadrive and its cartridges never mind their coin op profits).

Robbie Moore, 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 unprecedented 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" lark 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 Vifa. 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 increase product awareness as we argued ourselves last month, they're certainly not the ones you're pointing them to be just shut up and play your games.**

**So the mystery of the bubble in Bug! is solved thanks to the mysterious help with all of the double letters in her name. Whooooo! yoooo!**



**We hope selling their followers down the river? With games like NS there are more than enough life rafts!**



# Q & A

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 fitter, 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, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON, EC2R 3AU.**

## I AM ATTEMPTING TO WRITE

Dear SAM,

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 brilliant especially with the gore and fatalities and such is this true?
- 3 I have only got Daytona USA on my Saturn but I should be able to buy a further two by the new year Can you put these games in order of best to worst Sega Rally Virtua Cop Virtua Fighter 2 and FIFA 95

Chris Savva, Eastham

1 No word yet - it might be, but they're remaining tight lipped on the subject at the moment. Seems very likely though 2 VF2, 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 Wheelie 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 3DO - 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! Thankyou

Dave Brerwick, Harrogate North Yorks.

1 In its own special way, oh yes 2 Let's hope so, eh? 3 Yep - in a few months 4 Oh silly me, sorry that it's not as good as Rally anyway 5 Wiking Arms.

## SATURN OWNER AND HUNGRY - PLEASE HELP

Dear SAM,

I'm 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 VF2 and VCA going to be finished and in the shops?

4 Are the Sony PlayStation and the Ultra 64 more powerful than the mighty Saturn?

PS What do the little pictures on the side of SAM mean? eg. the Virtua Cop on issue 1 and Wolf on issue 2?

Tom Colin Penance, Clewley

1 Well Myst will probably test you the longest and it's very pretty Hidden Souls is a bit brief, Theme Park isn't much of an adventure (although it's very good) Hydlide is, in a word, crap. So I'd say Myst, a Well, they might be, but it's fairly unlikely it'll ever be launched over here, unfortunately 3 They should be out by next Christmas on PlayStation, on Ultra 64, yes. But it's the games that count etc etc etc. PS They're decisive



## EAGER BEAVER

Dear SAM,

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 and 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 Allison, Rushmore

1 No, a thousand times no 2 It is, and we don't know what a good response it would seem likely 4 Hang on, there isn't a Virtua Fighter 4 yet, you impatient pup 5 You won't have to wait for them. It is January 6 Depends what you mean. In the broad sense of the word - no, thankfulty. But there are projects out there may misnomer as so called 'interactive movies'.

## GIZZA JOB

Dear SAM,

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 Micro Machines on the Saturn as it is one of my favourite all-time games?
- 4 Any jobs going?

Tim O'Donnell, Lisburn, N. Ireland.

1 No. Much as we'd all like to see one. Although, on reflection, there might be. Not sure. Sorry 2 Perhaps not yet. Wait a while until you're really sure and there are more flicks worth getting. 3 Plans are afoot, but it's going to be a bit different. 4 You'll be lucky sorry 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 Billings are doing a sequel to Theme Park set in a hospital. He says it's just on the PlayStation though. Is this true?
- 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.

1 Yep 2 You can use it for storing beat soldiers if you want but you'll need your Saturn 3 Good question. Eh... Bug! is bigger and isn't a lot larger because it's new, but Clockwork is a pretty slugging game to look at and very playable 4 Mmmmm really



Bug! or Clockwork Knight 2? It's up to you, really isn't it?





showcase

# D



# DOUBLE DRAGON



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!

**d** RAGONE. LISTEN PAL, DON'T GO PREACHING TO ME ABOUT DRAGONS. I WAS IN 'NAM, BUDDY. YES, IT WAS BACK IN THE SPRING OF '95. THE 'SPRING OF LOVE' THOSE LAYZ PUNKS AND HOPPY BIDS CALLED IT. FOR THOSE OF US IN THE RED PANDA DRAGON DIVISION THOUGH, IT WAS THE 'SPRING OF MURDER-DEATH-ARMAGEDDON!' I REMEMBER IT AS IF IT WERE ONLY LAST YEAR. THE HEAVY BEATING OF LEATHERY WINGS OVERHEAD, THE HARD SMOUL STEELING TO MY EARS, FIVE-DAY OLD ARMY BEAR UNIFORMS, AND THE OLF STENCH OF DRAGON BREATH SCUMING OUT MY NOSE, AS I SCISSOR OFF A BOUND OF CRACKLING BLUE PLASMA INTO ANOTHER RAGONE PLAYIN' MISTIA.

Far from being levels I paid my dues in the flying squad, facing what as grants like to call j60 degree shoot 'em up action, you never forget an experience like that. I saw easy 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? Has't the world learned anything from history? Well you know where you can tick your goddamn Project Percuss... 30



## 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 fast 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-crawls 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. Rarely enough, Sega found that opinions were clearly split between those that found the game too difficult and those that found it too easy. Panzer'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 defences, whilst more experienced gamers will find the dragon's offensive prowess increases. The dragon literally grows to suit its owner!



Team Andromeda's previous Panzer Dragoon 2nd will feature even more impressive scenarios than its predecessor. Even from this early version it's clear that's the case.



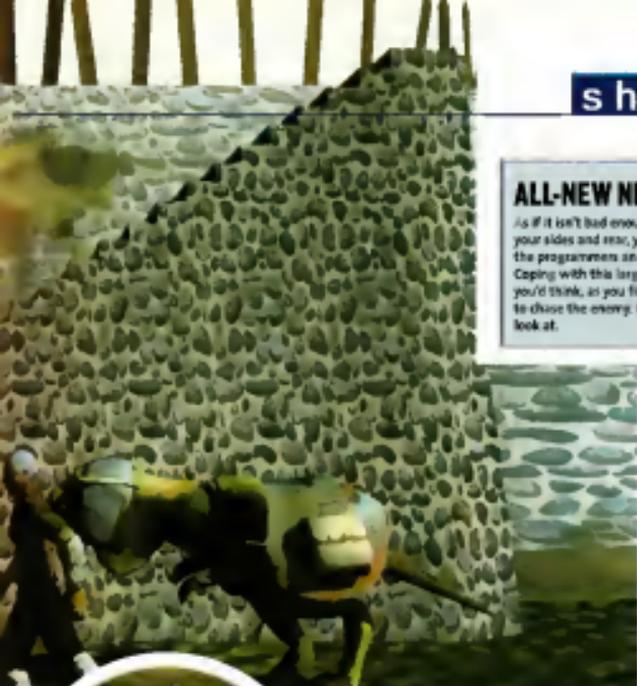
Being the view means you can appreciate the incredible animation. The way your dragon steed gallops along in 'Green Mole' is particularly impressive.





## ALL-NEW NECK ACTION!

As if it isn't bad enough having to cope with swarms of enemy ships to your sides and rear, you can now crane your view up and down. Giving the programmers an excuse to put enemies above and below you too! Coping with this larger play-area is not actually as mind boggling as you'd think, as you find yourself naturally steering the view up and down to chase the enemy. It also makes the game even more impressive to look at.



All-new height views mean even more amazing graphics, it also makes for extra hazardous as enemies attack from above.



In the early stages of the game your dragon has underdeveloped wings making it incapable of flight. But once it unfolds them, taking to the sky.



The giant 'living creature' powered algorithm from the original *Peasant Dragons* made a return appearance in the sequel. The Empire is back!



## 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. Nevertheless, 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 Dragon. 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.

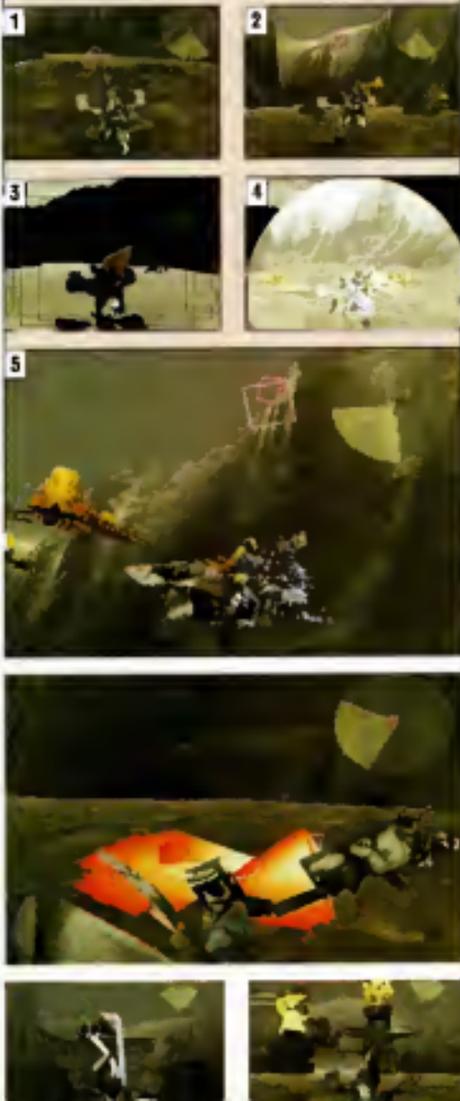
A growing dragon, multiple-route levels, aerial and ground modes, vastly improved visuals – and the new features don't stop there. Panzer 2 promises some technical breakthroughs for the Saturn too. Team Andromeda are working on a new loading system which they claim will make the in-game CD access time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

Panzer Dragon 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 sand crabs 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!





# Distance Dramatic

standard

## 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 with a 360 viewpoint diagram in our showcase of the first game. Never fear if you missed it though, because we reckon this is a good time to repeat the performance.

view  
view  
view





# showcase

It's the same as the first Saturn game, but with a more advanced mapping system.

Patric 2's superior resolution makes for even better looking. Just look at it!



## DECISIONS, DECISIONS...

It's all the same as the first Saturn game, but with a more advanced mapping system. It's the same as the first Saturn game, but with a more advanced mapping system.

1. This is the first stage of level one. It's a rocky path, winding through a desert valley.

2. Suddenly a huge explosion from an allied, or just that the user who died last, or the one who died right?

3. Head left and the path starts at a mission vertical drop. Two dragons have been shot? It's a path to the sky. You have to see the giant dragons and formations of the fighters. The dragons of taking off and changing attitude have been, unfortunately, corrected.



4. Head right and you also cover half vertical drop. Only this time, your dragon is able to take to the air (fortunately it manages to glide to the floor below. This will take you on a ground journey through a spectacular enemy installation, packed with missile fortresses and huge war machines.

