SATURN+ Issue Two

A-Z SPECIAL

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SATURN

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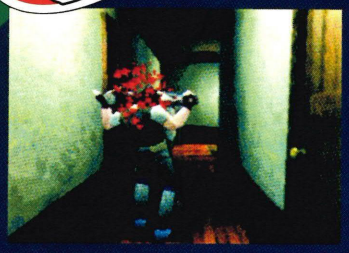
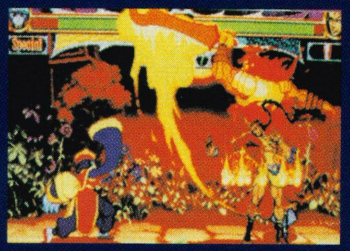

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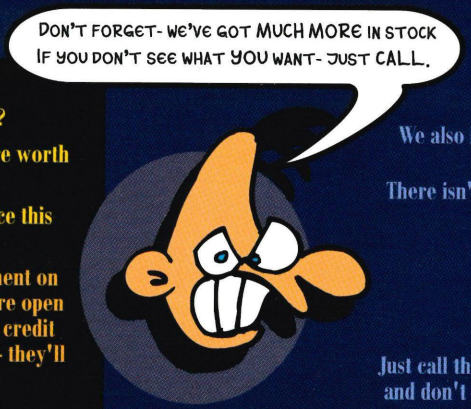

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Prepare yourself for another roller coaster ride through the world of Sega Saturn! I've got a right scorcher of an issue for you with some top exclusives and mind boggling games

Over on page 48 you'll find my AM Heaven Sega arcade feature. This will give you an insight into what's in store for the Saturn towards the end of the year. *Manx TT*, *Fighting Vipers* and *Virtual On* are all Saturn bound, and there were plenty of wide eyes around the Sega stand at the ATEI arcade show when these games were unveiled.

Also in development for Saturn are *Virtua Fighter Kids* and a Sonic beat-'em-up. See the news section for more on these, and we've got the first in a long line of top Psygnosis PlayStation port overs in *Wipeout* on page 26.

So you can see – the Saturn software library is filling out with the best games in the business. If you've only just got your Saturn, or had one over Christmas, then you'll be wanting to know about all the games that have been released since the console's launch in July 1995. Saturn Complete starting on page 65 gives you comprehensive reviews of every game so you can make informed purchasing decisions.

I hope you enjoy the magazine, it's been a lot of hard work to put it together, but it's been enjoyable to. Don't forget to drop me a line with any comments you may have.

This is the next level.

Nick Roberts

Nick Roberts
Editor
Email: nickr@paragon.co.uk

[10] **1996 YEAR OF THE SATURN**

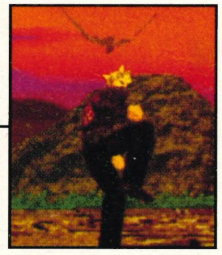
As a follow up to our Sega Into '96 feature last issue, this month we take a look at the third party software currently in development. You wouldn't believe the number of games on the cards for the Saturn!

[30] **CD INVASION**

Does the manager at your local high street software shop not understand your needs? Well come with SATURN+ as we check out the Saturn import scene and give you a step-by-step guide to buying and playing the best software from Japan and the USA.

[112] **TRACKBACK**

Your complete buyers' guide to every Saturn game ever reviewed by Saturn+. We update the scores every issue to give you a realistic view on every game.



[54] **TIPS AND CHEATS**

All the latest cheats, passwords and codes for Saturn games plus a special look at Sega's big three: *Virtua Fighter 2*, *Virtua Cop* and *Sega Rally* with all the secrets unveiled.

[06] **NEWS**

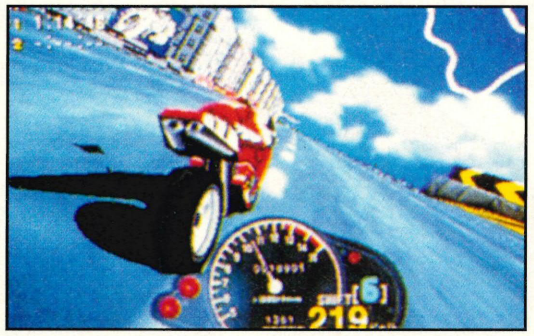
Hot exclusives include the first pictures of Sega's *Virtua Fighter Kids* and Sonic beat-'em-up. A look at the deal between Psygnosis and Sega to produce all their converted PlayStation products and news of a *Daytona USA* remix!

[16] **LETTERS**

What would a magazine be like without one, and now we're on our second issue we can print genuine letters instead of having to make them up! See what the Saturn public has to say.

[48] **AM HEAVEN**

Sega's research and development departments have certainly been busy, creating top notch arcade games ripe for conversion to the Saturn. We test drive all the new machines including *Manx TT*, *Fighting Vipers*, *Virtual On* and *Virtua Cop 2*



[65] **SATURN COMPLETE**

If you're one of the lucky people who got a Saturn over Christmas then you'll be wanting to know about all the games that have been released up to now. In this Saturn Complete special section of the magazine, we give you reviews of all the best software since the Saturn was launched back in July 1995.

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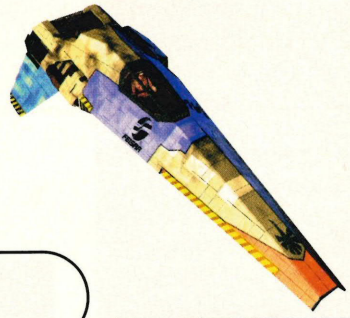

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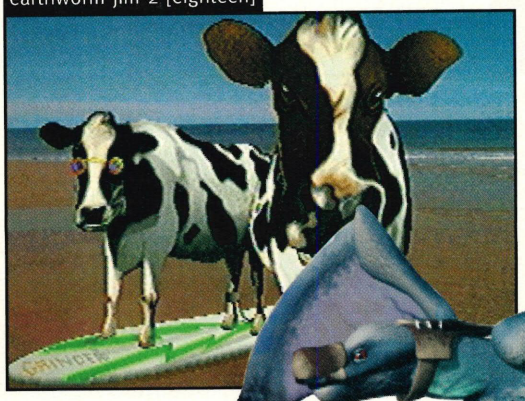

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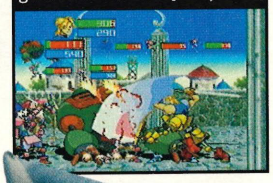

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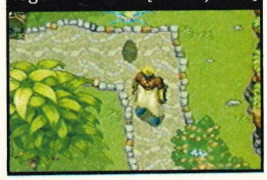

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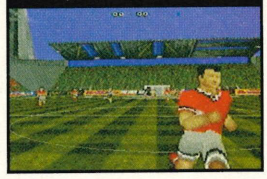

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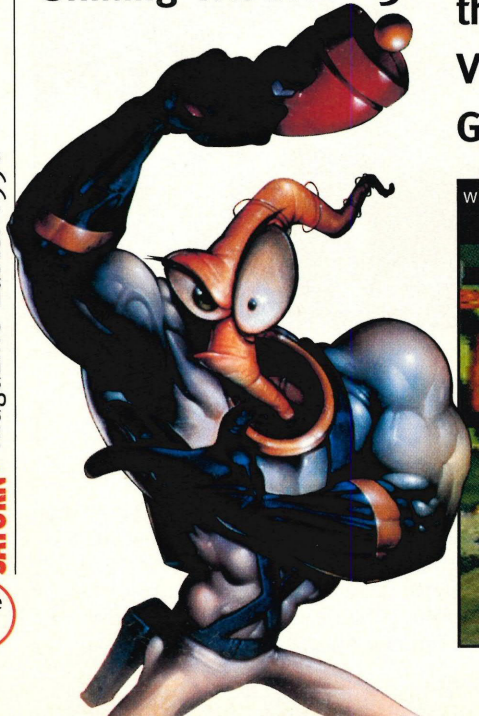

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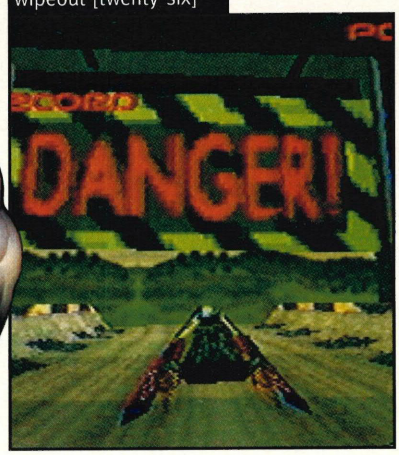

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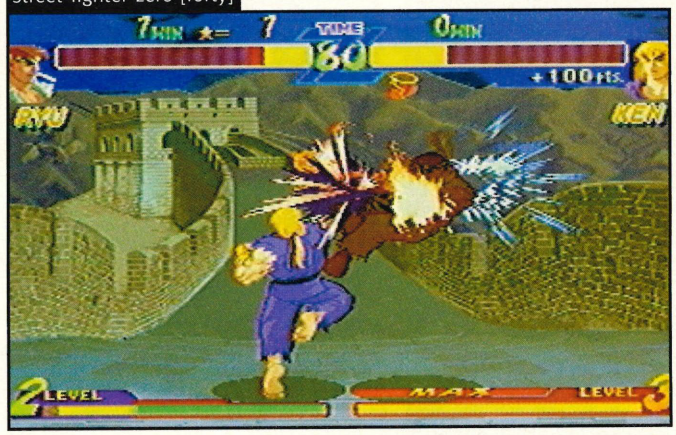

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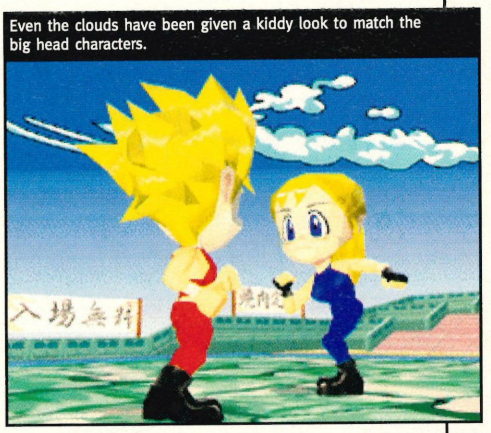
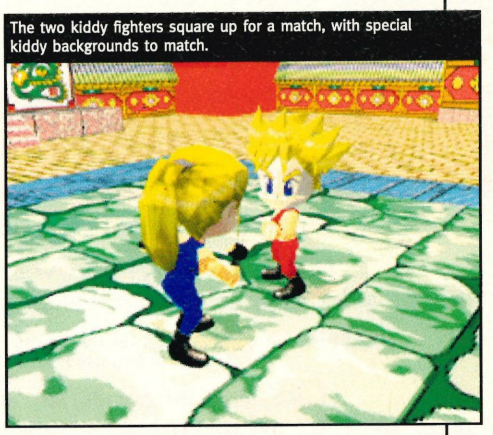
News

SEGA HAVE GONE MAD!

Ahh, look at her big blue eyes. This kid will capture the hearts of arcade goers and Saturn owners everywhere.



Even the clouds have been given a kiddy look to match the big head characters.



The two kiddy fighters square up for a match, with special kiddy backgrounds to match.

Sarah – kids style

Jacky – kids style

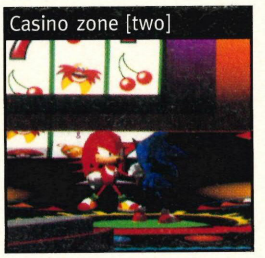
There's a shocking headline to kick off the news pages this issue but I think you'll agree with me when you see what the Sega research and development team are up to over in Japan. Apparently they've been worrying that their games only appeal to the older, more experienced games player with complex special moves to master or tricky gameplay. In fact, there have been rumours of the whole team not sleeping at night, the worry got so bad. Well they've come up with a solution...

Using similar code to *Virtua Fighter 2* on the Model 2 arcade board they've created a whole new beat-'em-up for the arcades entitled *Virtua Fighter Kids*! With simplified cartoon style backgrounds and clouds and characters with huge heads and cutesy smirks on their faces they hope this will be a beat-'em-up that will appeal to a younger audience. They obviously didn't think about the parents of these kids though. How many of them will want their young 'uns learning how to do a pile driver or flying kick at the age of five?

With new combo and unblock attacks and an arcade release date of summer you'll be playing this interesting adaptation before you know it! A Saturn conversion is scheduled for Christmas!

SONIC GETS HARD!

Casino zone [one]



Casino zone [two]

Arcade release

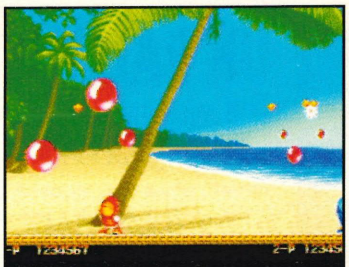
Not content with shocking the world with their *Virtua Fighter Kids*, Sega have this month announced that they are working on a new 3D beat-'em-up starring Sonic, Tails, Knuckles and all the clan. The rumour is that one of the AM2 development team were messing around one day with a few polygon graphics of Sonic and Tails and decided to see what they'd look like in the *Fighting Vipers* game code. Needless so say, they worked really well so Sega were eager to capitalise on this spectacle and a Sonic beat-'em-up was underway.

The game will debut in the arcades, using the Model 2 arcade board, with a Saturn conversion to follow soon afterwards. No word of a release date yet though. When Saturn+ saw the game it was only 5% complete so they've got a mountain of work to get through before there's even a playable version. It looks great though, don't you think? The characters can apparently climb up ropes on the edge of the fighting arena to launch aerial attacks – wow!

RAH RAH RALLY!

Sega *Rally* is going to go down in history. An over-the-moon Sega this month announced that their next generation rally racing game is the fastest selling CD to date! The game hit the number one spot in the Gallup charts after just one day of sales back in January, eclipsing the previous victor, PlayStation *FIFA '96*, by just under 10%. It also accounted for 74% of all Saturn software sales – proving the might of Sega and their AM3 research and development department.

To celebrate this victory Sega's PR agency sent out these special tax discs to the press. I've actually tried using mine instead of paying my road tax this month, but the police just didn't understand.


Bursting bubbles has never been so much fun as in Capcom's *Pang*!

All the backdrops in the game are gorgeous – but who cares? It's the gameplay that counts.

BUSTER BROTHERS COLLECTION

Capcom
Summer on import

We all know Capcom for their earth shattering beat-'em-up series *Street Fighter*, but that's not the only classic they've got under their belt. Back in 1990 they launched a bubble bursting arcade machine into Japanese arcades and called it *Pang*. This game went on to be a big hit in the States under the name *Buster Brothers*. Two games followed up the success: *Super Pang* and *Pang 3*.

After conversions to 16-bit consoles it wasn't long before the games playing public started to plead for a 32-bit game – hence the *Buster Brothers Collection* – a CD containing all three bubble busting games.

The object of the game is to burst all the bubbles in a stage and free the world of the killers. You can play it alone, or attack the stages as a two-player team, each armed with a bubble bursting gun. The twist is that each time a bubble is burst it splits into two faster moving bubbles until complete chaos breaks out on screen.

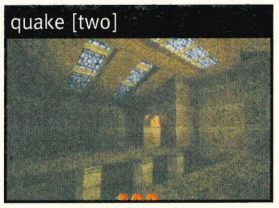
With power-ups to collect, clever level layouts to bounce the bubbles around and various game modes to play this is going to be a cracking collection of some of the most addictive games ever. I just can't wait!

CRITICOM

Virgin
May

Move over *Virtua Fighter* and look out *Tohshinden* because Virgin have entered the 3D fighting arena with a Saturn conversion of Vic Tokai's *Criticom*. Released in May, this game adds lots of special effects and a host of new characters into the mixture and received favourable reviews from the PlayStation press. Exactly how well the Saturn conversion has gone is yet to be seen.

quake [one]


quake [two]

QUAKE

iD
Summer

Those PC owners really do love their *Doom*. Find a group of them sat around a table in a pub (when they go to the pub) and they'll more often than not be talking about their latest strategies in the game. Well iD, the creators of *Doom*, have come up with a solution to this said state of affairs. A new game to take the *Doom* engine one step further – *Quake*. It's only in development stages at the moment, and we haven't even seen *Doom* on Saturn yet, but a Saturn conversion is rumoured to be on the cards.

CUT TO THE CORE

We all know Core Design for their excellent video games over the past few years and their top 32-bit title *Firestorm: Thunderhawk 2*. Well they've now decided to give Sega Sports and EA Sports a run for their money by starting up their own sports video game label. Core Sports (I bet it took a while to think of that one) has it's first release reviewed in this issue – *Virtual Golf*. It's not half bad either! You can expect to see football and basketball games developed for Saturn in the future, but precise titles and release dates are being kept under wraps at the moment.

Snippets

Saturn Charts
The Saturn top ten selling games as we went to press were...
1. Sega Rally
2. Virtua Fighter 2
3. FIFA Soccer '96
4. Firestorm: Thunderhawk 2
5. Virtua Cop
6. Daytona USA
7. Worms
8. Bug!
9. Theme Park
10. Pebble Beach Golf

Saturn CD magazine
In a trend started by the 3DO company Sega Enterprises in Japan have decided to launch a CD-ROM magazine to be released quarterly and contain demos, screen shots and FMV of all the new Saturn titles as well as interviews with programmers and competitions. They have released one-off CDs in the past but nothing on this scale. Sega of America are rumoured to be following suit with a similar project, but Sega UK have nothing up their sleeves at the moment.

Saturn.net
Over in Japan Sega are working with the Nissho Iwai Corporation on a modem system for use with the Saturn. Similar to the X-Band network set up in America some time ago, this new system will work with software to be specifically written by Sega for use with Nissho Iwai's modems. The system will basically allow users in different locations to play the same game against each other. Nissho plans to sell 500,000 of these modems by the end of the year! It is not known whether this system will be compatible with an internet system announced a couple of months ago. No news on any of these projects coming to these shores, but they sound exciting!

Model 3 arcade
The latest news from the AM departments at Sega in Japan is that they are working on a Model 3

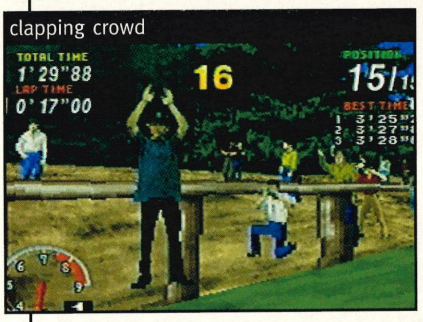
TWO-PLAYER TROUBLE

PlayStation owners have been bragging about their link-up cable antics for some time now but the Saturn has been lacking the same facility. Well no more! Riverhillsoft of Japan are the first company to come up with a game to use the communications port, and Sega have a new cable to link up two machines.

Gebockers is the name of the game, a strange cartoon style 3D battle affair and of course, to make use of the link-up mode you'll need two Saturns, two games, two TVs – and two bank accounts to pay for it all! A nice idea though.

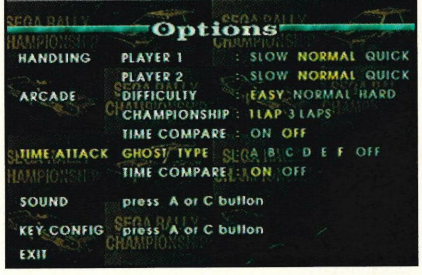
link-up cable

clapping crowd



new mountain

more ghost options



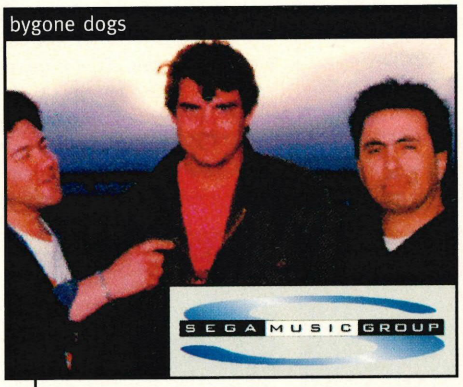
UK RALLY IS 100%!

The Americans may have been playing *Sega Rally* a good month before us Brits, but we've still got one up on them because our version, which was released on January 24th, is the 100% complete game whereas theirs was only 90%!

The differences? Well take a look at the three screen shots that accompany this piece. In the first you'll see a guy with his arms in the air. He claps as you race past, and the zebras and elephants now move too! Not an earth shattering change we know, but worth having in the game.

The second shot shows a new mountain AM3 have put into the background on the mountain course, they've also re-texture-mapped the road surface. The last shot shows the options screen with a whole array of ghost car options to choose from, instead of the simple on or off in the US version. But then the Americans are a bit simple aren't they? Joke.

bygone dogs



GONE TO THE DOGS

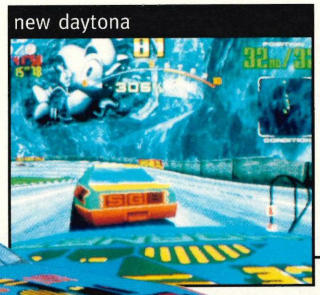
Did you know that uncle Sega has his very own music label over in the States? It's true, and what's more some of the bands signed to record for the label have been putting their work into Saturn video games to bump up the music quality. The first band to be heard on the Saturn is Bygone Dogs, a group from Northern California heavily into rock and using thrashing drums and wild guitar solos. If you've played *Ghen War* or *Cyber Speedway* then you'll have already heard their work, and mighty fine it is too. Future projects for 'the dogs' are uncertain, but I'm sure this isn't the last we've heard of this band, or Sega Music for that matter.

DAYTONA – TAKE TWO

Hands up if you weren't disappointed by Sega's Saturn conversion of their brilliant arcade game, *Daytona USA*? They rushed the game out to provide software for an early Saturn launch, just to have their efforts blasted by the world press.

Well, they've decided to make amends and do the arcade justice with a remix of the conversion, along the lines of *Virtua Fighter Remix* and *Victory Goal Remix*. Out goes the terrible 'pop-up' backgrounds. Out go the pixellated cars. In come the beautifully texture mapped tracks and much improved overall graphical appearance. Some may say that Sega should leave the game well alone, that they're only asking for criticism by going back and tampering with all their failures, but *Virtua Fighter Remix* seems to have done well enough on its own, and if they make this new game significantly different to the original, people may even buy it again!

new daytona



MAGIC KNIGHT RAYEARTH

Working Designs
Summer (import)

Japanese role playing title *Magic Knight Rayearth* is to be converted into English for the Saturn by Working Designs. The RPG mad Japanese press went mad over the game a few months back, but then they go mad over any RPG that comes out – preferring to live in a computer generated world! It's a good looking game, and many import buyers were quite happy to put up with the endless Japanese text that scrolls by as you play. Well they should have waited, shouldn't they? Translated into English, we might sit down and try to play it!

magic knight [one]

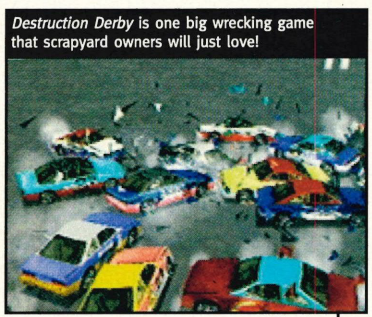
magic knight [two]

magic knight [three]

PSYGNOSIS SEE THE LIGHT

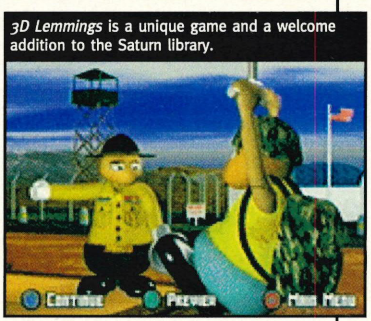
After many months of rumour and speculation it has now been confirmed that Psygnosis will be developing their top titles for the Saturn. The new deal with Sega means that all the games that the company have converted from the PlayStation to PC CD-ROM will now get a Saturn release too – yes that means *Destruction Derby*, *Wipeout* (see the preview this issue), *Discworld* and *Lemmings 3D*.

This revelation is a big kick in the teeth for the PlayStation, especially as Psygnosis are actually owned by Sony themselves, and work under the name Sony Interactive! You won't be seeing any conversions of *Sega Rally* or *Virtua Fighter 2* on the PlayStation, that's for sure. So there you go – the Saturn gets the best of the both worlds, while the PlayStation struggles on to even find itself an identity – or any games with playability as well as flash graphics for that matter!



Destruction Derby is one big wrecking game that scrapyard owners will just love!

Wipeout is on its way. See our full preview over on page 26.



3D Lemmings is a unique game and a welcome addition to the Saturn library.

WHO NEEDS NAMCO?

Whoopee-do. Namco are finally developing some of their arcade titles for release on Saturn, many months after they originally sent out a press release to that effect. But we won't be seeing *Ridge Racer* just yet, the first game to be converted is *Cyber Sled* – a game that has been universally slagged off in the PlayStation press.

"Ahh, but the Saturn version will be different", say Namco Hometek, the American division of the company handling the game. *Cyber Sled Remix* will take place on three planets with a combined total of over twenty arenas to play in. The one-player game will have been improved over the PlayStation version, allowing the player to rise through the ranks of competition and move from planet to planet. There will be around twenty characters to choose from (compared to the PlayStation's 11) and plenty of weapons and power-ups. Interesting? Bah, just a PSX cast off if you ask me!

CYBER SLED™

POWERED BY namco

ON VIDEO-CD

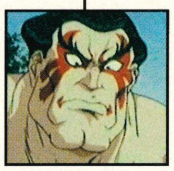
The Video-CD movie library is filling out with all the top movies now available and the format being used for Manga releases and one-off specials. Here's a look at some of the top titles available at the moment, with a rating out of five stars for each.

star trek generations [PG]

With Captains Picard and Kirk in the same Star Trek movie, all fans must have gone wild when this was released in the cinema. It's a decent enough tale with some spectacular special effects that look wonderful in Video-CD quality. The movie throws up some interesting science fiction ideas, but maybe doesn't explore them as much as it should, making it watchable but not unmissable.

Rating: ★★★

street fighter II movie [15]



Capcom's *Street Fighter Alpha* is the first of the series to make it onto Saturn, but all beat-'em-up fanatics can get their Street Fighter fix from this movie instead. It has nothing to do with the atrocious cinema release last year, instead it's a Manga animated feature starring all the favourite characters and their special moves. A worthy addiction to anyone's videogame collection.

Rating: ★★★★

games master gore special [18]

Dominik, Dave and Co are now invading the Video-CD market with this release of their one-off 18 rated Gore Special. It's basically a trip through some of the nastier videogames looking mainly at special moves in beat-'em-ups but also at some other bloodstained rarities. There's also a peek at video game porn. Well, with an 18 certificate already they couldn't resist could they?

Rating: ★★

arcade board for this year. The project will be completed in April and the first games to roll off the new production line will be *Virtua Fighter 3*, *Virtua Cop 3* and a new racing game featuring European super cars – we can't wait!

New VF secrets?
Have you ever managed to get Dural up on the records screen in *Virtua Fighter 2*? Well you might have noticed that there's an empty box just after the record. It is rumoured that this box might be for another secret character in the game, named Geishin. We have no confirmation of this, and we can't find him (or her) for ourselves. Do you have any ideas?

Clockwork Knight 3
News from Sega of Japan is that work has already begun on a sequel to the sequel that was *Clockwork Knight 2*. The third installment of the adventure is said to put the other two to shame with much improved visuals and a few new surprises in store. Platform game fans around the world wait with baited breath...

Virtua copped!
Oh dear, the video games business is in trouble again, this time it's all because of Sega's *Virtua Cop*. In America (it had to be, didn't it) a business student by the name of John Lin shot his wife's divorce lawyer, injured a cop and then shot himself dead. When the police investigated the incident they found piles of arcade tokens in his car – he was a regular at a Boston arcade where his favourite game was *Virtua Cop*. The police believe his skill in the game helped his aim when it came to the deadly deed.

In a separate incident a man is reported to have shot holes into the side of a delivery truck in the US, expecting it to blow up and roll over like in the game. Needless to say he missed with some of his bullets, shooting the driver of a car following behind. Oh dear...

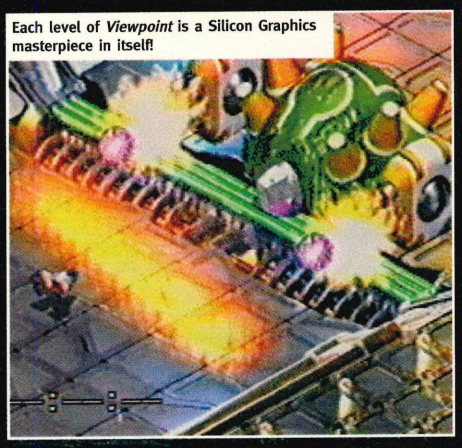
1996 THE YEA

As a follow up to our Sega Into '96 **feature** last issue, this time we **take** a look at **all** the **fantastic** Saturn **software** in development **by** **third** party software companies. **It's** not until you **see** all these **games** together like this, that **you** realise what a **great** year the **Saturn** has **ahead** of it!

VIEWPOINT

Electronic Arts
March

Originally a hit in the arcades via the Neo-Geo system, this game was released last year on Neo-Geo CD and has now made the conversion to the Saturn. It's an isometric 3D shooter with some of the most impressive mid and end of level guardians ever to lurk in a game. Six levels of Silicon Graphics have been rendered and there's a pounding CD soundtrack to accompany the action. With over 1,000 enemies to battle it out with and a unique twist on the traditional shoot-'em-up theme, Electronic Arts have a sure-fire hit on their hands in *Viewpoint*.



Each level of *Viewpoint* is a Silicon Graphics masterpiece in itself!

Nice dragon – a bit pixellated, but he'll be better in the finished game.

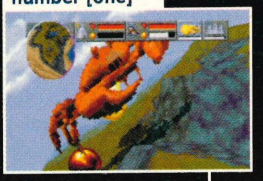
MAGIC CARPET

Bullfrog/Electronic Arts
March

Surrey based developers Bullfrog continue their translation of games from PC CD-ROM to Saturn with *Magic Carpet*. After the big disappointment that was *Hi-Octane*, we await this conversion with baited breath – but it should be a cracker, using the basic PC code and enhancing it for the Saturn.

It's difficult to slot *Magic Carpet* into any particular category. You play a guy who stands on a magic carpet, floats around the skies and shoots at the strange array of enemies that are thrown at him. With castles popping up out of the ground and amazing special effects – all in beautiful 3D this is a game that should compensate for previous PC port-overs.

number [one]



number [two]

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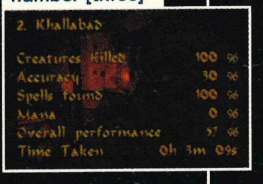


number [four]

SPACE HULK

Electronic Arts
May

'Oh, no! It's another *Doom* clone' was the cry that went up from the computer industry when *Space Hulk* was revealed, but they couldn't be further from the truth. Id's PC game that set new standards in first-person perspective gameplay has been surpassed by the vibrant graphics and blood chilling monsters in Electronic Arts' *Space Hulk*. Based around the Games Workshop board game of the same name, this is a 32-bit release that we're all really looking forward to. As you can see from these screenshots, it's shaping up into a fantastic fantasy adventure – with guns!

With plenty of blood and gore on offer, *Space Hulk* looks really special!

R OF SATURN!

RISE OF THE ROBOTS 2

Mirage
March

Before you move straight on to the next preview, stop and listen. The original *Rise of the Robots* may have been all hype and no gameplay, but Mirage promise to put all that right in the sequel. It looks like they're half-way there to – the game looks mighty impressive judging by these screen shots. With an good selection of clanking robots to fight with and some great next generation special effects knocking about this could be the game that the first *Rise of the Robots* should have been. We'll just have to wait until we play it to find out!

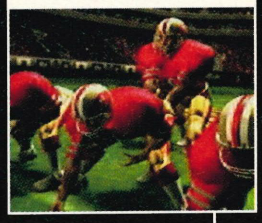
Just look at that special move! This robot means business.

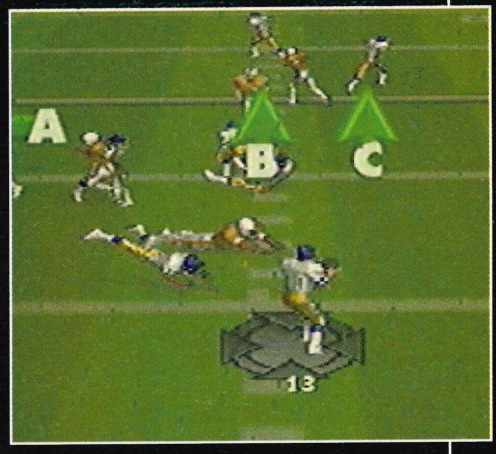
NFL QUARTERBACK CLUB '96

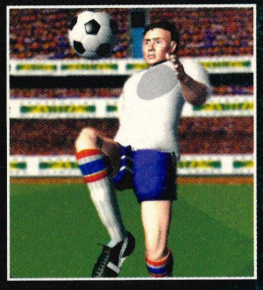
Acclaim
April

Following on in Acclaim's great American sporting tradition, *NFL Quarterback Club '96* is a next generation American football game using motion capture technology. Acclaim now have their own motion capture studios, and aim to release games based on all the great sports using this system of animation. This game is a great showcase for it too, with perfectly animated players, plenty of viewpoints to choose from and a good solid simulation underneath all the glitz. Released in April, we'll be bringing you a review next issue!