5. Whichever path you took, the level eventually joins back together as you face a huge, breathtaking sky/under boss!

## HE SHOOTS! HE SCORCHES!

Currently, the weaponry available to you in Patric 2 is the same as in the first game. By holding down the fire button you can lock onto multiple targets, sending flaming 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!



The dragon shoots its wings and takes off.

Two birds of prey appear and attack.

If you don't fly high, prepare for a fight.

Two birds of prey appear and attack.





It might look totally beautiful, but let's be real: this is a world, not a mall. You'll find that across plenty of areas destruction. Rapid fire bombs to a dragon. You say so—this is hell!



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

In this early version of *Planet Dragon Zed*, the waspary best changing colors, hiding all possible extra types of dragons.



Watch you don't get caught in the crowd!



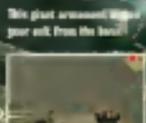
The lock-on gun is needed to get distant enemies.



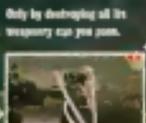
Some of the flying ship formations are clunky!



Dragons only hover above the ground. They 'tap' around.



This giant waspary dragon can't fly out from the back!



Only by destroying all its waspary can you join.



The only thing in this pre-production version, and it's... terrible. A dragon flying over our heads, around to the left and fully-armed.



The more parts of a gun show they use, the more waspary are revealed. It's... terrible like this. Terrible are next to...



The bigger they are, the harder they fall! The waspary rule of the city crashes in an awesome display of destruction!

# Nuclear FISH-ON

Darius – the story of a robot fish empire massacre!  
We sent Rad Automatic to stem the tide...

I LOVE FISH. IN FACT, INSPIRED BY DARIUS, I EVEN HAD FISH FOR LUNCH TODAY. A NICE CRISPY CUB. NOT THAT IT WAS FRESH 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 CYBERNETIC DAYLIGHTS OUT OF NUMBERED BY MY FIGHT FROM ME IS QUITE DISHONESTING FOR ME. BUT THEN, IF I WERE THAT FOND OF THE SLEET SAMURAI ON THE COVER, I PROBABLY WOULDN'T SAY THAT. IN FACT, I'D BE ONE OF THOSE CASUALTY-FREE SAMURAI TYPES. BUT THEN, IF I WERE A KUSHINA, BARELY ALL THE BE FISH WOULD BE BUILT UPON CONTAINED IN THEIR FINE YACHTS, AND I WOULD IN FACT BE ADDING THEM INTO YOUR TRANSCENDENCE TO THE SPIRIT PLANE. SO WITHOUT FUMBER & HART, LET'S BRAP ON THESE BIG LASERS AND GET THE CONTROLS FOR SOME FISHING DIVISION...

But let's face facts, it's pretty unlikely there's anything like the Bhagavad Gita about mercilessly using varieties of mechanical aquatics. So what's this game's fancy premise for a spot of Armageddon? Well, because fish have gone and taken over your home planet, that's why. The little blighters, crawling out of the sea without even the manners to wobble before piling down the high street. Predictably, your noble fleet of co-crusaders has been wiped out within seconds,

leaving you as the lone gas staped 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've 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 J 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 pally 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 perils of the Darius system in true interactive style. What a joy.

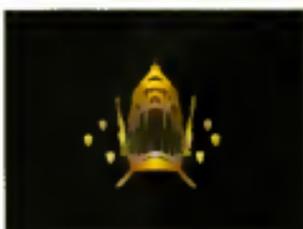




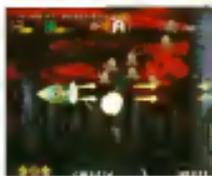
## ICON GUIDE

What do all those tricky icons do? Here's a snap-at-a-glance guide to their colours and properties.

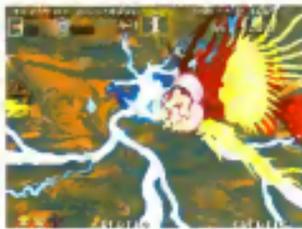
<b>RED</b>	Laser power-up
<b>GREEN</b>	One-third of a missile power-up
<b>BLUE</b>	Three-hit shield
<b>PURPLE</b>	One extra smart bomb
<b>GOLD</b>	Kill all enemies on-screen
<b>GREY</b>	Bonus points



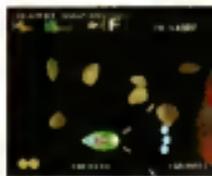
main focus of defence is the laser mounted onto the front of your ship. This starts off quite feeble, firing a single blue pulse of energy. Collecting red icons power-ups improves the power of your attacks, first by adding to the number of beams, then switching the laser to bigger energy bolts until 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-reversing 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 six-missile 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 (it'll give you a clue, hidden bonuses flash when hit).



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



The idea with Barica is to kill everything, but is it any cop? Well we'll tell you all about that in the Barica next issue. So well.



Interimite - that old favourite of the arcade (and Keith Sneyd) - returns.



These giant fish are up-to-instruction.



This giant health bar is the only perfect-killing parasite in the game.





## WAIT A SECOND, TERRA-BOY!!!

The hardware at your fingertips might sound pretty impressive, but that'll be because you know nothing of the challenges facing you. NOTHING - you hear me, nothing? Well! How could mere mortals comprehend the power of the Neptarion? Since you're going to die anyway, pass mortal, I - Turbo, leader of the Neptarion - will display the many ways in which you will meet your doom! Ahaheheh!

## MOON SURFACE

Loop around one of the many moons of your globe for an attack on the Folding Fan boss - if you dare! Ahaheh! 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 hunk 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 superb evasion skills. And of course, you are but a human yourself!



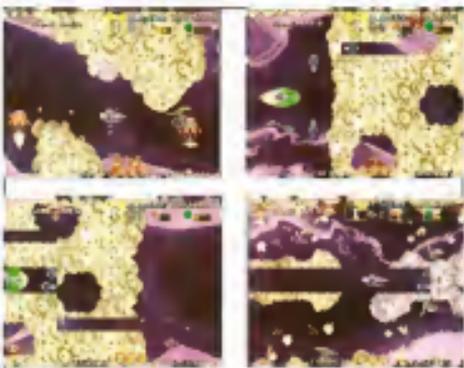
## ABANDONED HULK

An insidious plot, I'm sure you'll agree, but an effective one. The many burned-out space cruisers floating around Gamma are far from abandoned. Indeed, they teem with not only my brassy behemoths, but also hundreds of my Gander robots. These armoured robot warriors run around the junked hulks, blasting their Mega-Lance lasers, and shall even pursue you to your grave with their rocket pucks. And this is all before you even face my fearsome guardians.



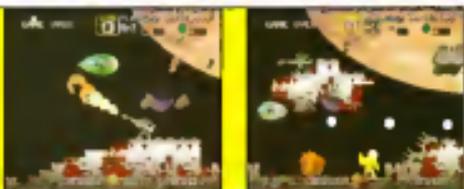
## UNDERSEA KINGDOM

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 again of flying your craft down a shaft, as there are still many unmined rockfaces for you to crash into. If you're lucky you may be able to position yourself behind a mining derrick burrowing its way through, but pick your routes carefully and remember not to destroy them, or sign your own death warrant!





## GOLDEN OGRE

The first of my GIANT BATTLE CRUISERS is Golden Ogre, the Hell Fish. As he appears, he crushes away tall buildings with his spiky 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 armor 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, baha, 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, spine-riden Angler fish armed with the most effective lasers in my arsenal!



## NEON LIGHT ILLUSION

Don't be fooled by the gaily name. Neon Light Illusion is no Pink Floyd stage effect, he is a mechanical crustacean benevolent 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, grabbing 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 empty gnarled head section you'll need to blast your way through eight modules of the craft, each armed with an array of grabbing witch hands, Death Ray lasers, spinning shaped 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.

**t**HERE'S TWO WAYS TO ACTIVATE MOST OF THE CHEATS IN *Sega Rally* – THERE'S THE HARD WAY AND THE HARD WAY. THE HARD WAY INVOLVING REVERSING PLAINING EACH RACE THROUGH AND COLLASING FIRST, BUT FOR THE EASY WAY (WELL, THERE'S CHEATS FOR EVERY OPTION WHICH CAN BE CONSIDERED THE HARDWAY OF THE GAME)

## ACCESS LAKE SIDE!

Once you've activated this cheat, it will be listed on your Saturn's memory, for as long as you want it. This cheat will enable you to select the available course on location: Five Attack and two play mode. It will also allow on the Bonus screen and you'll be able to select the Lake Side music in the main option screen. This is how you can activate this cheat:

**ETHET:** Finish the Championship Inside mode in first place.  
 OR: Press A during the main menu screen.



## DRIVE THE STRATOS!

Unless you're already brilliant at rally, you'll probably still be trailing your half out going to obtain the secret car – the Stratos! Well, this cheat allows you to access this car 30 times and also allow you to see the cheat screen.

**ETHET:** Finish the Championship Inside mode in first place.  
 OR: Press XYZ,XXX on the select screen.



## DRIVE THE STRATOS IN ARCADE MODE!

Stratos will only work if you select arcade mode in the options screen. Once the Stratos cheat is activated, the Stratos will appear in the right corner of the cursor is on Delta (Left) or in the left corner of the cursor is on Delta (Right). Press A when the cursor is on Delta (AT) to activate the cheat. The Stratos will only be used when in this mode.





showcase



# Operation RALLY





## GET HYPER!

- 30 This gives your car a power boost and also allows a better grip on the road. The change may not be completely obvious at first, but it will noticeably affect the difference when you start moving sideways off your own two wheels. Incidentally, you can also access this cheat in the arcade.

To access, hold R and press C to choose a car on the car select screen. It will automatically be set to hyper car mode, and there's a new road line for hyper cars. However, the time comparison does not work in this mode.

## RACE AGAINST THE STRATOS!

Yep, you can even race against the friendly weather! Hold Surveyor mode Z button and press C to choose the course. This includes the final game starting. Note: you must have already activated the stratos mode for this to work.



## ACCESS MIRROR MODE!

With Sega Rally, by enabling the custom course, you can also play the game in mirror mode. This is a mode where you can play the game with two players on the same screen. You can also play the game with two players on the same screen.

In Time Attack or solo play mode, you can also play the game in mirror mode. To do this, hold the R button and press C to choose the course. This mode is available in the game's options menu. Note: you must have already activated the mirror mode for this to work.