The top sporting animation is boosted with FMV sequences.





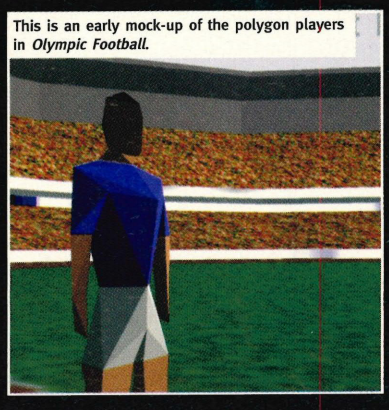


OLYMPIC FOOTBALL/ OLYMPIC GAMES

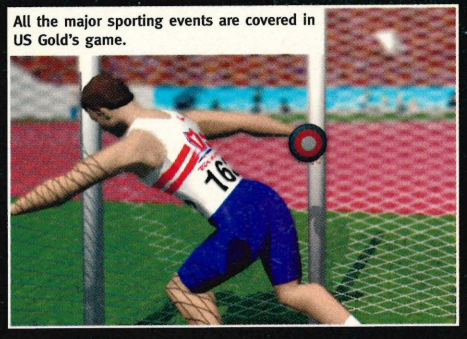
US Gold
May

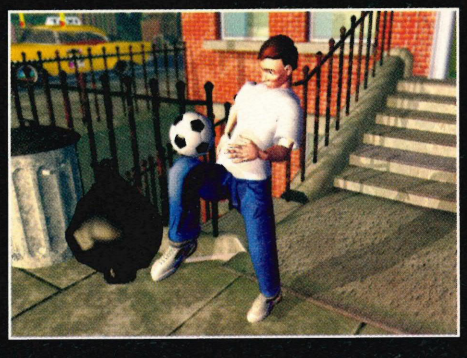
With the Atlanta '96 Olympics taking centre stage this year, some software company had to grab the licence and produce sports sims around it. And who better than US Gold. They did a great job with their *Winter Olympics* licence a few years back, and from what we've seen of *Olympic Football* and the follow-up game *Olympic Games* they're set to do it again on the Saturn. Using a mixture of pre-rendered computer graphics and a 3D engine, all the games are looking very next generation. They're in their early stages at the moment though, but are already very playable with unique control systems to master. We'll bring you full previews in a future issue.

This is an early mock-up of the polygon players in *Olympic Football*.



All the major sporting events are covered in US Gold's game.





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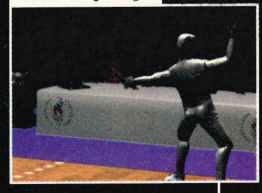

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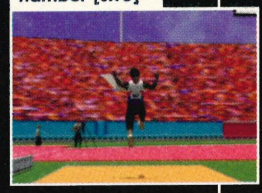

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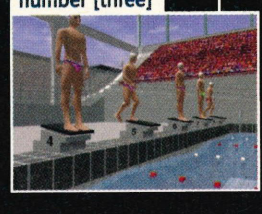


SKELETON WARRIORS

Playmates
Spring

Playmates of America are establishing themselves as a force to be reckoned with on the Saturn. They've got an excellent version of *Earthworm Jim 2* on the go (it should be previewed in this issue if the package arrives on time) and they're also working on a 3D spooker by the name of *Skeleton Warriors*.

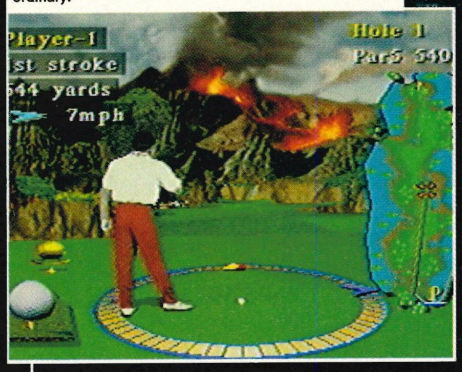
With over 25 levels to boast, spread over five missions, each based on defeating a geezer called Baron Dark and his skeleton legion this is a game with promise. The company claim is has 'exciting new gameplay that brings the battle to life', but with a serious lack of original ideas about these days, we'll reserve our judgement until we've played the game. Watch out for it on import soon.

This giant polar bear creature is just the first of a long line of mean guardians in the game.

number [one]

number [two]

The golf courses in *Valora Valley Golf* are anything but ordinary.



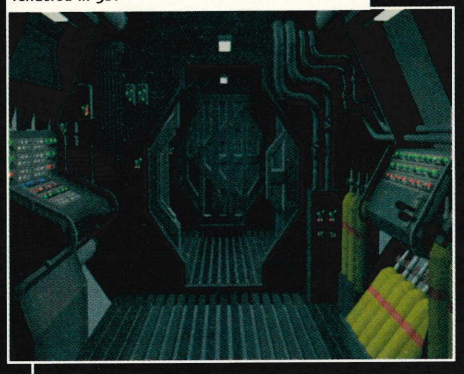
The strength bar may be traditional golf game stuff but the volcano in the background certainly isn't!

VALORA VALLEY GOLF

Virgin
March

Golf games – you either love 'em, or you hate 'em. They do come in quite handy when the weather is snowy and wet though, you can still put on your Rupert the Bear trousers, but stay indoors and get out the latest golf simulation instead. Virgin have joined the bandwagon with this offering. It has all the usual clubs and options and opts for the picture perfect static shot graphic style, rather than the 3D panning used by *Virtual Golf* (reviewed on page 49). You'll have to wait until next month to find out whether or not this simulation is up to scratch.

All the internal scenes are really well set out and rendered in 3D.



What's all this gobbledeegook about? Oh, you'll find out when we review the game.

VARUNA'S FORCES

JVC
Summer

This game has been doing the rounds for almost a year now, starting out being developed for such obscure formats as the Jaguar CD, but you'll all be pleased to here that it's finally going to make its Saturn appearance this summer.

Varuna's Forces requires quick reflexes and a carefully thought out strategy if you're going to protect the human race from vicious aliens. With a *Doom* style game engine your blood will soon be curdling as you skulk around the corridors looking for the beasties. Controlling a whole group of soldiers, or a single hero there's plenty of entertaining levels and creepy sound tracks to keep you alert. We'll have a full preview soon.

WWF WRESTLEMANIA

Acclaim
April

Those meaty men in their perfectly choreographed routines are back again on a Sega console – only this time in 32-bit! You just can't keep these WWF superstars down, and this is bound to be their best game yet. All the characters have been digitised from the real thing with smooth animation and plenty of mind boggling special moves. You can play it alone, or as a tag team too with up to four wrestlers bouncing around the ring at the same time. Fans are just going to love Acclaim's *WWF Wrestlemania*.

'You put your whole self in, your whole self out. In, out, in, out, and shake it all about!'

IMPACT RACING

JVC
April

Our good mates at JVC have come up trumps again with their first next generation racing game. *Impact Racing* takes a different approach to the car game by arming the player with some nasty looking weapons. Instead of having to finish first in every race, all you have to do is explode the set number of cars before the timer runs out. This would be easy if they couldn't attack you back – but they can, and do frequently! Anyone remember the old arcade classic *Road Blasters*? Well this is pretty similar – only on a 32-bit console. More next month.

There's no outside car view to get in the way – just non-stop blasting action to the finish line.

Oh dear. It looks like our road blasting hero has come a bit of a cropper!

This Defcon 5 picture certainly looks sexy, but whether the finished graphics will be this good remains to be seen.

DEFCON 5

Data East/TBA

Originally thought to be a PlayStation only title, Data East now have a version of *Defcon 5* up and running on the Saturn. It's more of a thinking man's game than your average alien shoot-'em-up, with a variety of game styles included in the mix. There are arcade sequences played out on the surface of a planet, plenty of alien shooting and fighting as well as puzzle solving to be done. An official UK release data hasn't been confirmed as yet, but the game should be available on import very soon.

number [one]

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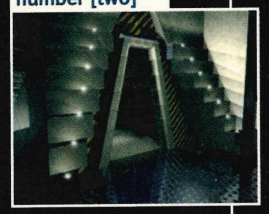

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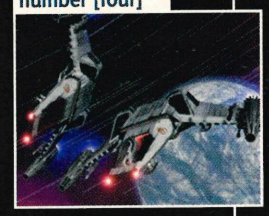

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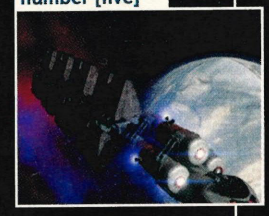
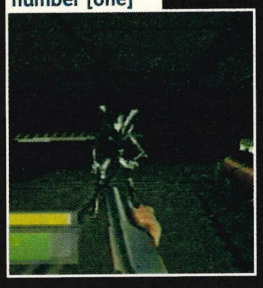


ALIEN TRILOGY

Acclaim
July

Aliens – they're just everywhere these days aren't they? Whether it's being sneaky in The X Files or manic in the movies, they seem to have gripped the public's attention and refused to let go. Acclaim have one massive hit with the alien splattering game, *Alien Trilogy*. Using a first-person perspective once again, the game throws up an array of alien fiends for you to shoot to shreds. The face huggers of the movies also make an appearance, but don't admire them too long – run in the opposite direction instead! With a summer release planned, Acclaim have given you plenty of time to save your cash up!

number [one]



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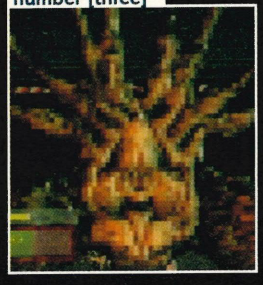
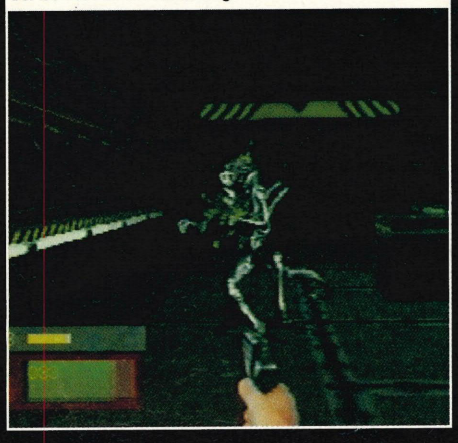


If you see something like this walking towards you, you can bet it's not interested in a snog!



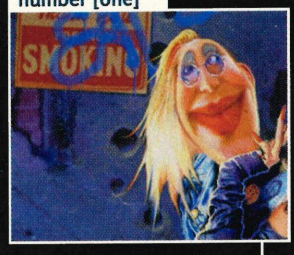
ROAD RASH

Electronic Arts
May

One of the all time classic road rage games, *Road Rash* is now ready to roll out on Saturn. It takes its lead from the PlayStation game, which was itself a conversion of the 3DO. Fast and furious the main aim is to ride through the 3D levels, kicking or punching your opponents off their bikes and avoiding on-coming cars, old grannies crossing the road and the police. There are five locations to race in, ranging from the inner city to the wild open countryside, and each brings with it unique obstacles. The Saturn release is just a couple of months away!

Out on the open road, it's time to put the boot in and ensure a win!

number [one]



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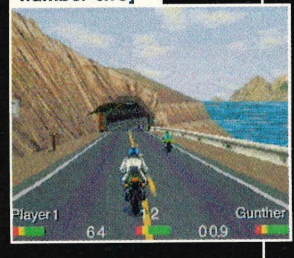
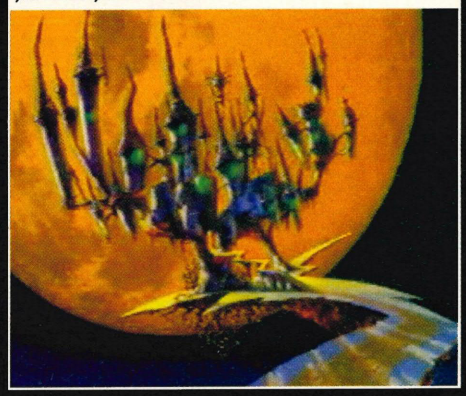


BRAINDEAD 13

Empire Interactive
April

Do you remember the laser disc arcade games *Space Ace* and *Dragon's Lair*? Well, they were developed by Readysoft in the States who's latest release is soon to be on Saturn. You can see the graphical similarities straight away, with the game running more like an interactive cartoon than your usual adventure. The main character is Lance, a computer repairman who's accidentally stumbled into a strange world where nothing it as it seems and he seems to die in a different horrid way every few seconds. We'll have a review in the next issue, if we can get off the first screen that is!

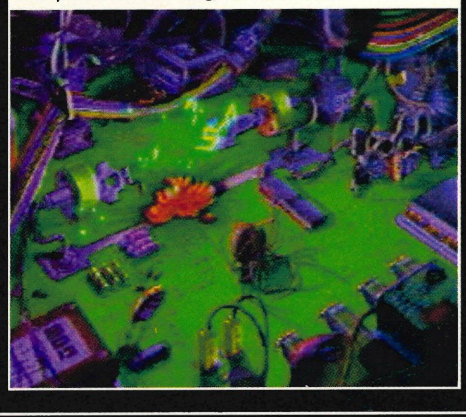
This is the eerie castle where all the nastiness takes place. Are you scared yet?



This guy with the big head is Brain, the King around these parts and a right pain in the arse.

You'll soon be able to enjoy scenes like these in your own home. Wow!

Ooo, look. It's the internal workings of some strange contraption. Press something, see what it does.



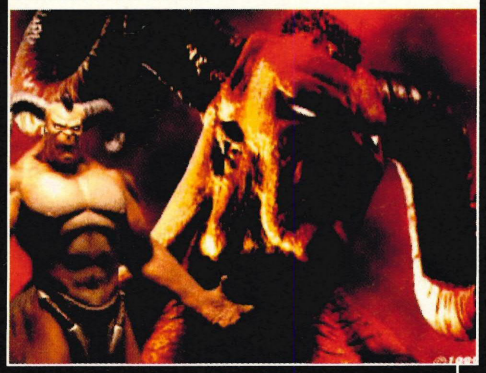
And this is our hero Lance. Well, he usually has a bit more meat on him than this.

ULTIMATE MK3

GT Interactive
May

Okay, so the PlayStation owners got their copy of *Mortal Kombat 3* early though a special lock-out deal done with Sony, but they'll have to but the game all over again if they want to play the *Ultimate MK3* enhancements. Saturn owners on the other hand will have the full *MK3* arcade experience from the start with Eurocom's conversion of the Midway killer. All the new code from the arcade upgrades has been incorporated into their conversion, and it's looking like the best home Mortal Kombat ever! With the superior Saturn 2D capabilities and all the new characters and backgrounds in the game this is one release to wave in the face of your PlayStation owning friends and laugh! More soon.

Ultimate MK3 on the Saturn will be the definitive arcade conversion without a doubt.

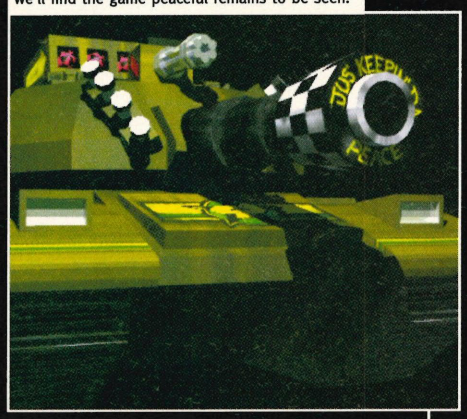


SHELLSHOCK

Core Design
March

Following on from the huge success of their helicopter game *Firestorm: Thunderhawk 2*, Core Design are sticking with the military theme. *Shellshock* puts the player in charge of a huge tank, fully armed up and raring to go. With the same 3D visual style as *Firestorm* and a brilliant CD soundtrack accompanying the action this should be an interesting release. They even went so far as to release 12" remixes of the music to all press – they're that proud of the game's music! A review will be on these pages next issue.