## ZOOM IN ON THE END SEQUENCE

So close to when the end sequence is being played, hold R and press C to zoom in on the end sequence. This is a mode where you can zoom in on the end sequence.



## 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 snobblings 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 Tetsuya Minaguchi knew that the finished product would blow every driving fan clean away. Naturally, there have been a few criticisms, 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 Kyuichi Hattori (Senior Programmer), Atsuhiko Nakayama (project director) and Haruo Kituchi (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! So, 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 Nakayama:** This level of quality in the graphics and movement was not really possible without Saturn's 30 frames per second processing. I think we attained the highest level we anticipated before the project.

**Mr Hattori:** Of course, it's also a question of timing. The consumers want to have access to 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 facility?

**Mr Hattori:** It was a question of scheduling.

**Mr Nakayama:** 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 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 had until March 1993, 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 to 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?

[Much laughter breaks out at this point]

**Mr Hattori:** It was right to do the conversion. It wasn't that difficult.

**Mr Nakayama:** They mean technically, not strategically.



**Mr. Naitani:** 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 20 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 well 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. Naitani:** 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 the other cars?

**Mr. Naitani:** What can I say? Of course the car's 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. Naitani:** 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 quite 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 slides easily.

**SSM:** Does Sega Rally improve the Saturn's image? Will it persuade people to buy a Saturn rather than a PlayStation - the PlayStation has some pretty good racing games too. What does Rally do for Saturn that these games don't do for PlayStation?

**Mr. Naitani:** 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 maths 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.



This is where AM2 go to work in Japan. Top: it's difficult to believe that Sega Rally was actually created in this building, but all members of the team have spent months here. They aren't allowed to go home or anything.

**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 strengths and weak points. Would this affect what you do in the future?

**Mr. Naitani:** 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 like to program?

**Mr. Naitani:** 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 - games which don't just end when you're dead, but which you 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 Marx TTP?

**Mr. Naitani:** This is Mr. Mizuguchi's AM2 team title... and there's not yet been talk of converting it to Saturn.

**SSM:** Any final comments about Rally?

**Mr. Naitani:** 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.





# Tales From The Crypt



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.



**d**

damn, they've. mutilation. You can read about the size of things in the papers every day of the week. And to a certain extent, you'll see more of them in your average video game too. But it's usually dealt with in some kind of semi-humorous way, like like you're just in a cartoon. Until now, that is. These days, there's plenty of games come to the point, and producers seem to have taken a nightmarish turn. No more comedy games. Now games are so disturbingly explicit, it's all about a bit real. And with the all new realism comes some disturbing playlines.



## DECEMBER, LOS ANGELES, 1997.

Los Angeles. World center of glitz, glamour and corruption on the grand scale. Mecca for twisted psychopathic individuals and home of broken dreams of the ever hopeful. This is the city that can make 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 alternate reality!



Laura gets in a bit of a conk whenever she catches across the books.

Look like they could do with a good feed, don't they? And a wee pair of trousers too. And some belt.



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



Laura, Laura to the Laura. The are galls. Guilty of a previous episode.



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



## 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 witness to the true horror of his acts. There's dead bodies rucked 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 invaded by a strange hand that appears out of a mirror and almost being crushed to death by a moving jelly wall, things suddenly start to fall into place. And that's when he discovers the...horror.





## AAAGH! IT'S MESSING WITH MY MIND!

The *Myst* world is the scariest when it messes with your mind. Not being a beetle, it's really difficult to limit. You could search the entire mansion for it 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 slithering—the scariest glimpse of it sends her off into a psychedelic trance.



When 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 stab her. Could this be the person behind the mystery, not to mention the stockings monster? Could it...



That'll teach Laura for creeping around bushes where she's not welcome. This is just a subtle message to tell her to keep out. A bit over the top, don't you think? Julia also would love how you get flies.

## WITH THIS RING

On the door main's door 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 luckily 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.



## QUELLE SIGNIFICANCE 78?

Well, psychedelic beetle aside, Laura has more pressing matters to sort out, like 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.

Yep, 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!



Oh Laura, don't you know that grey is just so...so not the colour. And you being in a debugger and everything.

What's that? You don't care? You're only into reading, not writing, eh? 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.



Oh-oh. Looks like as though they're going to slip into one of her brain again. Well, it's a doctor! Or no, maybe that's not such a good idea in these circumstances. If or if not, that's what her father was for a long time. We all know what he's been up to...



## 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, 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.



The crucial thing is, one of the most crucial items to discover at the beginning of the game. Without it, you won't be able to get very far at all. However, it's not too difficult to find, if you look very carefully throughout the game.

## LOOKS GOOD! EVEN CLOSE UP!

While you're wandering around the house, there's 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 passing 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.



She's got the key! She's got the mirror!

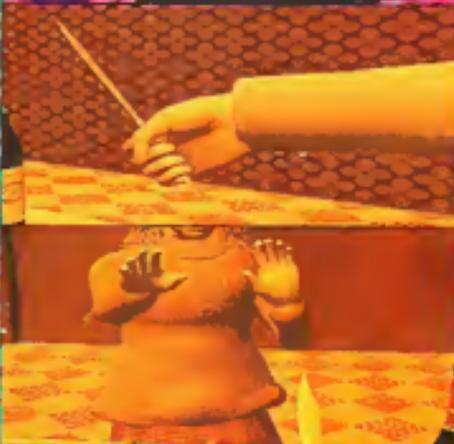


Some paper! Well, thanks a bunch!



## BEETLE'S PSYCHEDELIA

Aaagh! 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's spotted it, there's nothing she can do apart from succumb to its strange trance powers. All of a sudden, the room switches in to a post-happy nightmare of psychedelic swirls and satanic noises. This turns Laura into a fall-on-lunatic case, and she falls into an hallucination, reliving her awful past. Seated at a dinner table, the young woman is about to tack in to her evening meal, only to be disturbed by a netter 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 starry beetle?



Beetle! You're in! Now, eat a psychotic nightmare. You can't be a normal, but a videogame, for obvious reasons.



Would you like some more, with your beer? Oh, I mean, with your beer. Oh, dear, can you still give us any more?



My Laura! Look at that beard! Behind you! It holds one of the most important clues in the game! Go back to it! Go back to it! I see I tell you, or we'll never get out of this maze alive!



It's the only wall of death! Stay away, or you'll end up as an insectoid. There is a way to get the wall to move, but how to do it? We're not talking you.



## 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 pricing 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 scratches 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's 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.

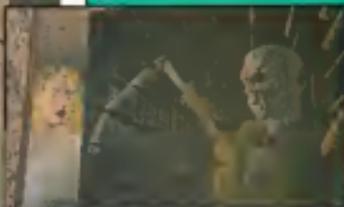




Dear Lera, I'm gone. That from next door was inevitable. Don't be sad - someone is coming round to clear up. Bye.



Home. I knew there was something strange about my father. But I didn't expect him to be like this. Or was he? Good to have. Bye... oh nooooo!



## NO! NOT THE RACK! AAAAAA!

You'll know that every corner of this castle is filled with hidden, dead bodies that are strewn all around the house. And very gory they are too. But don't just pass them by without so much as 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 riddle in the strange chapel, Lerae finds herself in the grounds of the house. Of course, it's pitch black outside, and the wails that guard the house can be heard howling in the background. However, everything seems very strange. For the moment, that is. There's two stations in this art 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 cryptage, 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. Watch up the correct formations according to the stations, 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 when should Lerae go next?



## SHINING ARMOUR

When climbing in this room, Lerae can crank the handle of this contraption around, to reveal different parts of the house. One of the rotations reveals a spiky pit with a treasure chest at the bottom, and this one shows a starkest corridor.

guarded by knights. Of course, there's no one in the walls, or that's what Lerae 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. Lerae 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 as the joystick) she can avoid his attacks and eventually trick him into falling into the pit. She'll receive a reward for her troubles too, which will come in very handy later on in the adventure.

D'S DINER IS REVIEWED ON PAGE 84

# Exclusive!

# WIN! SEGA

# Merchandise!

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 JOSSAN PUZZLE AND A YEAR'S SUBSCRIPTION TO SEGA SATURN MAGAZINE

#### SECOND PRIZE (x2)

A SATURN BOMBER JACKET, A PM/JEFFRY VIRTUA FIGHTER MODEL, AND A SARAH/KAGE VIRTUA FIGHTER KEY RING

#### THIRD PRIZE (x5)

A VIRTUA FIGHTER CALENDAR, A BIRD T-SHIRT AND A COPY OF MYSTERY MANSION

#### INTERESTINGLY...

A SATURN MUG, A SATURN BASEBALL CAP AND A SATURN BOMBER JACKET!

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 compo. 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, PUBLISHING COURT 20-32 FARNHAM ROAD, LONDON EC2M 3AB. Entries must arrive by 30th February.



**SO!**

**PLAY GAMES,  
WOULD YOU?**

**YOU'RE GONNA  
NEED THIS!**

**ISSUE 171  
OUT NOW**



**COMPUTER  
AND  
VIDEO  
GAMES**



showcase

CAPCOM, THOSE LEGENDS OF THE ONE-ON-ONE  
BEAT 'EM UP, ARE ROUGH AND TUNED UP FOR  
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 AT.  
AS ROB BRIGHT HITS THE  
DECK WITH A SLAM!



DOUBLE  
DECKERS!

shows



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



Devilance will recognize Birdie, the huge brawler who appeared in the original Street Fighter — and of course, the impressive Ryu.



Darkstalkers 2 sees some of the most spectacular fighters imaginable in supernatural combat with each other. Prepare yourself, boss!



**VAMPIRE HUNTER**



© Capcom Co. LTD.  
1992/1993/1994/1995, 1995



## 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 TFMMS for all the characters whereas *Vampire Hunter* uses 32MB), 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. DEMENTH

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 aesthetics 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. LILILE

Go in as 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 'cute!' 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 feline 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 spirits to help him out. These release spells of fire and ice and also include the summoning of a huge god from his celestial dwelling place to crush opponents with his mighty feet!

4

### 5. MORRIGAN

Like Dementh, 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 tear across the screen on a beam of fire.

### 6. ZABEL

Zabel is not the average stereotype of the British persona (apart from perhaps the wild Victorian 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 various bits of his decaying body for malevolent purposes. With the addition of a few limbs he can construct a useful buzz saw. He comes with a stumpy pet who likes to eat the opponents!

### ALSO STARRING

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, Auldrath who bears more than a passing resemblance to a fish, Sesshujin the 'yeti', Victor the Frankenstein look-alike, Palsamon the samurai, Phoenix, who has a myriad of beam attacks, and Pyron, the second character new to the sequel, who is constituted of fire.

Dementh, the devilish vampire, leaps into an attack. He chooses pieces for a good mask in the last chapter of his torrid career. It means he can have a show his down afterwards.



# VAMPIRE HUNTER



Lilile can turn into a bat in her fighting attack, then she'll fly through the air.



Morrigan is a vampire ready to pounce. Her fighting style is quite similar to that of Dementh.



Felicia (above) resembles a cat, although her hair style is more reminiscent of a new romantic diva.

1



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



Zabal, the Tomy zombie, prepares to take on Bulblitz, the first thing with the big teeth. When Zabal attacks with the help of a buzz saw, Bulblitz sees the merits of good old B2B in its citizens. This fight takes place at the cemetery, behind some of the petriotic cembs.



Between, the Seemors, often calls on the ghosts of his warrior forefathers to help the out of a jam.



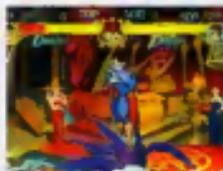
2



So much needless violence (isn't it?) Calico was simply given a cat of Polaris' Clam every day. he'd be an happy as Lualal!



(above) Dewf stands over the corpse of his deppesinger, 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!



6





## 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 II*, 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).



*Street Fighter Alpha* comes with a vast range of options allowing you to get the most out of your fighting, including turbo speed!

Two of the games legends pressure to do battle with one other. Their moves are mostly faithful to SFI2 but there are extras to them.



Sagat takes a jawbreaker. He's a fighter that we've met in other games. In fact most of the characters look like they've been working out.



Ryu delivered some big hits and probably grabbed some of the more steady opponents. In fact most of the characters look like they've been working out.



# STREET FIGHTER

## ALPHA

WARRIORS' DREAMS

showcase



© Capcom Co. Ltd.  
1997/2001/2004/2005



### RETURN OF THE FINAL FIGHTERS

Final Fight was a huge Capcom hit back in 1991 when its scrolling beat 'em up style acquired many admirers. Two of its characters have arrived in Street Fighter Alpha in the shape of Guile, a good guy who was a player character and Sodom who was one of the end-of-level bosses who suppresses his evil by wielding two dagger-type weapons. According to Tatsuya Masami, lead of planning and design at Capcom, they were chosen because they were considered two of the most popular characters from the game. Makes sense really.

### PROPPING UP THE POWER BAR

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 pucky 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.

### UNFAMILIAR FACES

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 fire ball attacks and Nash is almost identical to Guile using both Sonic Booms and Flash Kicks.

Bone does battle with one of the new characters in the game, the Chun Li-esque Bone



and 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 write, by mistake, once upon - wasn't very long ago. Even in the early days of the Internet and SMS, UK games sales just weren't huge enough to warrant (or generate) the quantity of cash a TV or board ad campaign demands.

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/Turok 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 a traditionally non-games playing audience.

Games were hip. Gamblett took get on the telly. Smash Hits started reviewing games. C4, even. The Guardian reviewed games three days.

And so it was our beloved corporate gods found themselves in conflict of huge advertising budgets to increase and prolong the videogames boom. Instead of running out of-the-house ads in-house, suddenly hardware manufacturers had the dough to promote their products using big-name advertising agencies. As a result people fans across the globe have been treated to some spectacular (and some spectacularly crap) advertising campaigns. Here, the undercover SEGA SATURN MAGAZINE team uncover the best.

# Single sell reproduction





Pics 1-2 (left) show the brake going loose after being exposed to the power of the Sega Saturn. Look, he's splintered in picture 3.



Pics 1-3: The audience goes crazy when shown the awesome Daytona USA. Used in the likes of Texas II clipping films, they haven't seen excitement like this for years and, in a frenzy of disbelief, begin to riot in the cinema. Luckily, the brake cable is visible in the suit and the whole horrible mess, and the best legs promptly begin to get the objective under control - by using brake force. However, try as they might, the audience have now seen the light.



## THEATRE OF THE EYE

These spewy Americanes lacked out with one of the most entertaining series of ads since Hoffmeister's famous Follow The Bear campaign. It's slightly reminiscent of the ancient Numballs comic strip about all the little people living inside your head and running your body. The series kicks off with optic rods and cones sitting around watching as the internal are cut - and then their body loads up Saturn, leading to inevitable fits of drooling and general excitement. This initial trailer, despite its sales effectiveness, sets up the viewer for future instalments. Taking part in the Theatre of the Eye, each new disk features two or three Saturn games, theme-based, with the Rods and Cones becoming increasingly damaged. Discipline in the eyes goes right out, and further chaos ensues as first the Optic Nerve and then the Brain attempt to restore order. Eventually other parts of the body's internal system want to get a look in, to see what exactly it was that put Splinterer under such pressure.

Whilst these ads show very little of the actual games themselves they're highly memorable thanks to the humorous content and warped visuals. Of course, the main point they're trying to make is that Saturn games look as good as you'll ever see on a screen. Graphic capabilities go a long way towards selling a machine in the USA, and the style factor of Saturn ownership is an important element to establish to consumers.

But, despite the playfulness of the campaign, there's a sinister side. Two versions of the ads were produced. The first "disc" set had a scary second set featuring low-level subliminal messages telling you that, for example, "You'll love the realistic sound Dual mikes when the little year built in Virtua Fighter", and subliminal. Look there all up, that's what we say.



Pics 4-6: Part of the 65 ad campaign, the Theatre of the Eye was shown in several instalments. This was the first of the series and showed a rather subdued cinema audience who were subliminally shown Virtua Fighter and Power Rangers. The message begins to shift noticeably in their minds, with some of them even drooling at the sheer excitement of the new visual experience. Again, the brake doesn't know what to make of it and ends down to the optic nerves (7) 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 splinterer (8) is heading under the pressure. What was the brake do? Nothing really - an subsequent ads in the Theatre of the Eye series will prove. A brilliant series of ads, alas, that won't be shown in the UK.





## TOO REAL

Americans are spoiled for choice for Saturn adverts. Not, exactly. But you're given a choice in adverts, because they just pop onto the telly. And they're not even established in TV Saturn mags. What we mean to say is that there are loads of Yank Saturn videos. The second set moves away from the cartoon banter of the *Blazers* 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 catchline at the end of these latest clips boasts that Saturn is "A Little Too Real". The two big games flagged with these are *Virtua Cop* and *Fighter 2*. The *Cop* shot sees two niggers in gothic black and white, charting their progress out of their car and into an abandoned warehouse. Whereupon the camera flicks to the warehouse-starring scene from *Cop*. *Fighter 2* has a strange mutant cleaning carabaler man Mike (played by rough-throated nutcase crooner Tom Waits) mopping a huge block, upon which he discovers a single tooth. As Tom contemplates this find, a burst of *Virtua Fighter* overkill flurries on-screen, belying the origin of the missing make. Most revealing. But in the light of the recent "Virtua Murder" in the States, perhaps the *Cop* advert is retrospectively a wee bit fascistoid.

Boxes 1-6: The all-sea BS of wonder for *Virtua Cop*.  
Right 1-6: The BS of BS, featuring greatly few Nigs.



## HAVE A BANANA

Chimps ain't wit. Dave Kozell, Art Editor of this very mag, loves them to bits. As a result he's also written with the Japanese Saturn ad campaign, which features a couple of the handsome (erots) 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 + metal) the pair are gradually sucked into a world of living grenades, 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 undeniably 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 whopping "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 press for their effort at flogging the Saturn just like any flat-capped market trader shifting five lighters for a quid. The story is set in the so-called Segahedon, supposedly where Sega of the alternate future timeline create their latest games. The interior of the Segahedon is in fact a whacking great dim 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 rapidly-named Wiley Pickett, who obviously enjoyed filming. "I've been beat up, smoked up, chemical sprayed, wind sprayed, shaken, suffocated, pinched, taped, pulled and plucked" quoth he about the experience. And as Wiley sits in his replica Daytona car and prepares to get completely trampled up, Valkyrie shoots his cock into the eye-sockets of his Executioner's chair. Obviously the ad isn't aimed at the Sonic pyjamas crowd. As a broken and bleeding Wiley is rolled past Valkyrie on a hospital trolley, the latter leans over to whisper "Really hurts" Ooh - scary.

Dick Durford, one half of the creative duo responsible for the ad, explained his desire to hit audiences with an empathic 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."



Pics 1-6 show the UK Saturn advert, broadcast countrywide over the last couple of months. This ad won't be shown again on TV, and of the moment, there's no plan for another one.

## 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 5-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 pitched personals ads from Bug and Jeffrey Verba. Call the number and grill old Jeff or chippy Bug have left a little message for you. Bug also featured in a smart pastiche of the Wanderlisa "Hello Boys" advert. Sega Japan took a typically affable angle to their print campaigns, featuring alien cosplayers 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, ID and ID magazines, as well, of course, as the more specialist mags such as SEGA SATURN MAGAZINE. The ad in the right features Beauty Boy club boss Dipsy and was launched in America a few months ago. You'll never see it in a mag ever here though, as Sega Europe don't think that it's right for their potential market. But we call it.

## AURAL SEX





compo

# WIN! WIN! WIN! IN TIME ATTACK COMPO

...er, you know 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 racing on Rally has been on the shelves for a couple of weeks, this is the best time to launch a new time attack compo. As usual, 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 heat your driving skills into shape, and this time, there's no excuse for feeble times, although there's still a doubt that some of you will still be tothering 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 **1:30.000 (1:30 SECONDS)**. For all entrants. 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 car cheats or by using the Secret Saturn 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 screens, showing where Rally has been saved on to the Saturn. If you've cheated your game won't be saved properly, and ha ha! You'll be instantly disqualified from the compo! Well, sorry you're right really, doesn't it.

## PUT IT ALL ON VIDEO! :-)

Of course, if you win, we'll also want to see all three courses in replay mode on video, perfectly with an out of car view of the proceedings. So, you'll have to save 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)**



## SEND YOUR EFFORTS IN!

And that's about it really. All that's left for you to do now is to get practicing. And don't forget to send your entries in to us at: **SEGA RALLY TIME ATTACK COMPETITION, 50-52 TARRINGTON LANE, LONDON EC4A 3DF.** Sorry, but we can't be responsible for any entries that are lost in the post, and we can't tell you updates over the telephone. We don't play games of that you know.