'Jus keepin' da peace' is the slogan, but whether we'll find the game peaceful remains to be seen.



We couldn't find any screenshots to show you so here's a nice rendered picture of a tank instead.

This is one of Core Design's creations to head up the game. Cool, isn't he?

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Letters

No magazine is complete without a letters page, but it was difficulty to produce one for the first issue. Unless you go down the road that so many magazines have travelled and make them all up yourself – but that's a bit sad, isn't it? Well, these letters are all genuine correspondence whether by written letter or Email. You can write to me with any question or query you may have regarding the Saturn, its games or anything Sega related and I'll endeavour to put you straight. Or, if you have the technology why not Email me instead?

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IS SMALL BEAUTIFUL?

Hi Nick,
Firstly, congratulations on the first issue of SATURN+, it's nice to have an independent Saturn mag. It does seem like you've got the market to yourself, as Future's pro-PSX bias makes it increasingly unlikely that they'll follow your lead, so good luck!

Now a few questions. (Yes, they had to come!)

1. Why is the mag so small? £5.99 for 68 pages? I mean, with the number of half-page reviews in the mag I'm sure you could have beefed it up a bit. Okay, the content (which is excellent BTW) is more important than the size, but it would be nice to have some of the former.

2. Why do you only have a single demo on the cover CD? The PC mags have loads. While I understand that a lot of the PC stuff is zipped so it can be expanded onto a hard disk (which the Saturn obviously cannot do), I'm sure you could have got more than one demo (after all, Sega Saturn Mag had four playable demos). Any chance of two or three in the future?

3. Are you the same Nick Roberts that used to work for Crash! ZX Spectrum back in the Eighties? Are you by any chance related? I think we should be told.

To conclude, I think that SATURN+ is a good mag with a bright future, and I will continue to buy it, but it would be nice if you made it a bit better value for money!
BFN,
Jim Caris, myl@fastnet.co.uk

Only 68 pages but perfectly formed and packed with information don't you think? Thanks for all the compliments Jim. The reason SATURN+ has only been 68 pages for the last couple of issues is a simple one – you start small and build on what you create from the magazine. I'm hot on the publisher's trail to get the page numbers increased so don't you fret!

Only one demo? Well have you ever tried programming Saturn demos? I rely on what the software companies can offer me, and most of them are geared up to producing single game demos of their forthcoming products. Most demos use up the whole CD in music and FMV so it's tricky to compile them all onto one disc. I'm in negotiations with various software houses to produce a multi-game CD of their wares and you'll be the first to know if this comes off. In the meantime, I hope you enjoy Deadly Skies this issue.

Oh, and I am the same Nick Roberts, not an impostor. I have no twin brother (as far as I know). Those were the days eh? The Eighties. Spending all afternoon loading *Out Run* on the Spectrum, just to find it was a multi-load and the game CRASHed after the first level. Who needs 32-bit CD software eh? WE DO!

DOWN IN THE DEMO DUMPS

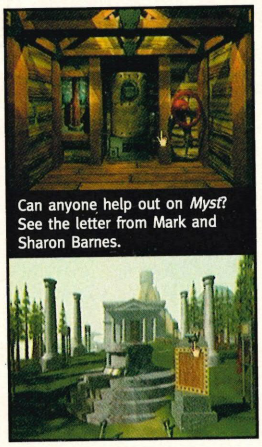
Dear SATURN+,
I just thought I'd write (or should that be type?) to congratulate you on such a brilliantly executed magazine, never before have we had a mag that can confront those PSX mags with discs on the front, I have to offer a bit of my opinion though, the disc was great but I think it would be better if there were more playable demos of new games and also watch only demos. I think this is a better idea then just one because say the next disc contained a demo of *VF2* – whilst this would be an excellent disc, after forking out 50 quid for the game last week, I'm not going to spend another six quid just for the mag, producing a disc with multiple demos would be more compelling to the buyer I'm sure.

This minor quibble aside, the mag is great. Keep up the good work. (Sorry if there're any mistakes, I'm writing on the CD-i with a joypad!)

All the best, hear from ya soon.
Chris, chrisl@mailhost.cd-online.co.uk

Neil Adamson of Krisalis Software can't believe that Sega aren't producing a Saturn conversion of their *Virtua Striker* arcade game. The game looks perfect for a 32-bit home soccer sim, and even carries Sega Saturn adverts around the outside of the pitch. Okay Sega, *Euro '96* maybe good but why not make the most of the excellent arcade machine you've already got?

You don't want to be using a CD-i – they're rubbish! Take a look at the previous letter for an answer to your demo quibbles. There's only



Can anyone help out on *Myst*? See the letter from Mark and Sharon Barnes.

been one Saturn multi-game demo so far, and that was a complete fluke and cost a fortune to produce. Don't fret. Once the software companies know what they're doing the demos will come thick and fast.

TOP OF THE LEAGUE

Hello SATURN+,
I've just read your 1996 preview, and I'm shocked that there's no mention of *Virtua Striker*. In my opinion the best arcade game going. Are they not releasing it then? Have they not seen the crowds that gather round to watch it, never mind play it? I partly bought my Saturn because I thought this was sure to be released. What's with this *Victory Goal Remix* crap? If you have a word with Sega please tell 'em to get their act together. Tell them we'll convert it if they want)! Anyway, sorry to rant on, but everyone seems to have completely forgotten about this ace game, including yourselves. As for your mag, it's decent. But, what about the people that don't want a CD, i.e. non-Saturn owners (yes, they do buy Saturn mags) and owners of import machines with no converter. Six quid's a bit steep for those people. Get some reader's letters in there, some Q&A, arcade games and some Sega interviews and it'll be pretty good. Announce that Virtua Striker is to be released and it'll be even better! See Ya!
Neil Adamson, Krisalis Software, nadamson@krisalis.demon.co.uk

I've played *Virtua Striker* down at Sega World and I must agree that it's a top game. It even has Sega Saturn adverts around the outside of the pitch, so you'd have thought a conversion would be on the cards – but alas, no. I asked Sega's UK PR guy, Mark Maslowicz, and he said to take a look at *Euro '96* (over on page 21 this issue) instead as there was no *Virtua Striker* conversion planned. Boo, hiss. Write to Sega and demand one now!

MIFFED ON MYST

Dear Nick Roberts,
We bought your Saturn mag for the first time today, it's really, really good. We've had our Saturn since December, it's brilliant. Our favourite game is *Virtua Cop* (we can't wait for *Virtua Cop 2* to come out) and *Virtua Fighter*.

We also have bought *Myst*, I know it hasn't had very good reports but my wife and myself love stopping up late trying to crack the God damn thing!! This is where we would like your help.

In the first world we think we have got most of the clues, we can't get the space ship to go off and also in the dark world we don't know how to unlock the lighthouse. It's driving us mad because we are stick. Please, please help!
Mark and Sharon Barnes, Strensall
PS. The *Victory Boxing* demo was great!

Sega Rally may be revving it up in the arcades at the moment, but surely *Out Run* deserves a conversion too – see Comment.

Glad you like the magazine. I must say you are the first husband and wife games playing team I've ever had a letter from, but don't let that put you off! I'm sorry, I can't help you on *Myst*, except to point you to a 'Making of Myst' video hint for the game that's in the tips and cheats this month. Does anyone out there know how to solve Mark and Sharon's problem. Write in and I'll pass the information on.

PATHETIC PSX?

Dear SATURN+,
After reading your new fantastic magazine I have decided to write to you, to search your minds for answers to some questions I have.

On page seven of Issue 1 you show a plan of the inside of the Saturn. Very impressive but people say it cannot match the PlayStation when it comes to graphics. How can this be?

Being the proud owner of a new Saturn and having *Virtua Cop* I must say this game is the biz. I've also ordered *Sega Rally* and *Virtua Fighter 2* which I hope to have by the time you read this letter. Surely these three titles are the sort of high standard Sega will have to produce to defeat the PlayStation?

Reviews say that over Christmas the PlayStation out sold the Saturn 3 to 1 and some retailers said it was more like 8 to 1. For me this is very worrying as I'm sure it is for other Saturn owners.

Do you have any ideas if what titles of playable demos will be available in future issues? Do you have, or can you obtain, any *Sega Rally* posters – which I am willing to purchase? I've played a demo and this game surely will launch the Saturn in a big way!

I've noticed Nintendo and the Ultra 64 are burying the hatchet in CD consoles saying they're s.l.o.w and that they have not got the ability to perform when it comes to these new Silicon Graphics. Is this part of the game in the battle for supremacy?

Many thanks for your time and kind co-operation in dealing with my queries. I'm extremely grateful.

May I just finish by saying that your SATURN+ mag is brill, it's the console mag for the future and I will continue to buy it and even share it with my friends to show them I've made the right decision.

I look forward to hearing from you and any publication of the questions asked would be very much appreciated.
Peter Getty, Ballycastle, Co Antrim

And the Saturn Vs PlayStation battle goes on. People who claim that the PlayStation is more powerful than the Saturn are wrong. Both machines are capable of producing top notch 32-bit software – but they do have their differences. The PlayStation is slightly better at producing 3D polygons for example, but then the Saturn can handle 2D fighting games much more effectively. The Saturn is in fact 1.5 times faster than the PlayStation and can of course be expanded into new areas like Video CD, Photo CD and the internet. To do all these things the PlayStation would have to be scrapped and started again!

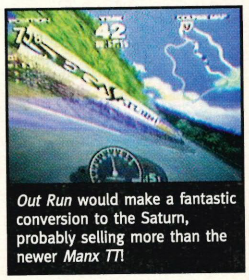
As for Nintendo's Ultra 64. I'm sure it's going to be good but I don't fancy paying £80-£90+ for a game – do you?

COMMENT

In this section of the magazine we're going to suggest a Saturn related idea and want to know what you think of it and whether we should all pressurise Sega into making a move. If you agree with our suggestions, just write in to the usual letters address. The more letters and names we get, the more of a case we have to put to Sega. This month...

• With the huge success of arcade conversions *Sega Rally*, *Virtua Cop* and *Virtua Fighter 2* why don't Sega release an 'Arcade Classics' CD with their greatest coin-op triumphs perfectly converted to the Saturn? Games like *Out Run*, *Enduro Racer*, *Space Harrier* and *After Burner* were all massive in the arcades, and would be quite simple to produce for a 32-bit console.

I for one would pay good money to play my favourite driving game, *Out Run*, in my own home.
What do you think?



Out Run would make a fantastic conversion to the Saturn, probably selling more than the newer *Manx TT*!

EARTHWO

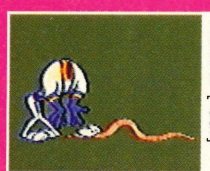
WORM BLOWING

It's the animation that original programmers Shiny Entertainment created that really 'shines' out on the Saturn version of the game. All the frames were originally created in hi-res mode, then downgraded for the Mega Drive so this time we get them in all their glory. Just take a look at this death sequence for our little worm – he's really blown it now!

number [one]

number [two]

number [three]

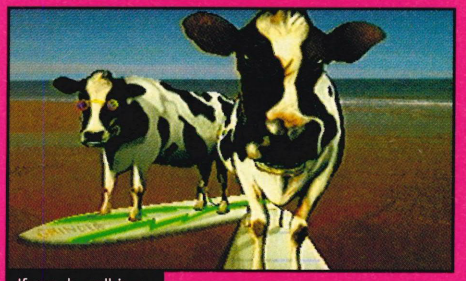

number [four]

If someone asked you to name the greatest platform game star of all time, who would you come up with? Mario? Sonic? Or maybe even Earthworm Jim! The little wriggler in a giant robo-suit has been wowing audiences on the Mega Drive for years now, in two top ranking games. Now he's raring to go on the Saturn – but Shiny Entertainment, the creators of Jim, have taken a back seat.

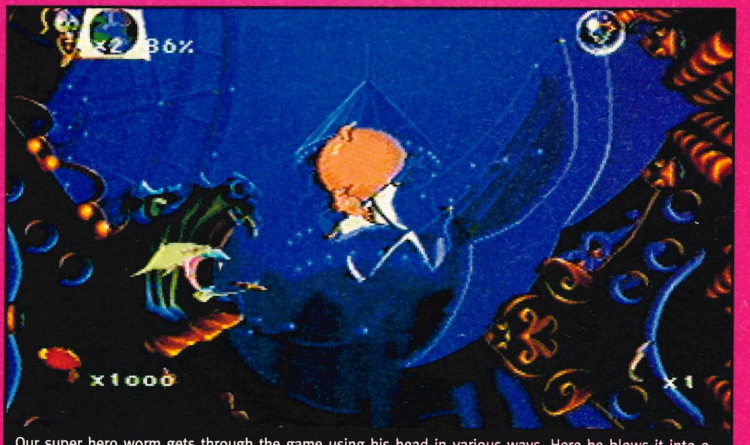
This 32-bit enhanced version of *Earthworm Jim 2* is to be released by American company Playmates in the US and follows the same layout as the original. Jim must leap and run around the platform levels using either his trusty gun, a snot rope or his head as a whip to polish off the piles of enemies that attack at every opportunity. There are plenty of hidden secrets in each level and power-ups galore. You'll just have to explore all the nooks and crannies to find them all. On top of the platform action there are hilarious set pieces that demand different gameplay skills. Riding on a chair lift avoiding falling grannies and taking on a goldfish in a *Mortal Kombat*-style fight are just a couple that spring to mind.

He may be king of the 16-bit platform game, but can he cut the mustard in the next generation? With Clockwork Knight and Bug watching closely, Earthworm Jim comes out of hiding...

Watch out for the electric chairs dotted around the first few levels. One touch and they'll zap Jim to oblivion!



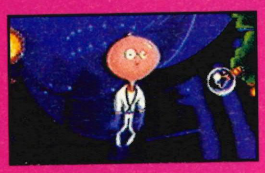
If you do well in a level these two cows come on the screen and congratulate you! Don't ask me why they're on surf boards, I just don't know!



Our super hero worm gets through the game using his head in various ways. Here he blows it into a balloon and rises high above the circus.

Any fan of *Mortal Kombat* will instantly recognise this scene. Jim discovers a goldfish swimming around in a bowl at the end of the first batch of levels. Then the word FIGHT comes on screen and you assume a scrap is about to commence. Instead Jim just picks up the fish and swallows it whole! It's this wacky sense of humour that really makes *Earthworm Jim 2* shine out from the usual boring platform game. This will be an essential purchase.

RM JIM 2



Another strange scene from the game. If you don't slide a pig down the pig chute before trying the cross the lake this geezer jumps up and punches Jim on the nose. I hope the inventor of all this stuff is seeking psychiatric help or something!

LOGO LAUGHS

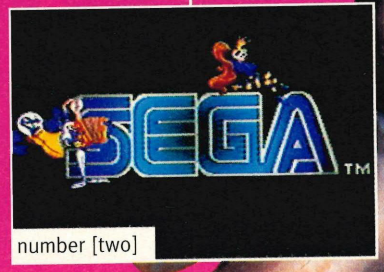
The Mega Drive has long been famous for it's entertaining Sega logos at the start of some of the more outrageous games, but the Saturn has missed out on this phenomenon so far. Well *Earthworm Jim 2* puts all that right with this right larf of an intro.

Jim is happily playing the accordion for his young lady when Psycrow taps him on the shoulder to distract his attention, then kidnaps his woman Princess What's-Her-Name. Needless to say his accordion playing goes down hill after that!

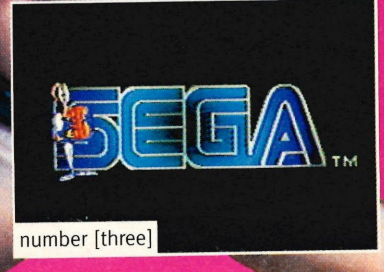
The game is packed full of this warped sense of humour – picking up pigs and pushing them down slides to stop monsters, being congratulated by cows on surf boards at the end of each stage and using your head as a balloon are just some of the mad things you'll encounter. You really are guaranteed a right laugh if you're playing the game for the first time – they can all start to annoy after the third or fourth time.

But what have Screaming Pink software done to give Jim a 32-bit feel? Well all the backgrounds and animation have been recreated using the original files, giving them a much crisper and more professional look than on the Mega Drive. Using the CD, the music is of course of much higher quality too with some excellent backing tunes including our particular favourite – a Highland fling!

number [one]



number [two]



number [three]

JIM WHO?

The story of Earthworm Jim begins on a far off planet where an evil Queen commissioned a mad scientist, Professor Monkey-for-a-head, to deliver a super power suit to make her all-powerful. As the suit was being delivered it was dropped and fell to Earth, landing on a poor defenseless worm.

This little spineless creature was instantly transformed into the most muscular worm in history with extraordinary physical powers.

Complimenting these superpowers a set of powerful and exotic gadgets were included in the suit to help fight enemies and look great in a video game. And there are plenty of enemies lurking around Jim's world...

1.Evil –The Cat from Heck

He's a fanged feline ruler of a prison planet who can turn from a tame tabby into a frothing demon.

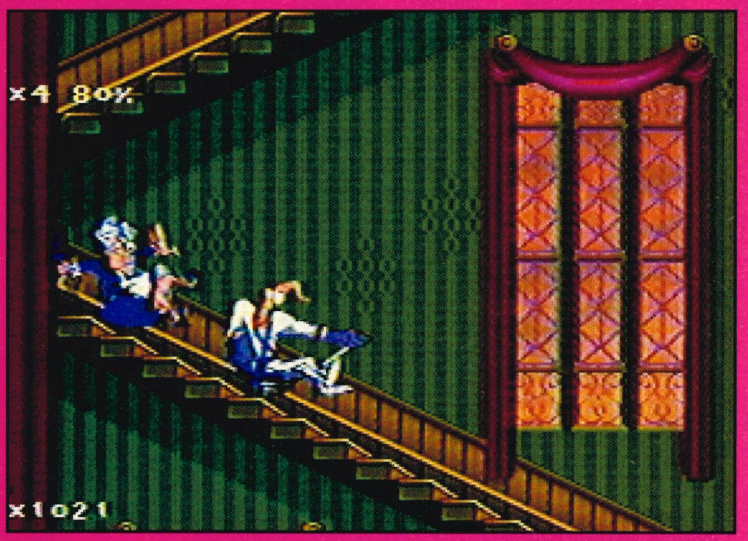
2.Queen

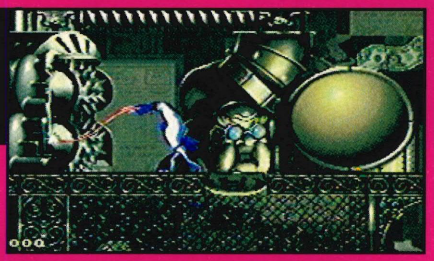
Isn't she ugly? This is the horrible incarnation that originally ordered Jim's super suit.

3.Bob

The most intelligent and ambitious goldfish in the cosmos. He's a spiteful fish who will do anything to get his fins on Jim's suit.

Between levels there are special animated sequences to play out the story of Jim. Here our hero throws up a weight to catapult himself up into the air and on into the circus level.

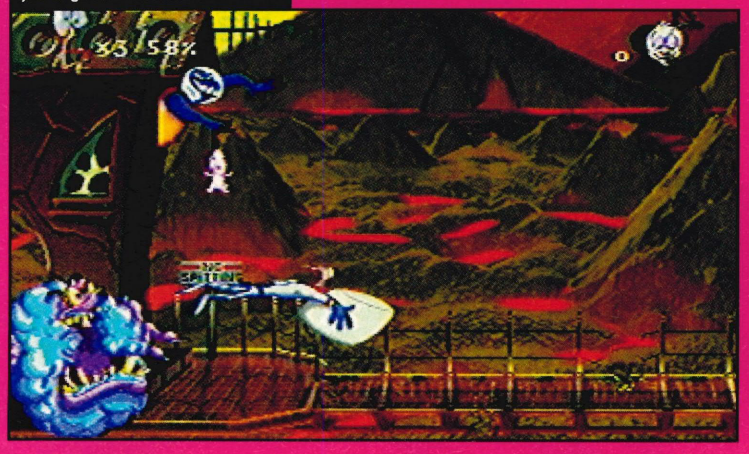




You've really got to be careful when taking Jim around heavy machinery. He can easily get his head caught in the big rollers and end up sucked through. You can find new exits and secrets by mangling Mr Worm though.

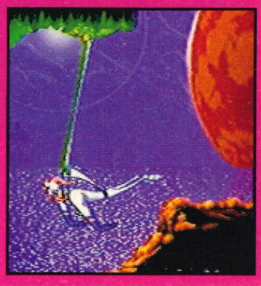
Come on Jim, put your back into it! Many of the puzzles in the game involve carrying pigs from one place to the next.

Oh the horror of it all! These poor defenceless puppies can a right roughing up from Psycrow and you've got to save them.



The original *Jim 2* wasn't all platforms and laughs though, there were special 3D sections too with Jim flying on the back of a rocket. Unfortunately these weren't in the version we got to play, but we are assured they'll turn up in the finished game in some shape or form. There's also the possibility of a nice new intro sequence to give some background on Jim and his mates – we'll just have to wait and see.

Whatever Screaming Pink and Playmates decide to put in the finished game, there's one thing for sure – *Earthworm Jim 2* is one highly playable platform adventure. There's no official UK released planned just yet, Playmates are still looking for a suitable publisher, but the game will be available on import very soon. Being platform game fans, we at Saturn+ just can't wait to get stuck into the Earthworm Jim world in 32-bit!



You'll have come across the bad characters in platform games before, but you'll have never seen anything like the ones in *Earthworm Jim 2*. This masked man with a mace just smacks our hero on the head repeatedly given half a chance. You've got to keep out of his way and chase after a mouse in a revolving cage!

SATURN+ VITAL INFORMATION

PUBLISHER:	Playmates
DEVELOPER:	Screaming Pink
RELEASE DATE:	UK unconfirmed

Platform game

One

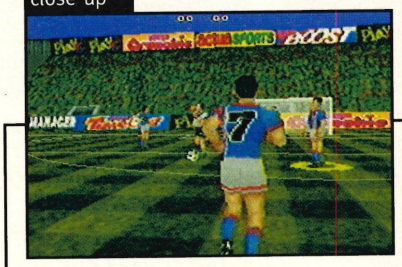
USA, from a Mega Drive original

% COMPLETE

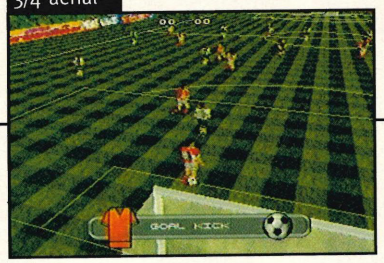
ninety

PERCENT

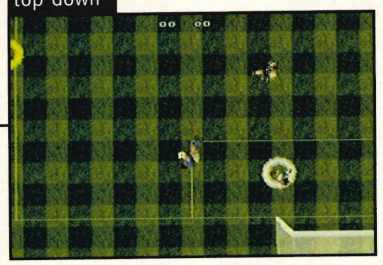
close up



3/4 aerial



top down

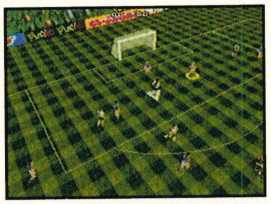


SOCCER SIGHTS

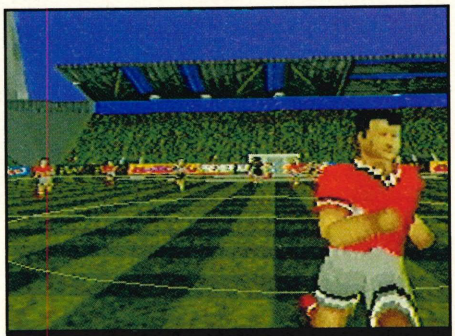
Well, it wouldn't be a 32-bit soccer game if you couldn't select from a multitude of different viewpoints. Gremlin have included the option to swap between views at any time in the game, without having to halt the action. This not only gives a quick transition but means you can confuse your opponent too!

EURO '96

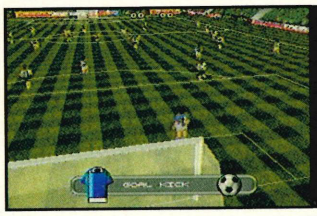
It's a joyous time for Saturn owners with PlayStation conversions coming thick and fast – but not a chance in hell of them getting anything from Sega! Gremlin now join the party with a conversion of their highly acclaimed Actua Soccer.



Take no notice of the Cadbury's adverts around the outside of the pitch. The deal hasn't been done for *Euro '96*.



With all the other players up the other end of the pitch, you do begin to wonder what the hell this guy is running away from! He's a bit of an ugly bugger too – don't you think?



The thing about all these soccer games is that there's just too much choice in the viewpoint department. Let's just get down to playing the bleedin' game!

This soccer game

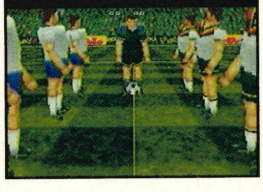
is *Actua Soccer* – but it's not. Confused? Well it's quite simple really. Gremlin Interactive have taken the PlayStation *Actua* and converted it over to the Saturn with ease. They'll be releasing this conversion in the US. Europe, on the other hand, gets a whole new game with enhancements, redesigned presentation, more graphics and a new name, *Euro '96*, to tie in with the European championships in the summer.

The enhanced game will contain all 16 Euro '96 teams in four groups, seven real stadiums to play in and the novelty of BBC's Barry Davies commentating all the way through. All the player animation has been redone using more motion capture technology than the original, including some new celebration moves after your team scores a goal. The goalies will be more intelligent too – something of a rarity in football!

Soccer fans are really going to be impressed with the Saturn game and will surely spend hours going through the options and drooling over their favourite team's statistics. All the championship rules will be in the finished game too including sudden death and suspensions for too many bookings.

With a two minute video sequence on the front end of the game, showing highlights from Euro '92, and a release around the hype surrounding Euro '96, Sega had better get duplicating thousands of copies of this game – it's going to be a winner!

The guys all line up for the start of the game. Don't they look nice?



SATURN VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	Gremlin Interactive
RELEASE DATE:	May

Soccer

One or two

UK, from PlayStation *Actua Soccer* original

% COMPLETE

seventy

PERCENT

PANZER

What do baby dragons eat? Small sheep, old grannies or charcoal briquettes? I don't know, but you'd better find out before Sega release their Panzer sequel – there're kids to look after!

One of the most innovative titles from the first batch of Saturn software was undoubtedly *Panzer Dragoon* – and the boffins in Japan are busy working on the sequel.

Bigger, better and less linear than the original they've taken all the best elements of what was already an impressive game and enhanced them around the same game engine. We get to follow the life of a baby dragon this time from birth, through learning to fly and then on to do battle with the big guys. Unfortunately for the dragon he has a rider on his back most of the time so he'll be squashed by the time he's three!

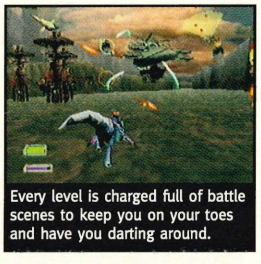
Team Andromeda are the bunch behind *Project Perseus*, the working title of *Panzer Dragoon 2*, and they've been working on this sequel ever since they finished the original game. The key word for the sequel is 'metamorphosis'. After hours of play testing and conversations with punters they've taken on board all the criticisms of *Panzer Dragoon* and hope to put right their wrongs.

Our hero starts out on a running dragon, firing at the plebs showering down from above and mingling all around. There's no taking to the air to escape the nips from these enemies, so a good eye and a swift weapon are needed. The multi-direction control method has been used once more. You can spin around the main character, zoom in and out giving something like 12 different view points in all. In addition to this they've now included a function where you can tilt the viewpoint up and down. This is needed to keep an eye on the masses of monsters.

As you progress through the game the bosses get bigger and badder. This alien reject is only half-way up the nastiness scale – and he's pretty nasty!

THROUGH THE GENERATIONS

As you play *Panzer Dragoon 2* you learn with the dragon you're given for the game. As he grows up he learns new skills and gains experience depending on your game playing abilities. Here's a look at the whole dragon family. Granddad, dad and baby – the older they get, the better they handle!



Every level is charged full of battle scenes to keep you on your toes and have you darting around.

On reaching the end of the first level you'll soon discover the next big improvement in *Panzer 2*. You can now select which direction you take, shaping your own game as you go and taking a different route through the game each time you play if you wish. For example, you can go through the centre of a mountain, attacking the sand crawlers that scurry about within, or take the route around the outside and go for a few airborne predators instead.

The metamorphosis theme is continued into the difficulty levels in *Panzer 2*. Many people moaned that the original was far too easy to complete, some went the other way and moaned that it was too hard. Well Team Andromeda has

Your dragon is still equipped with some impressive missile weaponry. I thought these things breathed fire!

Don't ask me what that bloke is riding because half of it seems to have fallen off somewhere down the line. The shifting viewpoint in *Panzer 2* really brings the game to life.

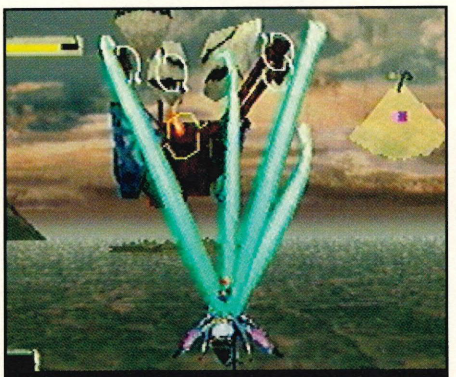
DRAGOON 2

Note the eery green water effect. You can appreciate this in screen shots – it looks lovely!

solved all those problems with this game. The Saturn will monitor how good a player is at the game and award the dragon new abilities accordingly. If you're complete rubbish you'll be in dragon play school forever, but do well and your dragon will soon be glowing with new weapons and learning to fly. Another great new feature is the berserk mode. With one press of the fire button you can blast out a frantic attack with whatever weapon is handy – excellent!

The version we played was early, only around 40% complete in fact! But already the game is shaping up to be a worthy sequel. If you thought *Panzer Dragoon* was good, then you ain't seen nothing yet!

All these wonderful arcade conversions are all well and good, but Sega have always need top quality original software to keep the Saturn interest high.

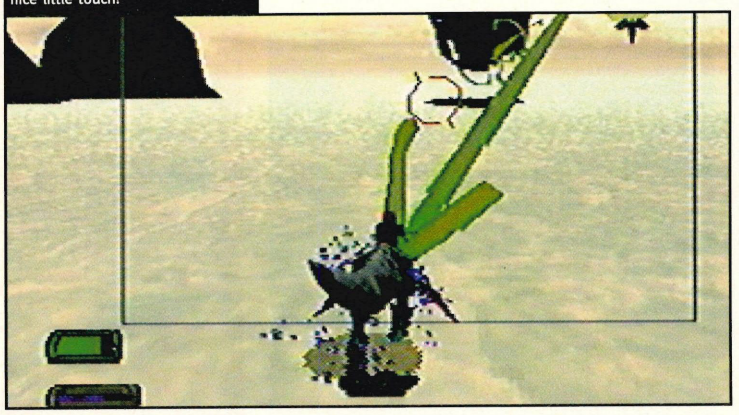


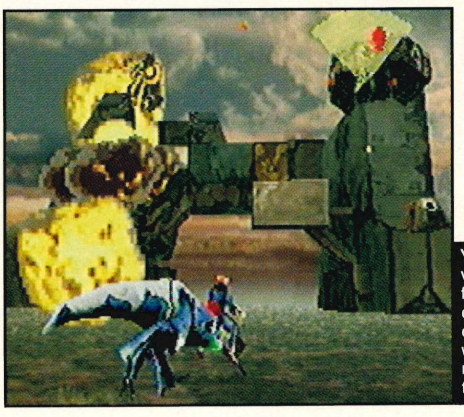
If you get bored of killing all the weird and wonderful creatures around the game you can always have your own private firework display with the green missiles. The team behind this sequel have listened closely to their critics and are stiving to make *Panzer Dragoon 2* the ultimate 3D shoot-'em-up. As we went to press the finished game came in and it's looking hot!

There are plenty of deep, dark caves to be explored later in the game.

Down in the shubbery things are getting tough. Especially if that giant spider attacks!

This is the berzerk mode in all its glory. If things are getting a little tough you can just press the berzerk button (assuming you have any icons you've picked up) and your dragon will attack with all the ferocity of a rabid lion. A nice little touch!