All entries received before 10th February will automatically qualify for entry in our March issue, but February 25th, so get your entries in quick!





# OUR SEGA RALLY PETITION!



# DAYTONA TIME ATTACK COMPETITION RESULTS!

**A**fter slogging your way through Daytona for over 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 flakey 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 pore on.

SEA SIDE  
STREET  
GALAXY

## EXPERT TRACK WINNER!

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

CHRISTIAN BELL, WEST YORKSHIRE  
With a winning time of 1:24.6!

DINDLE  
CANYON

## ADVANCED TRACK WINNER!

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

BRENDAN CROWIN, IRELAND  
With a winning time of 1:40.7!

bert val

## BEGINNER TRACK WINNER!

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

DARREN WARE, WAKEFIELD  
With a winning time of 1:35.0!



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 garbaged at his Waterbury retreat and would like to thank his mum, dad, dog, his mates, and everyone who keeps him for their "arousing support" over the last couple of months.



# Review Index

**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 m m 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 DINER	82
TRUE PINBALL	84
WORLD CUP GOLF	86





BY	SEGA
PRICE	£7.99
STYLE	SHOOT 'EM UP
RELEASE	FEBRUARY

**O**ne of the first Model 1 coin-ops Sega launched was called *Wing War*. Like you'll 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 schoolers. If you'd have taken the time to bother with it you'd have found one of the most enjoyable two-player dual games arcades have to offer.

Well thanks to the general aptitude 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 babylocks can't let their many followers go hungry for aerial combat. So they've released this lovely (and 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 proto types, and take up against the evil enemy forces

## Take to the deadly skies of World War 2 with *Wing Arms*! From Japan! Which means you must be bombing Tommy Britisher! Aiee, traitorous dogs!



Much like in real wars you're not just put up in 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, well, limited supplies of resources. But unlike real wars, you're quite likely to survive more than one of them and as such participate in a variety of offensive manoeuvres (which doesn't mean fixing the '61, by the way). Missions vary from assaulting futuristic-looking of rig-fights 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 arcadey as flight games come. Your controls handle guns, missiles, steering (hard and soft 'cornering'), flight speed and map viewing (for 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 fighters: tanks, gun placements, ships, cutters, ghosts and sweets. At first it's easy enough to save your lame ass by watching your tailer and circling behind for 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 cartoonism rears its ugly bone. Once the planes start

getting better, they'll come 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 just one another. It's fairly easy to imagine the tedium, and unfortunately this man an offensive well thought-out and engaging shoot-'em-up. But hey - don't get on a downer about it kids, 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 exponentially. In fact, it's pretty rock to complete the later levels without this degree of control. If you've got the patience to get stuck in and learn your flight style (by 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 blagged.

**PROGRESSIVE TYPE THE SPANISH**



ARMOUR	100	WEAPON	100
MAXIMUM SPEED	100	MAXIMUM ALTITUDE	100
MAXIMUM RANGE	100	MAXIMUM MANOEUVRABILITY	100
MAXIMUM ACCELERATION	100	MAXIMUM DECELERATION	100

**PERFORMANCE TYPE THE EXPERIMENTAL**



ARMOUR	100	WEAPON	100
MAXIMUM SPEED	100	MAXIMUM ALTITUDE	100
MAXIMUM RANGE	100	MAXIMUM MANOEUVRABILITY	100
MAXIMUM ACCELERATION	100	MAXIMUM DECELERATION	100

Give longevity at all the planes and ships you fly or fly against with this little section. Check out all the stats, and view the numbers from just about any angle. No, no, but a nice touch.



Splicing your plane not only gives you neat horizontal-orienting effects, but is also handy for getting out of strafing trouble.



Once an enemy aircraft has taken a couple of hits their grouping radar spreader goes red and the wounded plane leaks a rapidly released trail of smoke.



If an enemy gets behind you and starts blurring your tail and the perspective shifts, shooting you for into the screen will allow you a view of your foe to aid evasion tactics.



# WING ARMS



Put a plane from any WING participating country on this plane select screen. Choose wisely, because you can't change your ship 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 perfect-fubbed, but this air rig is a tough fortress to sink.



This is Admiral Haggan, the six-starred man with the six-starred hat! He runs the aircraft carrier upon which you're stationed, and as a result he's the man who brinks you before each mission. He's a bit long-winded, but listen closely for handy mission hints.



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.

graphics	91	overall	82%
sound	89		
playability	86		
lastability	89		



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!**



**I**t's a great game football. Just ask about two billion of the planet's population. Football sums up the other half of the world. It's a game that has a habit of being a bit bit and miss. FIFA has a long 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.

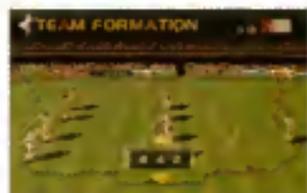
In many ways FIFA '96 delivers it not only to form international sides like its little brothers but also comes with club sides giving the player the chance to take their team through an entire league season. Every single player from the 1995 season is included and John Motson provides the commentary to really bang 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 interesting range of stats on teams and players alike. The good news is that they generally make a difference as well. If you're looking for one goal in the last minute then an all-out attack strategy pushes all of your players up. The risk of course is that your 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 treatment 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 believable 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 3D 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 fibba like strikes again and again. If only the graphics and animation were decent enough to make this really worthwhile.



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

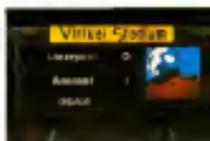


So you're thinking of a 4-4-2? It's a standard choice, but how about a sweeper to shore up those defensive errors? Or why not try the more attacking 4-3-3 tactic?





# FIFA 96



(Above) A diving header in progress. FIFA '96 gives players the chance to pull off some of the more magnificent stuff like bicycle kicks, chesty one-toss and Pole Vicks.



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.

graphics	81	overall
sound	90	
playability	78	
stability	80	
		<b>80%</b>



BY	COBE
PRICE	£39.99
STYLE	SPORT SIM
RELEASE	FEBRUARY

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!**



**G**olf is not a cheap game to play. An average set of clubs will set you back about £600 and membership to a club costs anything up to about £10,000 a year. Then there's all those multi-coloured golfing slacks, tights and Scotti roll-necks and Pongle pullovers to think about. And what if it rains eh?

With this priority 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 appease your desire 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 reedley of Seventies disco classics and all the golfers are in flares and sequin vests...mean, 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 choosing 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 either 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 mercurial 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 to bit golf really needs to be concentrating on is making it all look more relaxing and serene. Virtual Golf gives some way to doing that with its simple and accessible control method, and it puts on a better show than World Cup Golf. Ultimately the sigh it lacks the refinement of a truly brilliant golf sim.

R D D



The neo-class clubs, the brown and cream poloers! You see all the guy just wants to get down and breasted!





# VIRTUAL GOLF



Virtual Golf provides you with the opportunity to get 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.



Bill is wearing those jeans shorts, a white T-shirt and, to finish off the ensemble, a bright neon tank top. Incredible!



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
portability	78

overall

79%



BY	US GOLD
PRICE	17.95
STYLE	PLATFORM
RELEASE	OUT NOW



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?

**Y**ep, we've seen it all too many times. Games that promise the world and deliver the back end of Basingstoke, bus station and all. Usually, these 'games' are the ones that take the longest to arrive, being dogged as

they are with awful development problems and dodgy programming teams. They're also the ones that are kept longest from the games mag's cynical eyes - far obvious reasons of course. But why are we bothering you with these fufferies when we have Johnny Bazooka here to play? That's not standard, is it?

Well, er, 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 Bazooka is a rock star, and his prize guitar thing has been stolen by an evil magician. Well, beat an 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, I. Dumbo (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 gale. Which means rescuing them. Which means three hundred hours of the most boring platform action ever invented.

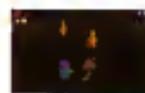
It's not that there's anything wrong with this idea as such; it's more that the way it has been put together is absolutely dreadful. All of the sprites (except for the small ones) are really blurry and fuzzy and they're not much fun to look at either. Plus, there doesn't seem to be any detail on the 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? Not D! Well,

still, this wouldn't be too awful if the rest of the game was packed with sumptuous backdrops and thrills. Boring gameplay. But it isn't. All of the levels have a really tatty background, 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 each five short minutes of playing this, you could quite possibly have lost your rag. Every sprite pop up or reverts without any warning at all. This promptly forced 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 'haha! I am a spy! See how awesome 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



"To think it is to look and to look is enough." So goes the philosophy of the little guy with the purple hair. It's essential he's impressed.



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 since though they may be, it hardly gives any way to compensate for the rest of the title.

At the end of they 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 lions, 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 BICKMAN





# 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 inter-carrot action.

With a guitar as his weapon, Johnny goes about his universe offering death by r&B.

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.

graphics	52
sound	68
playability	50
testability	61

overall

53%



BY	SEGA
PRICE	£7.95
STYLE	BRAVE 1M 2P
RELEASE	TDA

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.

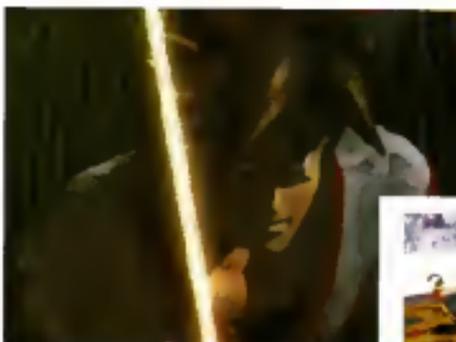


**T**oh Shin Den is familiar to most as the first 3D beat 'em up to turn up on the PlayStation. At the time it caused a bit of a stir, leading to suggestions that it was a worthy rival to Virtua Fighter. Now at last, after much speculation about whether this version is inferior to the PlayStation's, Toh Shin Den arrives on the Saturn.

This is a typical beat 'em up — eight characters, a few hidden characters, special moves et al. 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 Kiyon's taunting as he wants to start fighting. The special moves all look impressive too and there are some really original attacks like Foli's bubble which he climbs on top of and falls into his opponents, or Mondo's feed into for impaling enemies on his staff and swinging them around.

There are three hidden characters in all — Gaa, Sho and Capdo — 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 Kiyon and Capdo shares similar attributes to Sophia. As for Gaa, well, this character is pretty unique, using a set of claws that reach out from over his shoulders and devastating enemies with massive fireballs. When you start playing as Sho the whole game speeds up considerably and



there are also three other 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 V-F, I never felt totally in control of my character even when I was really familiar with these 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 is in a round about sort of way is the fact that Toh Shin Den lacks real depth in the gameplay. With a game like Wu you can spend months discovering new moves and combinations but with Toh Shin Den it all becomes too familiar too soon.



Kiyon begins to attack on the trigger, waiting till he has the speed and agility moves which is difficult to fight.



ROB





# TOH SHIN DEN



San-ji demonstrates the power of his huge stone star by receiving a Kickall.



Ellis executes one of her special combos on Kaye. Each character has a range of combinative moves at their disposal. They can be blocked but will still drain a measure of energy.



Sepha releases one of her lightning bolts from her whip while Wrecks tries desperately to prevent himself with his staff...



...but it's not good enough and she goes on to get the armor in a hold and give him a good stopping!

Still decent enough, but Toh Shin Den lacks the speed and depth of it's more illustrious successors.

graphics	88
sound	80
playability	79
stability	81

overall

80%



TYPE	INTERPLAY
PRICE	£70A
STYLE	CYBER-ADVENTURE
RELEASE	JANUARY

**T**he 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 raise-off-the-wall gameplay style: For example, a 3D viewpoint-warping game like *Power Dragon* could never have existed on the Megadrive. No, back then we had *Space Horror* which was totally different. Heeeeet. Anyway, one of the new things you can do with your newly 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 Dawning*, *Table vs Jewels!*, *Mystery Mansion of the Lost Hidden Souls*. But one of the most 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 orientated consoles. You play *Cyberbia* as 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 Copcor Corporation* alone? Well firstly, lately he's equipped with all the latest cyber gear including a cyber wrist blaster and cyber spiky 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 walls. To make things a bit less of a hassle for players, who would otherwise spend the routine time scanning everything and then shooting it just to make sure, rather of these gadgets come into play without the opportunity for their use being perturbed to the furthering of the game. Indeed, despite the apparently transform nature of the game your options at each turn are relatively limited.

*Cyberbia* 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

**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.**

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. It's when you're playing, as each episode lasts quite neatly onto the next, so the general appearance is of a fluid stream of gaming. Even when the action switches from vigourously something creeping around though doors quarters combat into a first person glove blaster sub-game through pick-up-advancing non-playable clix.

But then, half way through you're suddenly presented with about eight levels of first person perspective shoot-em-up looking not unlike *Microcosm* (except out of doom 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 that, the graphics remain stylistically consistent pretty much throughout (apart from the copy and aircraft scenes). Displaying solid-looking rendered characters and backgrounds in a consistent enough fashion to carry the atmosphere. And that's the important bit. Realistically speaking, whilst *Cyberbia* 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 *Cyberbia* 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 since 60% of the time. 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-aged cyber-tech lem up heads. If you fancy changing the pace of your game this is certainly an intriguing title. But the plot-heavy centre of it might not be to everyone's taste.

RADION AUTOMATED



This is one of the shoot 'em up sections slipped being into the middle of *Cyberbia*. Whilst it's not all that bad to play you can't help but wonder if they could have kept it up a bit.



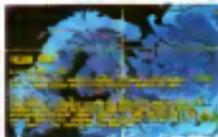


# Cyberia



The calm moment before all hell breaks loose. In about one second Cyberia's will be plunged into a madhouse of first-person shooting. He'd rather be running about in worst complexes, I reckon.

Running isn't just fun - it's good for you too. Improve your cardiovascular and slaps you from flying early



These map things set the your mission objectives for the starting site.



flying over water and shooting is what's next in this level.

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
stability	80

overall

82%



BY	INTERPLAY
PRICE	£7.99
STYLE	PLATFORM/PUZZLE
RELEASE	JANUARY

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?

**W**hat lies beyond that barn door which no traveller returns to? What illuminations sigh upon the shores of the unexplored country? The answer, according to the creators of Casper, comes in the shape of a blue-eyed ghost kid with a whining American accent who says things like 'Yoo!' every time he eats an apple. So make your life miserable twice the day because you won't even have the peace inherent in pulling up the daisies! No! You'll be refused to the land of the afterlife where you think wearing a baseball cap and a pair of shades put you on the cutting edge of coolness. Oh the horror! The horror...

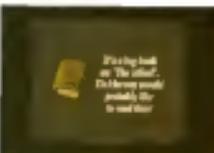
All this disaster refers of course to Casper The Friendly Ghost, one of those films for all the family which proved to be a big hit during the summer. Its box office success thus assured, the post-production 'milk-it' mechanisms quickly clicked into gear and before you knew it Casper's cuddly features were becoming all too familiar. Thus it is that the arrival of the game comes as no surprise, although it would seem it 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 redresses 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. These are often 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 decided by 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 expensive and challenging game - even if this challenge becomes simply abject frustration at times. Ultimately though Casper is just too boring to merit any lengthy playing and suffers from the fairly typical loner's disease of being released on the strength of a film's marketing power rather than any original or entertaining ideas of its own.

R O B



One of Casper's first tasks is to find a couple of presents to give to Dr Harvey and his daughter. In the process of doing this though, there are many puzzling phrases that need to be found and put back together.



There is many a secret room 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 who ever heard of a ghost - in particular entity, being able to consume solid matter. This again, he can't see, move through walls.





# Casper

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.

graphics 85

sound 82

playability 70

value 71

overall

70%

Three parts of the portrait float and are left to go. Every portrait requires a total of four pieces. Once in place, Casper receives a gift of some kind.



BY	ACCLAIM
PIECE	CDR
STYLE	ADVENTURE
RELEASE	FEBRUARY

The walk about adventure game has enjoyed a resurgence in popularity in recent months, although the fruits of most software developer's labour is still to be seen on the Saturn. But, we have had a taster with Mansion of Hidden Souls. Will Acclaim's darker than dark D be any better?

**A**lthough 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 stunning titles touted about recently. And this isn't due to their quality or anything like that. Nope, it's more down to their extremely creepy and violent nature. Take Demons. Apart from being a brilliant hack 'n' slash, 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 some time in '96) is taking it a step further with even more realistic action and loads more blood. What's it all going to end in a highly mental 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-creaky mystery Mansion, this is a real chiller from the off. 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 tied off into her father's office, after 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 now down to Laura to search the house, find her father and get them the fuck 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 suffering to tell Laura to get out before it's too late. What's 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 secrets as such - just a long succession of creepy rooms, gore and death. And this starts to sand her mad after a 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



psychic hell, because revealing the terrible past which she has otherwise blotted out.

So plenty of gore, but what of the actual game play? As you'd imagine, the action mainly revolves around discovering objects, 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 fishy 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 it manages to be creepy without being campy. There's plenty of puzzles to solve and these range from the ridiculously easy to the downright difficult, although if you're playing with more than one person you may find it much easier. It takes the action bits 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 Broken Evil), then it begins to look a little lousy, but you'll be hard pushed to find anything better at the moment.

SAM HICKMAN



W! Laura's will and truly locked in to her father's house of horror. There's nothing she can do except solve the puzzles that are presented to her.



A hand pops out of the mirror and attempts to grab Laura by the throat. Put a new slant on the old "mirror mirror" trope, eh?





Lucre trips 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.

# D's Diner



The people mysteriously slaughtered by Lucre's father. Nice.



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



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	overall
sound	87	
playability	88	
lastability	84	
<b>83%</b>		

Nice! Not the father huh? A ghostly person decides to serve up Lucre's mother at the dinner table. She's looked all of these red gals-up!



BY	OCEAN
PRICE	£44.99
STYLE	PINBALL SIM
RELEASE	TBA

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? Hmmmm!

**O**k, so there's not really a great deal you can say about (virtual) 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 is for as pinball sims are concerned it 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'n Justice* table with its cops'n robbers theme, incorporating bonuses in the shape of hiding escaped prisoners to bang them up again; a *Statewatch* table where bonus points are procured with the help of a few turns at the casino; the *Viking* table where Nordic pillaging abounds in the shape of creating battles in which you attempt to conquer foreign lands; and the

*Extreme sports* table with its seeing your faithful ball bearing attempt to light all of the letters in the word *extreme* in order to gild 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 falling 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 all exciting bonus on offer the only things your eyes will see moving are the ball and the flippers.

This brings us neatly round to the fundamental problem with *True Pinball*, and that is the rather nice little fact that it lives up to its title. This is run of the mill by the number pinball as straight and honest and true as you could possibly get. Ok, so you can change the angle you view it. But a pinball game on a console can afford to be far more adventurous. Animated sprites? Bonus levels? Bonus? All of these could be incorporated into a pinball sim with the help of a lot of imagination, leaving 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

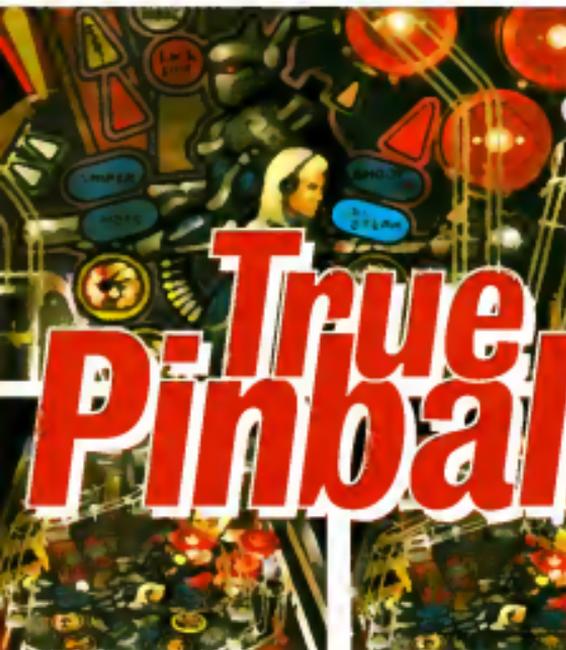


The ability to tilt the table left, right and so means that it's possible to prevent the ball from sliding between the flippers. But if you do lose the ball don't despair because you might get lucky and be given a second chance.





# True Pinball



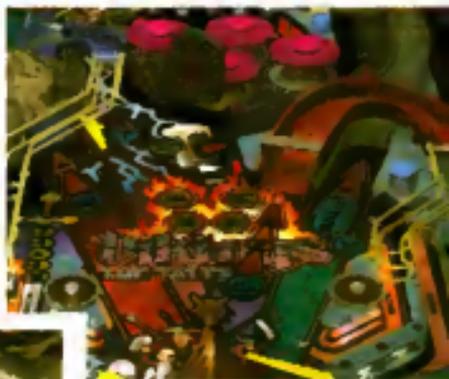
Choosing the 3D angle makes the game easier to play because you can see more of the table. The difference between 3D and 2D high run though is practically indistinguishable.