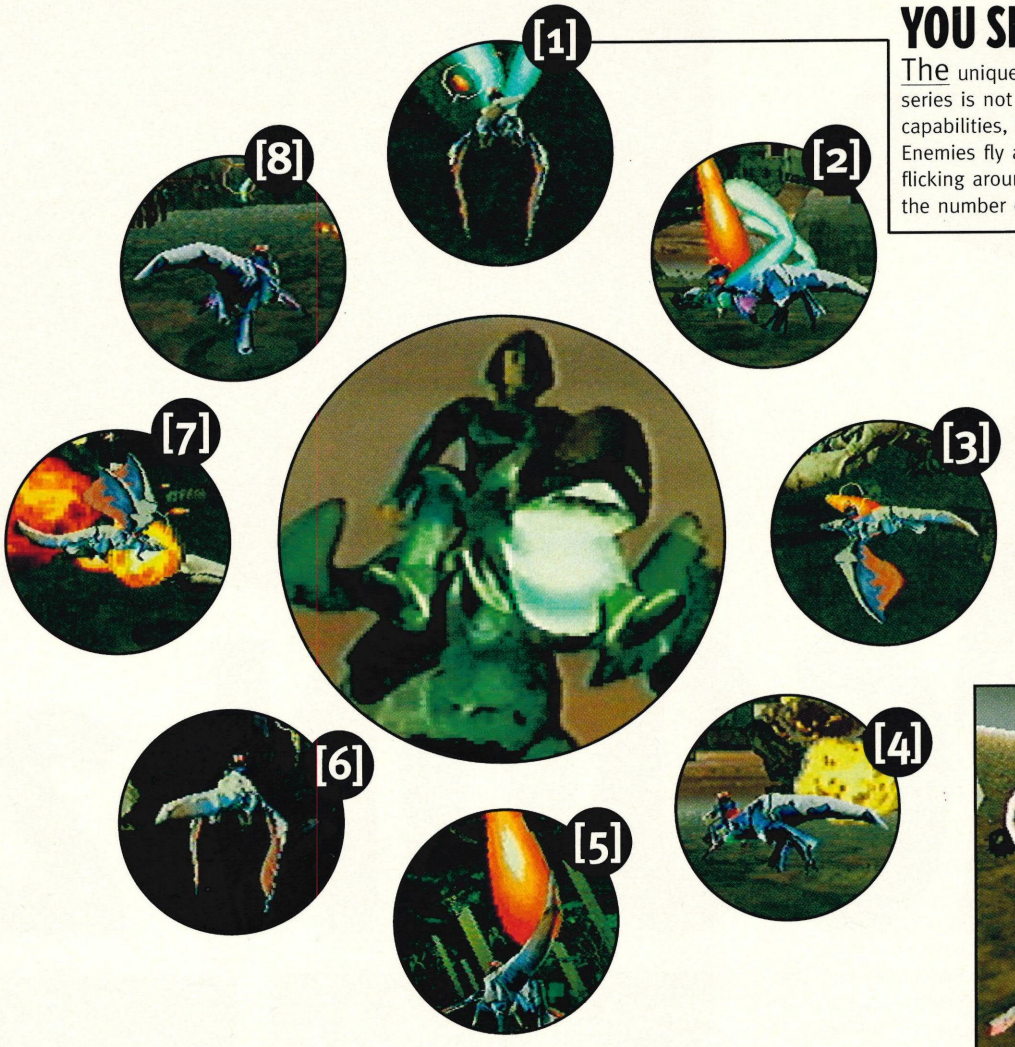




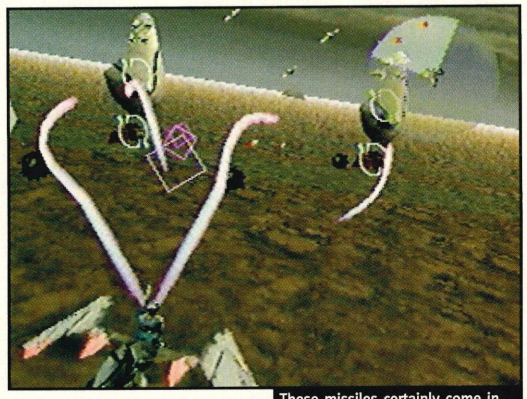
You get an enormous feeling of vulnerability when your dragon can't fly. All you can do to avoid the falling debris is scamper off in the opposite direction. Not having any decent wings doesn't stop our duo causing mass death and destruction around the level – just look at that explosion!

YOU SPIN ME RIGHT ROUND!

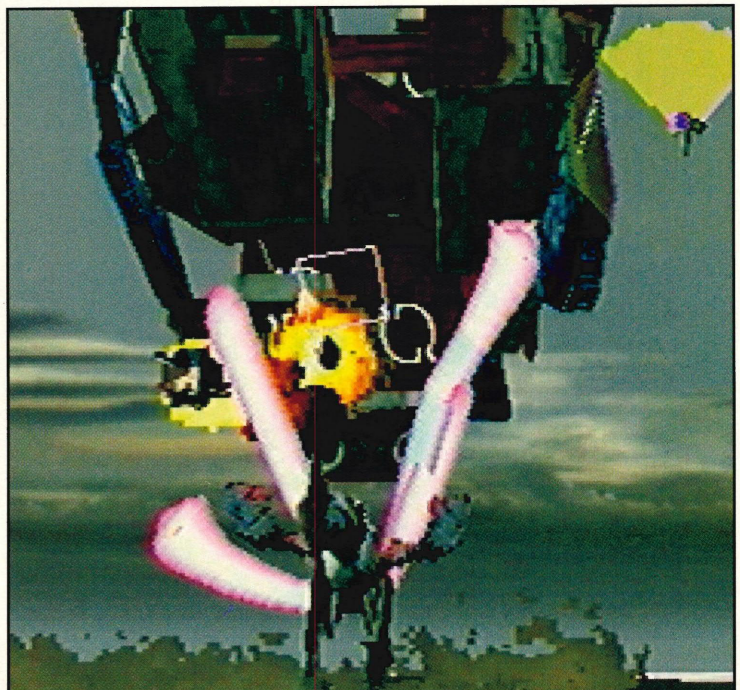
The unique viewpoint control system in the *Panzer Dragoon* series is not only an impressive demo of the Saturn's capabilities, it's an essential element of the gameplay. Enemies fly at you from all directions so you've got to keep flicking around to keep an eye on them all. Just take a look at the number of viewpoints on offer here – it's astounding!



Arrgh! That alien boss is back again, this time in a side-on attack. Just look at those terrifying claws!



These missiles certainly come in an attractive variety of colours. Note the radar up in the top right of the screen. This is essential to show you which direction to face and fire while your dragon handles the flying.



Each big bad boss attacks in a variety of stages. First of all they will make a passing sweep, as if assessing the might of you and your dragon. Then they'll move in for the first attack, throwing the odd missile at you and making your life a misery with falling debris. As long as you keep locking on with missiles and firing the normal machine gun cannon at all times they should soon be on their way to the big video game boss graveyard in the sky!

The geezers inside those gun turrets won't know what has hit them in a few seconds time!

These special banana bombs really do their stuff – but mind you don't slip on the skins!

SATURN+ VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	Team Andromeda
RELEASE DATE:	June
	3D shoot-'em-up
	One
	Japan

% COMPLETE

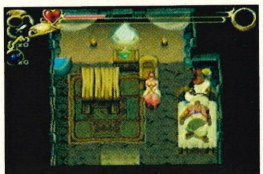
forty PERCENT

THE LEGEND OF THOR

The fantastic new follow up to the hit Mega Drive game, The Story of Thor, is coming to the Saturn and it's looking twice as good...

In the arcade

role playing world of the Mega Drive, *The Story Of Thor* stood apart from the rest, purely because it contained elements of an arcade beat-'em-up as well as all the traditional RPG trimmings. It was a roaring success and now *The Legend Of Thor* looks set to take RPG games a step further in the right direction – onto the Saturn.



Throughout his massive quest, Ali can visit numerous buildings and houses. Once he enters a doorway, the viewpoint switches to the inside, where Ali can interact with other characters.

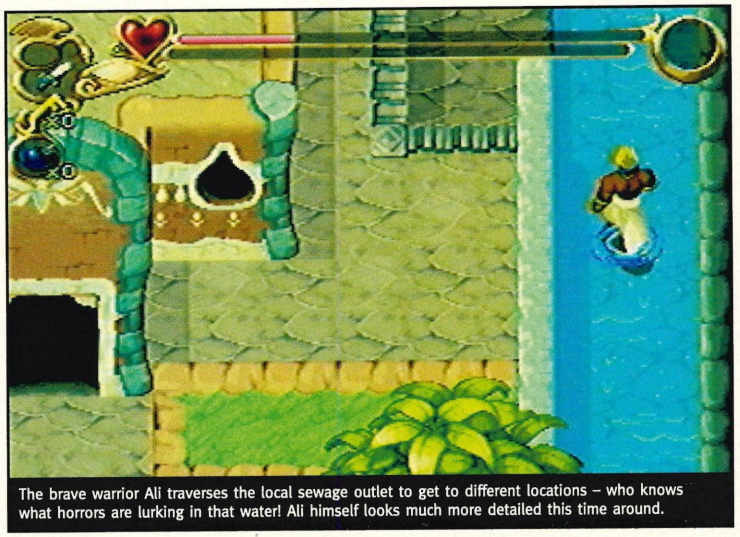
Taking a birds-eye view viewpoint, *The Legend Of Thor* features Ali, the brave warrior from the original. Once again he must traverse a vast fantasy world, and it's not going to be easy. Ali can explore villages, meet characters and collect special items to defend himself against enemy attacks. Swords, magic potions and special moves must all be learned or collected if Ali is to successfully complete his quest. He can also learn special arts moves and charge into opponents to defend himself. As the game goes on, Ali gradually becomes stronger and can reach new areas, so a good deal of exploration is required.

The Legend Of Thor has a massive play area, teeming with monsters and traps to catch out the unwary Ali. One thing's for sure, this will be twice as big but twice as hard as the original. The visuals are very eye catching, the backdrops and characters are well detailed, and the whole game seems to have benefited from its 32-bit enhancements. Saturn owners have been crying out for a decent RPG, and *The Legend Of Thor* will undoubtedly be a huge Saturn release!

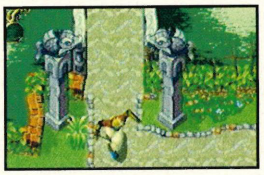
Ali must chat to some important characters if he is to get anywhere in his quest, as some of them hold vital objects...
A weird temple filled with waterfalls sets the scene for this part of the quest – danger is around the corner!

In *Legend Of Thor*, not everything is as safe as it seems!

A walk in the park isn't even safe anymore!



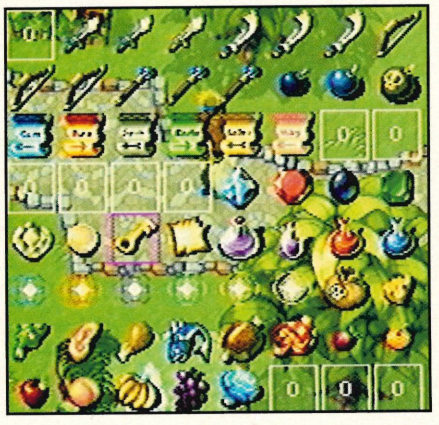
The brave warrior Ali traverses the local sewage outlet to get to different locations – who knows what horrors are lurking in that water! Ali himself looks much more detailed this time around.



The visuals are much brighter in *Legend Of Thor*, yet the monsters are trickier to defeat!

OBJECTS OF DESIRE

The version of *Thor* that we played was unfinished, and allowed all the objects to be shown at once. 'What a great idea for a box out', we thought. It's unconfirmed whether Sega will release the game in the UK yet, but it will be available on US import very soon.



SATURN VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	Sega of Japan
RELEASE DATE:	UK unconfirmed
	Action/RPG
	One
	Japan, sequel to Mega Drive *The Story of Thor*

% COMPLETE

forty

PERCENT

Anastasi

Arial

Arian

Chang

Dekka

Jackson

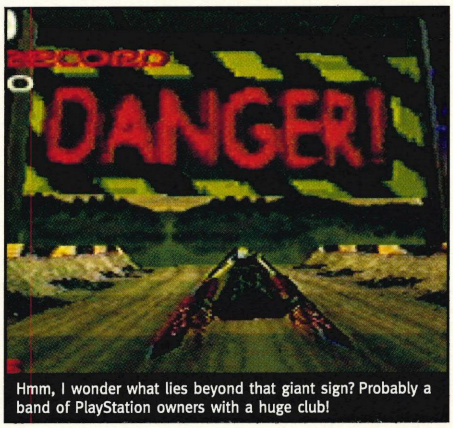
Solaar

Sofia

WIPEOUT

Name the PlayStation game that wowed everyone last Christmas? Stuck? Well Psygnosis know – they thought it was so good it deserved to have a Saturn conversion...

This looks just like the scene outside the SATURN+ offices as we write this issue. Ice and snow don't have much of an effect on anti-gravity vehicles – it's just makes the background pretty.



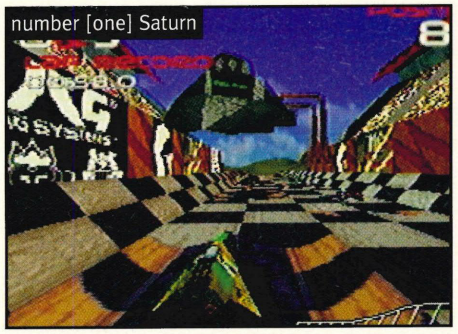
Hmm, I wonder what lies beyond that giant sign? Probably a band of PlayStation owners with a huge club!

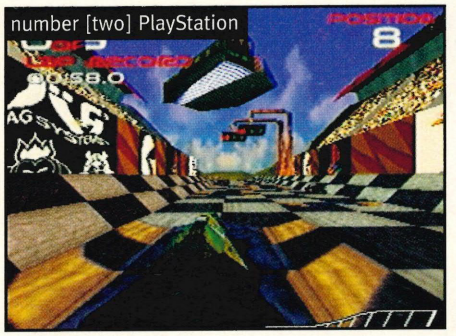
FUTURE SHOCKERS

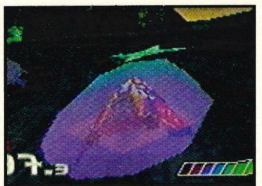
Cars are out in the future, anti-gravity vehicles are in. They don't have wheels so punctures aren't a problem and thieves can't break in as you can park them in a hover position six feet in the air (many thanks to the gits who smashed my car window this month – Nick)! They've got snazzy paint jobs too...

SATURN VS PLAYSTATION

It's time for the ultimate test. Which version of *Wipeout* is the best? Saturn or PlayStation? Take a look at these two screen shots and decide for yourself. We think they both look smart!






The shield mode isn't quite perfect on the Saturn yet, Psygnosis are working on a new visual effect.

Very pink! Some of the levels are simply gorgeous – but you don't get chance to admire them.

When Wipeout was

released on the PlayStation it sent everyone wild. The speed of the tracks, the unique handling of the vehicles and the gorgeous graphics – 32-bit gaming had definitely arrived. At the time Sega had nothing to really compete with the game, giving PlayStation owners much to mock. Well now the joke is on them because Saturn owners will soon be able to play a perfect conversion of the game – and the chance of Sony ever getting a conversion of *Sega Rally* or *Virtua Fighter 2* is nil!

Wipeout on Saturn is everything the PlayStation game was – and is one tough challenge. There are two racing categories to master. Venom class offers six varied courses packed full of jumps, tunnels, twists and splits in the road. You have seven arch rivals to race against and using the speed up ramps, power-ups and missile launcher you must come in the top three to qualify. If you're good enough you'll graduate to Rapier class where the tracks are fundamentally the same except for a few new backdrops, but this time they've turned up the speed to the frantic setting!

Single race or time trial options are included and practicing is a must if you're going to master the controls of these weird anti-gravity machines. You see, wheels are not cool in the future. Instead your vehicle bounces around as if it were on a cushion of air. This is quite a clever little ploy by Psygnosis actually. With no wheels to deal with the physics of sticking the 'car' to the road and calculating its reaction to corners and bumps can be thrown out of the window. After all – who knows how things will be in the future?

They've basically been allowed to make it up as they go along!

Music is a strong element in *Wipeout* too. The backing tracks for each stage are hi-energy techno tunes created by the likes of *Orbital* and *The Chemical Brothers* and with top design agency *The Designer's Republic* creating all the icons and in-game imagery you've got one hot video game.

All the last minute refinements and additions should be in the game ready for a review in the next issue. It looks like Psygnosis quality is all ready to return to the Sega fold. We wait with baited breath!

This game is one big roller coaster ride with plenty of jumps and twists to bring up your dinner!

Tracks include forks in the road. One way may hold power-ups and wealth, and the other – hell!