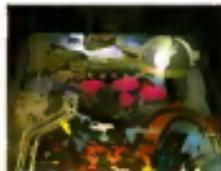
The Viking table features the sounds of a shouting Nordic choir for you to enjoy as you play.



Dear olde I was a young chap I've dabbled with the silver ball. From Strikely down to Strikewal 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.



graphics	75	overall	71%
sound	68		
playability	72		
durability	70		



BY	US GOLD
PRICE	\$39.99
STYLE	SPORT SIM
RELEASE	DECEMBER

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?

**H**ere's a useless fact for you: When Communist propaganda films tried to depict an evil band of Western capitalist conspirators 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 businessmen in Western cultures did little other than lounge about the golf course with their clients. After

glasnost however the Russian proletariat realised their needs and were prepared to concede that much of the average businessman's time is in fact taken up at the 'golf hole knocking back taxing lunches and making high pressure decisions about the wires laid.

Golf days of course have other uses: it acts as an essential pastime for footballers and aging comedians, relieves the boredom of the retired and provides a good excuse to put out golf wms that utilise the very best of a country's tree rendering ship and twittering bird sound samples! But cynicism aside, one problem remains with golf sims, 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 precise 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 Dunes Beach course in Puerto Rico — which, while a very fine course, gets a bit mechanical and repetitive. The graphics are very slick and jive, the trees are thoroughly inspiring, as is the animation of the golfer and the sparse but effective commentary. But when it comes to actually wanting to play the game, the slick 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 are a bit 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 kinds of golf and even alter your golfer's stance. Even so, GOLF's subing into the sunny world of golf looks like the more visible 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 in the green's surface.

EDD



Before you begin any course a voice over explains the principle characteristics of it and offers some advice.

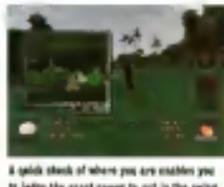




# World Cup Golf



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 sand trap's dip is in order here. You can get control on the ball by going to the optimum zone. If you get it right then the ball should land red dirt on the spot.



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

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	overall
sound	88	
playability	69	
instability	68	
		<b>68%</b>

# Virtua Fighter 2

## Master Class Part 1

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.

**B**right V? This is a bit of a stupid question really considering that this game is by far and away the best fighting game available for a home system with stunning graphics and unparalleled gameplay. And the PAL convention's frankly a marvel - showing that unlike some companies developing for other machines, Sega takes their time with the European translations of their top-rin-op hits. That makes full-speed and full-screen Vfa action! But away with this small talk - on with the important stuff!

This four-page feature contributes part one of Masterclass Coverage. SEGA SATURN MAGAZINE has amassed huge amounts of information on Vfa, which we'll be passing on in a regular Masterclass each month. The totality of Vfa bugs and cheats found so far resides on these pages (and we'll update them each month), plus we introduce our combination coverage this month, which goes ballistic in the next issue. So that's something to look forward to, isn't it?

### VERSION 2.1 EXPLAINED

The opportunity to choose between two versions of Vfa exists on the Saturn version of the game. The original data from Vfa appears along 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 so slightly in order to discourage cheap use of some of the main bugs seen in version 2.0.

# 2

#### FASTER RECOVERIES

Staggering an opponent is another key for executing combinations. In 2.1, wagging 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 Jeffy.

#### BACK RETRACTION BUG CORRECTED

In version 2.0 Aiko and Jacky have hits 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 Vfa and version 2.0 is the simple PK, which can usually be followed up with a pounce. The chance quotient is now less as PKs only stagger your opponent for a short time.

#### NO MULTIPLE BACK DASHES

Fast characters could dart in and out quickly in version 2.0 - giving the likes of Leon, Pix and Sarah a distinct advantage. This has been lowered so you can't buffer these moves any more.

#### EXTRA DAMAGE IN SOME SITUATIONS

In version 2.1, characters who duck themselves with some moves (Shun springs to mind) receive more damage should their opponents pounce. Also, more counter moves inflict more damage.

#### AXIS MOVES USEFUL NOW

Shun and Len 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 "arc movement" which is far more dramatic.





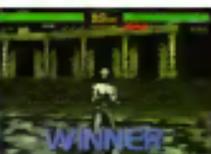
### ONCE AGAIN, DURAL IS CONTROLLABLE!

A big feature of arcade Virtua Fighter 2.0 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 30 Splendide'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 screen.

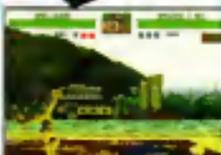
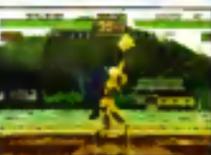
#### PLAYER SELECT OF



GOLDEN DURAL: Press DOWN, UP, LEFT, & RIGHT together



SILVER DURAL: Press DOWN, UP, RIGHT, & LEFT together.



Dural was a bit crap in the first Virtua Fighter, but in this sequel it is massively more powerful. It can now kick/fip its powerful knee back in the first guard and counter-attack (all of Mura's counters can be used).

Dural is known for mercilessly taking other characters' moves but in VF2 it has its own solitary special move which nobody else has: the forward triple kick, activated with forward, forward with forward, K+B.





## 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 remarkable (and awesome!) Thai combo 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 countering).

### SARAH

Sarah's kneeling process is equal to Jody's in VF2 and you can perform a very similar knee into kick/flip combo. What is harder to achieve, but more impressive is this elbow knee-kick/flip strike (FORWARD P X 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-C) 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 F 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.



### JODY

Jody effectively shows off the power of a close range knee (DOWN-K). This has excellent lifting power and is a staple float entailing move. Ideally you should follow up the knee with an immediate kick/flip but in this example you get the less-damaging but more impressive-looking beat knuckle (P-K) follow-up.



### LION

Lion's knee is also different to Jody's but is activated in the same way and can be followed with either the two low sweeps (hold DOWN then KK) or better still follow with the uppercut into-downward swipe (DOWN-FORWARD P-F).





## 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.



### COPY VICTORY TAUNT BUG

This has some amusement factor but is not too hard to pull off in a two player game. Let 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, Pao, Jacy 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 face the opponent out as the time expires, thus imitating the victory taunt.

### 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.

### PLAYER SELECT II



### 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 char actors like Sarah and Jacy whose alternate 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 Sam match, should the latter star actor use his sitting down move (DOWN twice), the former will be able to use his power bomb move (DOWN+FORWARD) and all three buttons) anywhere in the ring and it will work!



### 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 Pao are easier to get. During the watch mode game, press K for swapping camera views. This makes for far more dynamic viewing.

### PLAYER SELECT II



### PLAY WF1 REMIXED TUNES

Two rather uninteresting remixes of tunes from Virtua Fighter 1 can be accessed in preference to the usual level music. To get Sarah's music, player one must press and hold the right shoulder but soon on their joystick just before the match begins if the other player does the same, Jacy'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 Jacy's stage, the Virtua Bird appears and hovers over the losing player. Some people can't get it to work, but we do! (hence the picture).

The bird also makes an appearance if you select Jacy 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 sub-options, if completing Expert Mode sounds daunting, don't worry. This mode only uses the learning mode data, so neither wipe your WF2 data from the internal memory or attempt Expert Mode the first time you play the game. For a super-crazy time, choose a fast character and use P+G throws to defeat every opponent.





# Tips

## 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, B

**SUPER DEFENCE** - B, G, B, B, B, C, B

**SUPER ATTACK** - A, A, A, A, A, C

**SUPER GOALIE** - A, A, A, A, B, B, B, B

**CRAZY BALL** - B, A, C, B, C, C

**CRAZY BALL** - C, A, B, C, B, A, C

**STUPID TEAM** - A, B, C, A, B, C

**PENALTY SHOOT-OUT** - A, B, A, C, A, B

**INVISIBLE WALLS** - C, C, C, B, A, A, B



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



## FIRESTORM: THUNDERHAWK 2

Charles Finch from Gaidard's team has sent in a complete list of passcodes for the excellent Thunderhawk 2, allowing you to attempt any of the missions. By the way, "Q" is the letter and "0" is the number.

### SOUTH AMERICA (ARMS RUNNING)

- 1 - JMRFCQIBDUTIG
- 2 - JRNHMCJUBDVJJA
- 3 - JBNHUCRIBDVBOQ

### SOUTH AMERICA (STEALTH DOWN)

- 1 - JXCHFCQIBDVVVA
- 2 - JNHLFCQNFOTBI
- 3 - JNHPUNQJHFGSQ

### PANAMA CANAL (CANAL CRISIS)

- 1 - JRPXCTIBDFPQ
- 2 - JXBYCQVJLXPSI
- 3 - JUSQUCJXCFRQ

### CENTRAL AMERICA (RECAPTURE TOWN)

- 1 - JIBRQCXCPIA
- 2 - JQBRNCJNMFRI
- 3 - JQBRNCJNMFRI

### EASTERN EUROPE (ESCORT CONVOY)

- 1 - JIBRNCJNMFRI
- 2 - JIBRNCJNMFRI
- 3 - JNVPFCABRIFRA

### MIDDLE EAST (RECAPTURE TERRITORY)

- 1 - JIABRNSJHFFRQA
- 2 - JIABRNSJHFFRQA
- 3 - JIABRNSJHFFRQA

### MIDDLE EAST (OIL DISPUTE)

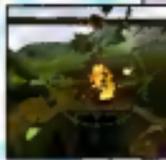
- 1 - JIBRNCJNMFRI
- 2 - JIBRNCJNMFRI
- 3 - JIBRNCJNMFRI
- 4 - JIABRNSJHFFRQA

### SOUTH CHINA SEAS (PIRACY)

- 1 - JIABRNSJHFFRQA
- 2 - JIABRNSJHFFRQA
- 3 - JIABRNSJHFFRQA

### THE END SEQUENCE

- 1 - JIABRNSJHFFRQA



Lead Programmer  
**MARK 'MAC' AVORY**





## VIRTUA COP

One of the first "cheats" to emerge on the game is this short cut to Ranking Mode. Rather than complete the game, you can now go to the SEGA screen at the start of the game and jettison Down, Left, Right while holding the C but for. Go to the title screen and the Ranking Mode option will be at the bottom, as well as the extra options becoming available like freeply, extra difficulty settings, error 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!



● SHOT!



## MYST

If you're 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 "Cheat" screen to appear. Now press and hold L, R, A and Start. Keep them held and the sequence will start up. It's pily interesting too you know.

THE MAKING  
OF  
MYST



## TOHSINDEN

One of the best things about this game is the secret "Big Heads" mode. It's super 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 hilarily out-of-proportion heads, making them look really cute. Ah.





# OUT NOW

**GAME** *of the month*

BY	SEGA
PRICE	£70
RATING	★★★★★

# Virtua Fighter 2

**S**urely 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 background 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 30+ 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 tipped 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 die 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.





out now



BY	SEGA
PRICE	\$49.99
RATING	★★★★

# SEGA RALLY

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 *Virtua* and *Sega Rally* are of top notch quality. Unlike *Virta*, this was developed by Sega's AAAI research team and in a similar vein to *Virta* it replicates the original car cup as closely as you could possibly imagine. As in the original game, there's three tracks to choose from, plus the extra alternate tracks 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 the in two player mode with just one copy of the game and one Saturn.

Again this is a huge technical achievement for Sega and AAAI 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 lots of replayability and should take pride of place in anyone's game collection.



BY	TIME WARNER ENT.
PRICE	\$46.99
RATING	★★★

# TIME WARNER'S Virtua Racing

Oh sorry sorry no. We knew this would be a problem ever since Time Warner announced that they had bought the *Virtua Racing* licence from AAAI. 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 screens and even the same option screens. However, what happens after that is really quite strange. Although the some graphics from AAAI'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 they can't handle anything like the original and feel as if they're floating rather than speeding across a real race track.

Still, if you considered this as a game in its own right rather than something that's linked to AAAI, 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 identical *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 *Virta Racing* will no doubt please the parts of you that that would be a bit sad really wouldn't it?





out now



BY	SEGA
PRICE	£59.99
RATING	★★★

# Mystaria

Step a 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 ponderous. 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 tale doesn't really get 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 plus it is also a bit heavy on the fighting. It seems as though you can't do anything in the 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.



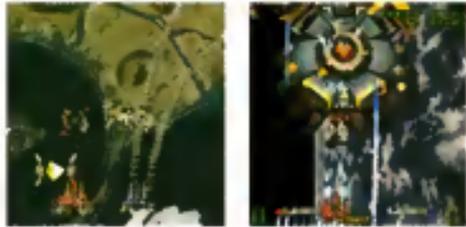
BY	ACCLAIM
PRICE	£59.99
RATING	★★★

# Galactic Attack

It always happens. With the advent of a new console come plenty of classic titles trying to break their way on 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'll never hear of this one until a couple of months back and it's certainly never appeared in the adverts.

But it is 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, then 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 best of these graphics awesome departments. Will please any one who's aching to play another shoot 'em up and doesn't have the patience to wait for Panther Dragon 2.



BY	OCEAN
PRICE	£39.99
RATING	★★★

# Worms



Worms. Don't you just love em! No? Well it seems the rest of the world has gone worms mad recently and it's all down to this title. Like most of these addictive type games, the concept is extremely simple. Get your army of worms together, tool them up, give them a few weapons and unleash them upon your opponent, who has his very 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 these rendered vines bulging 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	★★★★	PANZER DRAGON	£49.99	★★★★
SIM CITY 2000	£39.99	★★★★	STRONGEST THE MOVIE	£39.99	★★★
SOUL KNIGHT II	£39.99	★★★★	DIGITAL PINBALL	£39.99	★★★
NBA JAM TOURNAMENT EDITION	£39.99	★★★★	CLOCKWORK KNIGHT	£39.99	★★★
WORLD SERIES BASEBALL	£39.99	★★★★	VICTORY IDOL	£39.99	★★★
NHL HOCKEY	£44.99	★★★★	VIRTUAL FIGHTER 2ENG	£39.99	★★★★
KRYNAM	£44.99	★★★★	PEBBLE BEACH GOLF	£39.99	★★★
THEM PARK	£44.99	★★★★	<b>VIRTUA COP</b>	£44.99	★★★★
ROBOTIGA	£39.99	★★★★	JVD VICTORY IDOL	£44.99	★★★★
VIRTUA FIGHTER	£49.99	★★★★	HANDS OF IRONED SOULS	£39.99	★★★★
DAYTONA USA	£49.99	★★★★	HEROES'S POPPORTO	£39.99	★★★★
BUG	£49.99	★★★★	CYBER SPELLING	£39.99	★★★★
MYST	£44.99	★★★★	FINLESTROM	£44.99	★★★★
SHINOBI-X	£49.99	★★★★	COLONY AXE	£39.99	★★★



## CD FILMS / MUSIC

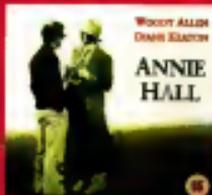
To play any of these titles, you'll need a video or CD, reading drive. See your retailer for more details.

## ANNIE HALL

BY **ROCKSWOLD** PRICE **£39.99** RATING **★★★★**

Well this should be good, because it sees loads of Ocean and Tron as did Robert Downey, and that's cool. But it looks like the golden stepbros of the Motion Picture Academy were hung on the button with this one, as it's about amazing.

Annie Hall is a romantic comedy-type thing with Woody Allen as (journalist wannabe) a nervous Jewish bloke chasing (more shocked) Diane Keaton. There are some great moments like when Woody Allen goes to meet his old friend, who's still out and moved to LA, only to find her wearing a cyber suit to protect her legs from the sun. Woops, Woody Allen at his nerdiest best.



## THE PINK PANTHER

BY **ROCKSWOLD** PRICE **£39.99** RATING **★★★★**

Peter Sellers has appeared in some really funny films and I always loved them. This film is being one of them. But wait! because I haven't watched it in about 20 billion years, and the last time I

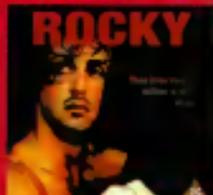
watched it was about 2000, it's, in fact, a bit rubbish. There are plenty of jokes, but most of them are the same one. So Peter Sellers engaging rampant, despite unwatched, it's easy to see how the cartoon of the Pink Panther revealed its cultural, nameless (even though that's all of the same joke too), as Panther, as we like to call it, has dated pretty badly. Might be worth seeing on the telly, but not worth shelling out cash for.



## ROCKY

BY **MULVORAN** PRICE **£37.99** RATING **★★★★**

This goes back to when people could quite easily believe that Sylvester Stallone was a bright underdog. Pretty because no-one lower than Adams. Just because because he wrote this movie as well as starring in it. Yes, he can write. Anyway, no doubt you've seen Rocky a thousand times and can make up your own mind whether you like it, or not, but if you're having trouble knowing your own thoughts, and need us to tell you what to do, we'd recommend it. It's not the pug-fist the sequel became, but a downer, and more set up quite a snappy parody of an albeit failure seeing his neck out. Well done, that Stallone.



## OCTOPUSSY

BY **ROCKSWOLD** PRICE **£37.99** RATING **★★★★**

This is the James Bond film that no-one talks about. It's got all the same of exotic locations, super-cool-egg weapons, and hot air balloons and all the usual fat

but for some reason it just hasn't done everyone. Roger Moore looks a bit creepy and a bit old, and there isn't much of a plot to speak of. In fact, you, there never is. If you're some kind of exotic Bond completist or Roger Moore fetishist you might like it. But then you'll already have taped the inevitable Christmas showing. Buy now. Anyway, Sean Connery was always the man for the job. So bond heroes if might have said "What a boring cack of a job".



# next Month

## 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 *Psychosis*' big two—*Wipeout* and *Destruction Derby*. We'll also have eyes on the Doom-esque *Alien Trilogy*, more on *Sanzer Dragon 2*, and reviews of *Guardian* heroes, *Story of Thor* and all the latest releases.

**Phew!** The excitement's almost too much already! Nurse! Tranquillizers now!

### CREDITS

Editor: Sam Wickham  
Art Editor: Dave Gintak  
Deputy Editor: Rob Wright  
Senior Designer: King Light Man  
Features Editor: Earl Andrews  
Managing Editor: Richard Leadbetter

Contributors: Richard Leadbetter, Ed Lorenz, Tom Galie

Japanese Editor: Warren Horrod

Advertising Manager: Uta Howarth  
Deputy Ad Manager: Chris Peters  
Production Manager: Gary Lind  
Systems Manager: Sarah Jane Loring  
Typeset & production co-ordinator: Sarah Best

Product Manager: The Hicks  
Executive Publisher: Graham Taylor

SPECIAL THANKS TO: Understanding people

SPECIAL NO THANKS: The Hicks that often, though the street lies outside Dave's house at three o'clock every morning!

SEGA LIAISON: Mike Matthews

EDITORIAL SMART DRUG,  
Henry Court, 20-22 Penelope Lane, London  
E2B 9AL

Telephone: (0171) 521 8700

Fax: (0171) 521 8701

SUBSCRIPTION ENQUIRIES: (0693) 06888

SUBSCRIPTION RATES: INC. P&V

UK: £22.00

SUBSTANCE MAIL: £40.00

ABROAD: £50.00

ANNUAL: £200.00

ISSN: 0950-9600

DISTRIBUTION: BIK FRONTLINE  
PRINTING: COOPER, CLEGG AND  
SPOTTISWOODE, BURLINGTON

Sega Saturn Magazine is an official licensee, however the views expressed in this magazine are not necessarily those of the publishers or of Sega.



Although we take great care in ensuring the accuracy of the information contained in this magazine, the publishers cannot be held responsible for omissions and errors that may occur.

Copyright 1995 EMAP Images/Sega. Reproduction in whole or part without prior written consent from the publishers is strictly prohibited.

Sega Saturn, Megadrive, Game Gear, Master System 32X and Mega-CD are trademarks of Sega Enterprises Ltd.

### COMPETITION RULES

EMAP Images and Sega staff and their families are prohibited from entering any Sega Saturn magazine competition. The editors' decision is final and no correspondence will be entered into.

We regret that we cannot answer enquiries personally.

**SEGA SATURN MAGAZINE.  
ISSUE 5. OUT FEBRUARY 24th.  
IT'S GONNA BE A WIPEOUT!**





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 diablo...

...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



Golden Computer

PC CD-ROM



US GOLD