Even the best racers in the future get it wrong sometimes! As you can see, the Saturn version has everything the PlayStation original boasted.

Bad luck, lost again. *Wipeout* really is a tough game to play. Just how tough it is we'll tell you next issue.

The finish line may be in sight, but you're in eight position so you might as well give up now!

SATURN VITAL INFORMATION

PUBLISHER:	Psygnosis/Sega
DEVELOPER:	Psygnosis
RELEASE DATE:	March '96

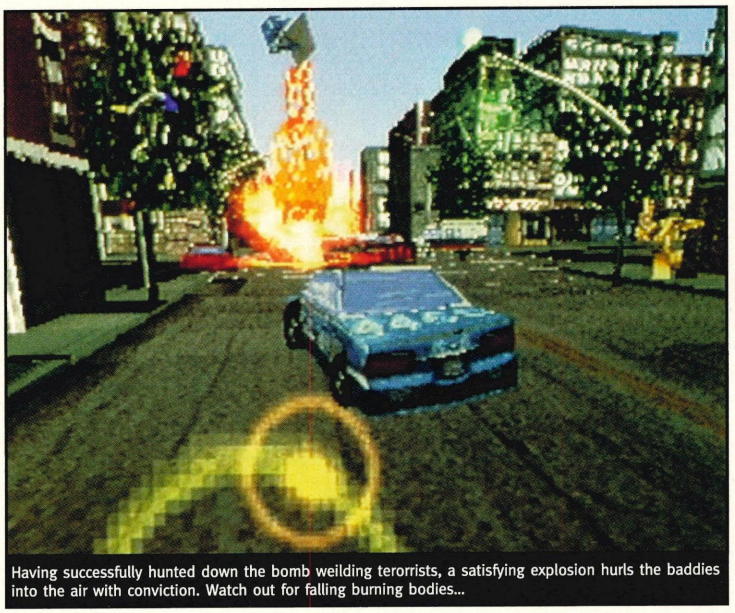
Futuristic racing

One

UK conversion from the PlayStation

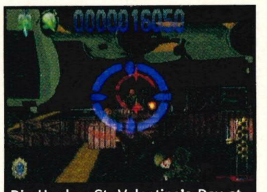
% COMPLETE

eighty PERCENT

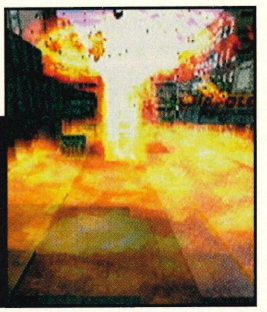


Having successfully hunted down the bomb weilding terorrists, a satisfying explosion hurls the baddies into the air with conviction. Watch out for falling burning bodies...

Die Hard 1: In the basement, it's time to arm up your arsenal and get to the top of the building to rescue the hostages.



Die Hard 2: St. Valentine's Day at Dulles airport. Loadsa weapons and above all, loadsa blood.



As you can see from this picture, the special effects have been meticulously programmed to produce some of the most amazing visual effects yet seen on the Saturn. As well as big explosions, various other effects have been incorporated into all sections of the game to give *Die Hard Trilogy* as much a cinematic feel as possible.

DIE HARD TR

***Saturn** games are already **defining** new **boundaries** of playability, but **Fox Interactive** are about to **push** even further with a **three**-game **epic** that's not going to **Die Hard**. We went in **search** of the ultimate **movie** tie-in...*

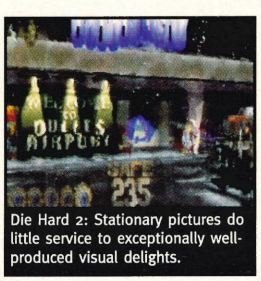
Not satisfied with producing just one kind of game at a time, Probe Entertainment, the team behind *Die Hard Trilogy*, have come up with three all in one big package. Based on the series of films, the trilogy immerses you into each all action film, with missions to accomplish paralleling the Bruce Willis blasting bonanzas.

Part one, played through third person perspective, sees you playing Bruce (authentically barefoot!) equipped with some heavy artillery on a mission to eliminate the evil element holding various hostages in an office block. With 'interactive' scenery where you can basically shoot anything and everything, open doors, shoot plants (and even cut your feet on shattered glass if you're not careful) the attention to detail is remarkably high. More impressive still are the visual mechanics that allow you to see your character wherever he is in the building by looking through the walls – very smart.

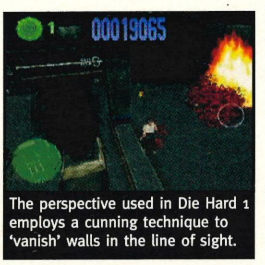
Die Hard 2 takes you to the airport, to a shoot-out similar in style to *Virtua Cop*, only you have to use the joypad in this one. Even at this preview stage the graphics are superbly detailed, and the programmed effects are decidedly... special. With various weapons to pick up as you shoot the enemy, and again, interactive scenery to blast away at, already we have two totally different games in one...

...But there's more. The cherry on the cake is *Die Hard With A Vengeance*. Dropping you into the heart of New York City hunting for various baddies with bombs, this driving section has been based on actual maps of New York to make it exceptionally authentic, even down to 'Don't Walk' lights where the people actually stop and wait and theatre posters you can actually drive up to and read! Wanna drive through Central Park? No problem! If you've ever wanted to mow down a bunch of pedestrians in a New York taxi cab, you can do it! Never before has spattered blood been so faithfully reproduced as in *Die Hard Trilogy*!

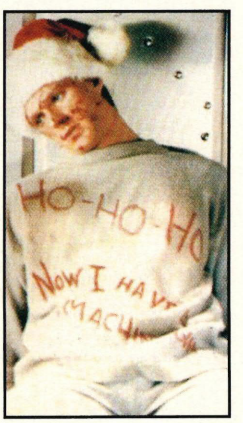
From the preview version we got to play, the game is already looking very impressive, and to compile three different games into one block buster is sheer genius. Hopefully by this Probe Entertainment and Fox Interactive will set a precedent for future releases that guarantee lasting playability. Watch out for more information as soon as...



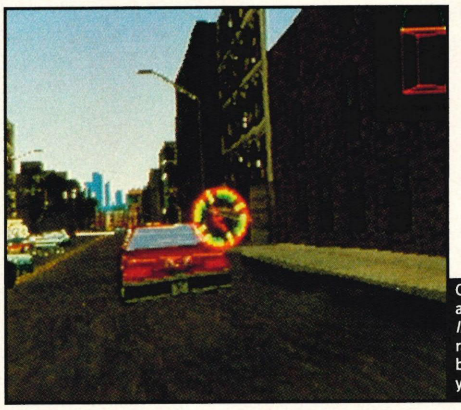
Die Hard 2: Stationary pictures do little service to exceptionally well-produced visual delights.



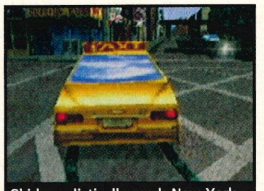
The perspective used in Die Hard 1 employs a cunning technique to 'vanish' walls in the line of sight.



ILOGY

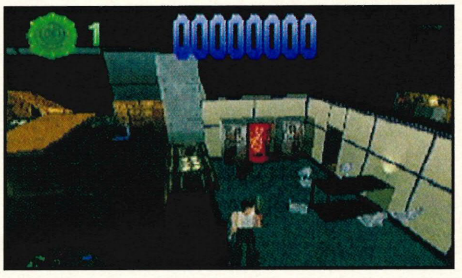


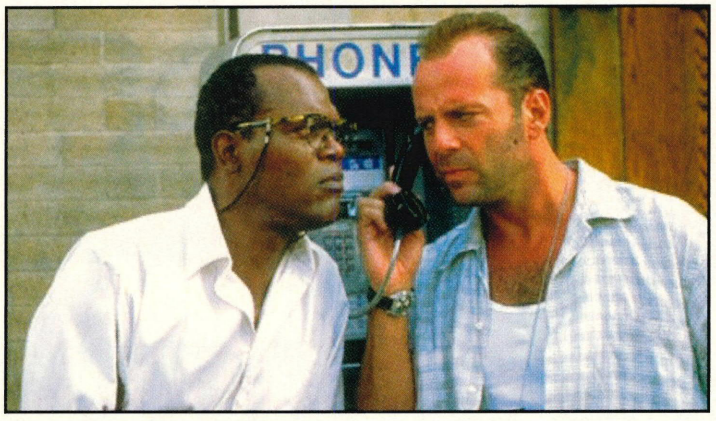
Combining elements of racing games and that arcade classic *Special Criminal Investigation*, Die Hard 3 sees you racing around the streets, bashing the bombers into submission. If you smash your own car, it's time to rob another.



Skids realistically mark New York roads. If you run over a pedestrian, 'blood lines' mark your trail!

Fox Interactive are certainly breaking the mould by publishing three fully produced games in one big package. With most of the product development already complete, all that will remain will be the finishing touches to finish the project. Without a doubt, *Die Hard Trilogy* should be one of the biggest titles to appear on the Saturn to date.





HAVING A BAD DAY?

If you're not having a bad day, Bruce Willis certainly is in the *Die Hard* movies. Never before has one cop got himself into so much trouble – well, except for that nice DC Carver in *The Bill*. Fox Interactive and Probe have obviously been watching the movies closely while producing the game and although they can't use Bruce's face you can recognise the character John McClane from his unmistakable white vest and bare feet!

SATURN VITAL INFORMATION

PUBLISHER: Fox Interactive
DEVELOPER: Probe Entertainment
RELEASE DATE: June

Movie licence/action

One

UK, converted from the hit movies

% COMPLETE
eighty
PERCENT

Don't Get Ma
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TIPS
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CD INVASIO

A LOOK AT THE SATURN IMPORT

Dixons, Game and Toys 'R' Us maybe big names when it comes to the sales of software, but do they really satisfy? There are other ways to enjoy a full and rich Saturn gaming life you know! Saturn+ explores the world of import games.

Have you ever got sick and fed up of waiting for the latest releases to hit the high street stores? Software companies constantly put UK release dates back and when the games do arrive you can bet the shops will be out of stock before you can save up and get down there. Well if you fancy playing some of the top titles before the Saturn majority then have you thought of exploring the import shops?

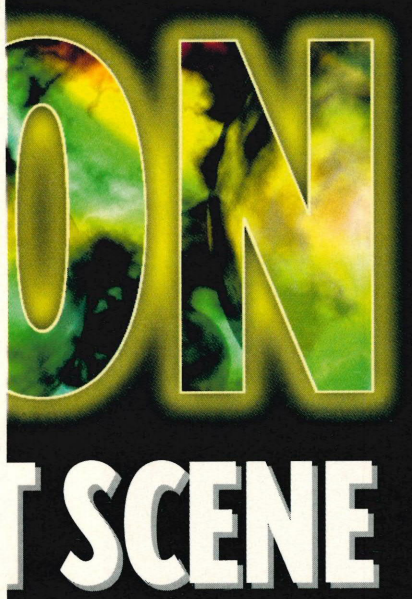
An importer is someone who has contacts in the USA and Japan, and buys a small amount of software from that country. He then sells it on to Joe Public, after bolting on a bit of profit for himself of course. This practice has been frowned upon before now, but there's nothing illegal about it. It just means you get a couple of months head start on your fellow Saturn owner.

Ever since the 8-bit console revolution import games have been trickling into this country. Before that the majority of home computers were home grown with UK companies like Sinclair and Commodore ruling the roost. When Sega and Nintendo got in on the act they made sure their home territory was taken care of first – Japan. Thus, an import business was created.

At the Video Game Centre in Bournemouth you can buy all the latest software and hardware imports from around the world. Some people only buy Japanese games because the packaging is so much more impressive. I hope they can read Japanese!

Bournemouth games guru Martin Bean of the Video Game Centre has been importing software for five and a half years now. He explains his business...

"I buy many of my import games from here in the UK. I have a Japanese contact in London and I place orders through him – I'd rather let him do the dirty work. It's dead easy if I



T SCENE

WIDESCREEN GAMING?

There is a price to pay for all this early gameplay though. Games are designed to play in their specific countries and each country uses a different TV system. America for example uses NTSC where the screen is made up of a unique number of pixels whereas the UK uses PAL with a different screen height. Playing an NTSC game on a PAL machine will result in a 'letter-box' effect where the game is squashed into the middle giving a black border at the top and bottom of the screen. This doesn't effect the game at all, it still plays perfectly, you just don't get the full use out of your monitor or TV.

USA NTSC

UK PAL

JAPAN VS USA

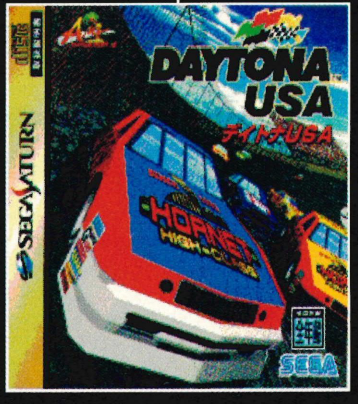
Video games originated in Japan, a country that has always been at the forefront of technology. So it's natural that Sega and all the top software companies should have their headquarters there. Although global releases are more common these days, you can almost guarantee that the top software titles will appear in Japan first, released into Sega's home market. *Virtua Fighter 2* for example was released a good month earlier in Japan where the country is *Virtua* mad. Okay, so we got the game here eventually, but why should we have to wait?

All the top sports games are generally American – and some never even make it into the UK. Sports like Baseball, American Football and Ice Hockey have a limited appeal over here so it's touch and go whether companies release them at all. In this case the only option is to buy the game on import.

Packaging differs from country to country too, and game fans have been known to buy an import game just to own the differently packaged version, often buying the official release too (more money than sense if you ask me).

usa [packaging] ▼

japanese [packaging] ▼



want to order direct from the US or Japan though. I just phone or fax an order as you would with a UK company. They send the games straight away. The only difference is that I have to get them through customs and pay the import duty and tax. These contacts are fairly reliable, although I have been let down a couple of times."

We asked which versions of games sold best...

"You'd be surprised how many people only buy the Japanese versions of Saturn games. The packaging is much better quality you see, with full colour booklets. The Japanese collectors go mad for these – even if they can't read Japanese, it's usually pretty obvious what you have to do in a game. Sega UK have improved their packaging a lot recently though. The US *Virtua Fighter 2* and *Sega Rally* has sold well too – they both came with silver packaging. The *Virtua Cop* guns have been a good seller. The Japanese version is black instead of the UK's blue, and the American version is orange. In the US the gun comes with a sticker telling you not to point it at the police – that's quite a collector's item!"

So now you know. The video games world doesn't end on the high street. Import shops can be found in all the major towns and cities, or you can find their ads in console magazines. Being independent retailers they stock all kinds of things not found in the high street shops, and they'll often do you a good deal too. Go on, give them a try.

CONVERT IT!

The one problem with buying import games is that they won't immediately play on a UK PAL Saturn. Each CD is encoded with a special track that includes the code of the country where the game is supposed to be played. If your Saturn country code doesn't match that of the game's then you'll get a 'This disc is not suitable' message and nothing will happen.

Getting around this little problem is simple. You need a converter cartridge that plugs into the Saturn memory card port at the back. This piece of kit will simply fool your Saturn into playing games from any country. No problem!

There are various models on sale, from high street stores as well as import shops. The Datel Electronics Pro Universal Adapter costs £39.99 and does the job well (if you don't let the dodgy intro screens put you off). They also produce the Action Replay which does the same job, and has the added advantage (and added price at £54.99) of including a special cheat code system where you can select infinite lives and other goodies before starting your game.

A cartridge called the CD+PLUS is another alternative. Slightly cheaper than Datel's model at £29.99 it performs the same task.

SHINING WISDOM

***Role** playing games **have** always excelled in **Japan,** where **they** are a way of **life** for many, but **have** always **been** touch-and-go **in** the UK market. **Sega** hope to **change** all that **with** the release **of** the best **Saturn** RPG yet...*

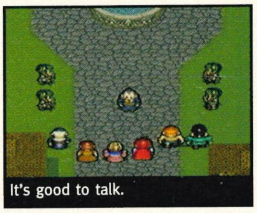
Various RPG titles have been released on the Saturn in Japan, and are available on import. The major problem is the language barrier. It may all look really exciting with excellent graphical effects and storyline, but if the game's in Japanese it's not much use really. *Shining Wisdom* is the first pure RPG to be translated into English by Working Designs, and it'll soon be available on US import.

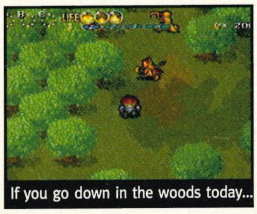
Set in the enchanted land of Odegan, you get to take on the role of Mars, a young lad with a big sword. This land was once a barren wasteland but now flourishes thanks to the help of four earth spirits who protect the place from a vile giant. Sounds like a good storyline for a role playing game to me!

Anyone who remembers the *Legend of Zelda* series from Nintendo will know exactly what to expect from this. All the characters are small, but perfectly formed, and houses, woodland, mountains and caves have all been created in the same cute Japanese style. The main attraction of games like this is the sheer size of them. With a multitude of areas to explore, characters to meet, weapons to use and mysterious objects to place this is a game that will keep players busy for months rather than days. All your in-game data can be stored on the Saturn's back-up memory too, so you can always come back and start playing from exactly where you left off.

Sega UK are unsure of an official release date for *Shining Wisdom* at the moment, but the game will be available on US import over the next couple of months.

The people in *Shining Wisdom* don't seem to mind you walking around their houses and poking your nose into their business!


It's good to talk.


If you go down in the woods today...

SONIC TEAM

Shining Wisdom was created by Sonic Team, the programmers behind the original Mega Drive *Sonic the Hedgehog* game. They've obviously been studying all the successful RPG games hard, as you can see the similarities between this and the likes of *Zelda* on the Super Nintendo.

Even the fairies have something to say.

When all this adventuring gets too much for you, just go to bed. Until some old woman wakes you up that is!

Don't cross that bridge – it's evil!

All the little cute people and houses and a feature no role playing game can be without.

In the shop you can stock up on all the essential items like... an angel's wing or a strange plant. Hmm...

SATURN VITAL INFORMATION

PUBLISHER: Sega
DEVELOPER: Sonic Team/Working Designs
RELEASE DATE: April (import)

RPG

One

Japan

% COMPLETE
ninety
PERCENT

Reviews INDEX

Well what about Sega's big three games then? Weren't *Virtua Fighter 2*, *Virtua Cop* and *Sega Rally* just fantastic? And of course SATURN+ was the magazine that told you so in our trusty reviews section last issue.

This time around there are even more top games filling our hallowed pages. We've got an exclusive review of JVC's *Deadly Skies* to go along with our cover CD demo, the first review of Capcom's *Street Fighter Zero* on import and our opinion on Sega's official releases *Guardian Heroes* and *Mystaria*. The Saturn games are coming thick and fast, and rest assured that SATURN+ will always bring you 100% unofficial and 100% honest reviews of the lot!

QUICK KEY

These icons appear on reviews in the Vital Information section. Here's an explanation of each one...

GENRE

What kind of game is it? Racing, shoot-'em-up, platform or sports?

PLAYERS

Usually one or two, but many sports games can have six or more!

OPTIONS

Does the game have any difficulty levels, passwords or game save facility?

ORIGIN

Where does the game originally come from: Japan, USA, UK or... Hungary?

LEVELS

Err, the number of levels or stages in the game... I think.

THE REVIEWS EXPLAINED...

The majority of our review system is self explanatory with one reviewer writing the body text of the review, giving the storyline and background to the game and finishing up with a comment on how it plays and looks. A second reviewer from our hand picked expert panel then writes a second comment to give you another opinion, and giving the magazine a good balance of views.

More information on the game is contained in the boxed out features found around the page with power-ups explained, characters named and intro sequences revealed. To round off the review you'll find the SATURN+ Vital Information box down the right hand side of the last page.

Vital Information contains all the details you could ever need to make an informed purchasing decision: the publisher, the developer, release date and price followed by our five icon system...

90% OR MORE...

Any game that scores 90% or more is a software title that no Saturn owner should be without. To give you an instant indication of the quality of the game we've created the SATURN+ Star award. Any review that carries this shows an essential purchase.

You might even see one of these on the box packaging in the future!

SATURN star award

REVIEWS ROUND-UP

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review guardian heroes

guardian heroes review

GUARDIAN HEROES

Contact: The Video Game Centre on 01202 527314.

Not one, not two but six players all at once? You have got to be kidding! At last - a multi-player game that isn't a Sega Sports title. With special moves, manic action and a cool story this IS the business!

You may remember the name Treasure. They were the programming team responsible for some of the best Mega Drive titles of recent years, namely *Dynamite Headdy*, *Alien Soldier* and *Gunstar Heroes*. Well, they're the boys behind this manic cross between an RPG and a beat-'em-up.

Well, easy on the RPG side. This is really just a right rumble of a game with a few between-level storylines and a choice of which level you tackle next. In story mode two players can select from a group of four: Hahn Samuel, Randy M Green, Ibushi Ginjiro and Nicola Neil. They each have attributes that will come in handy when battle commences. Hahn for example carries a weighty sword that can swipe and swing at passers by, they all have fireballs to throw around and there's the odd bit of magic doing the rounds too.

As these tough guys march along their merry way they can jump between three play levels, their graphics shrinking and expanding accordingly. Enemies pop up on the screen from all directions and power-ups are found hidden in barrels, so you can imagine how manic the scene gets. Multi-players killing multi-enemies on multi-game planes. There's no wonder the Saturn needs two processors inside it! All this action can spoil the overall effect though, it's hard to keep track of your player when things really hot up.

Two other characters join in the fun from time to time. A skeleton warrior who likes to be called The Bodyguard (he's a fan of Kevin Costner you see) and some old geezer with a beard. We'll call him Santa Claus. To play these you have to venture into the Vs Mode the game boasts, if you possess a Sega 6-player adapter you can have up to six players smashing several kinds of stuffing out of each other in an arena - a great laugh after a few pints!

It's not all mental action though, each character animates and talks between levels, telling the story as you go. You can stop and fine tune the stamina, magic and strength levels of your gang too.

If you like your beat-'em-ups with a bit more pazzazz then this is a right treasure!

Nick Roberts

2nd comment

At first glance *Guardian Heroes* looks to be a simple scrolling beat-'em-up on the Saturn. However, until you delve into the game you won't learn about the various playing modes included. You can even battle it out against five other competitors via a multi-tap! But in normal story mode the action on screen gets a tad too busy and seeing who's doing what special moves is a continuous strain. Saying that, it's a tough beat-'em-up that should take credit for its variety and spectacular visuals which give a real feel of Japanese Manga style cartoons. Whoosh!

Simon Lovell

THE FANTASTIC FOUR

Isn't it strange that all beat-'em-up characters from Japan have large, oval eyes and hair dyed green or purple? I mean, you'd never see anyone like that walking down the street in this country. We're all too sensible, or should that be boring? Anyway, we get our hairstyle kicks by playing these freaks in video games instead.

1. Hahn Samuel

Heir to the great H Samuel jewellery empire and big guy with a sword, Hahn gets by on brut strength alone. He has little magic power to speak of, but does get a great sword power up after completing just the one level.

2. Randy M Green

Daft as a brush and carrying a cute little rabbit as a kind of comfort blanket, Randy certainly is. He can do amazing things with a staff that he carries, making blue power fly all over the place. The rabbit can bite pretty hard too!

3. Ibushi Ginjiro

At first glance he looks like the sensible one in the gang, but then you realise he has bright purple hair. His main special move seems to be spinning around like a girl. Of course, I wouldn't dare say that to his face.

4. Nicola Neil

Is this the first time there's been a Nicola in a beat-'em-up. I think it is you know. She's a bit of a weakling too, but does have some pretty spanky magic moves including a pretty pink star affair. More like a firework really.

ROYAL RUMBLE

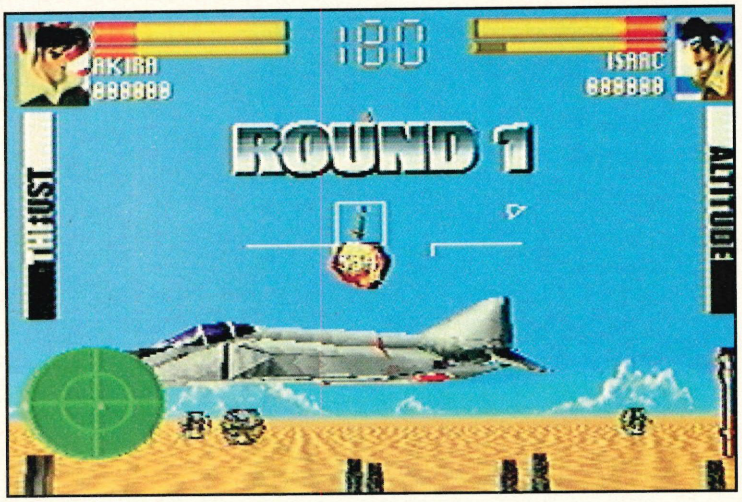
Although *Guardian Heroes* has a fantastic story mode with mega-fights galore, you can choose to get a few mates around and play the Vs Mode instead. Using a 6-Player adapter you can have fantastic rumbles with fists and feet flying all over the shop. It's the first time this has been attempted on the Saturn and a damn fine job Treasure have made of it too. Well done chaps!

SATURN VITAL INFORMATION

GRAPHICS: 92%
SOUND: 88%
GAMEPLAY: 92%
LONGEVITY: 93%
PRESENTATION: 91%

With up to six players fighting at once this is outstanding, if somewhat chaotic at times.

90 PERCENT

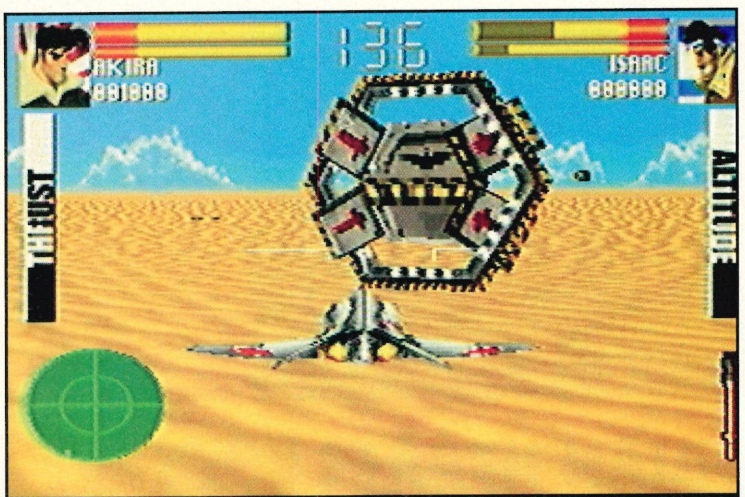


DEADLY

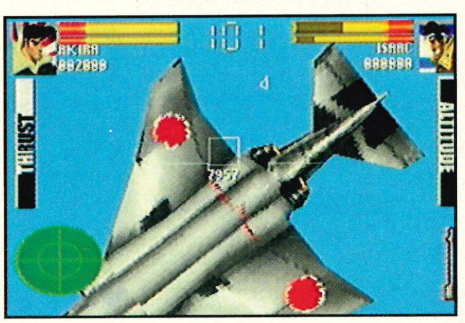
There are hundreds of beat-'em-ups and there are hundreds of plane sims, so why don't software companies try something a bit different? JVC have, but will it be a success?

Each plane has been texture mapped and looks really quite impressive, it's just a shame they didn't do something more substantial with them.

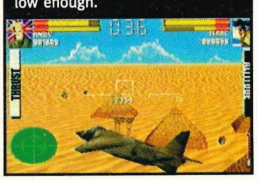
Oh my God! Pull, up! If you get this close to the buildings on the ground then you're making a serious mistake! Never mind – you'll just bounce off them anyway!



As you take on the enemy in a one-on-one battle you can pick up these spinning power-ups that litter the skies. These give extra thrust, weapons and enhance the control of your plane. *Deadly Skies* is a bit of a strange mixture really!



Each character has their own background to fly over. Here in Egypt you get to fly around the pyramids, ducking and diving to avoid the enemy plane. There's some nice detail, if you dive low enough.



PACKING THEM IN

Each character in *Deadly Skies* has his or her own wild aircraft with special moves to perform as they fight it out. Once inside their planes you don't get so see much of them, but here's a character breakdown anyway...

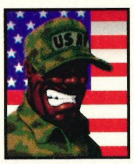
akira sakamoto

Nickname: AKIRA
Age: 27
Origin: Tokyo
Aircraft: F4 Phantom
Personality profile: A proud aviator, Sakato is the best in Japan, but wants to be best in the world.

bruce campbell

Nickname: SLICK
Age: 32
Origin: Flaggstaff, Arizona
Aircraft: F14 Tomcat
Personality profile: Determined, no-nonsense attitude. Will let nothing get in his way to reach the top. Possesses an insubordinate attitude towards superior officers who stand in his way.

william scott



Nickname: SMOKEY
Age: 30
Origin: Washington DC
Aircraft: F15 Eagle
Personality profile: As a former Navy SEAL, he is trained to kill - he enjoys seeing his enemy go down.

isaac warzman

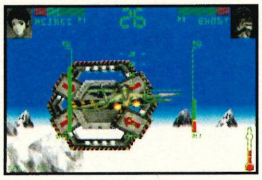
Nickname: CHEETAH
Age: 34
Origin: Hebron, Israel
Aircraft: Mirage
Personality profile: With a vast combat experience, he is rather cocky. His success as an aviator has given him no reason to be modest.

Y SKIES

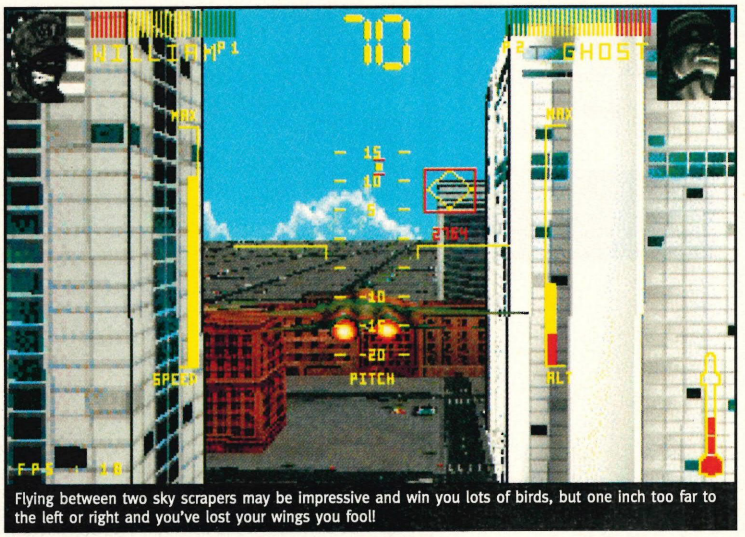
This may look like your average, run-of-the-mill plane simulator, but take a closer look. There are no hordes of enemy craft to polish off, no ground targets to take out – just a single, deadly adversary. JVC have broken away from tradition by attempting to mix the beat-'em-up and flight sim genres.

Every day hundreds of fighter aircraft take off from places around the world. The United Nations have their aircraft, NATO have theirs and NASA invent new ones all the time! Every country has its own small aircraft squadrons, and hundreds of pilots practically have their own plane – every one believing that they are the best pilot in the world. Each year an independent task force selects the best pilots around the world to compete in dogfight finals, but this year is different. The deadly skies will also have two instructors flying around, on command of the Top Gun Flight Academy. Their aim is to teach these cocky youngsters who's boss!

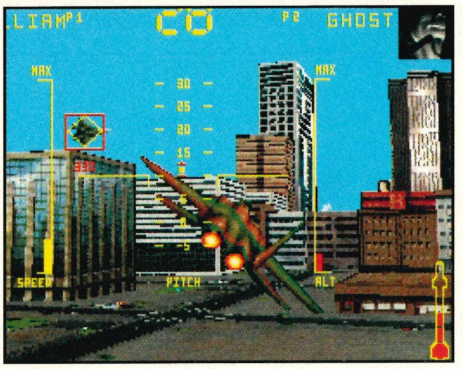
Before entering the battle arena the two adversaries meet on the Vs screen. Here you can check out just how ugly your opponent is. After this screen, he'll be nothing more than a missile up your behind!

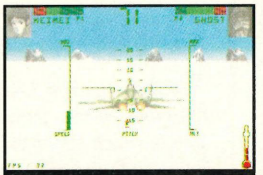


JVC could have made a really playable *Afterburner* clone out of the graphics and techniques used in *Deadly Skies*, instead they went for something innovative – but failed to impress.



Flying between two sky scrapers may be impressive and win you lots of birds, but one inch too far to the left or right and you've lost your wings you fool!





High above the clouds, you'd be forgiven for thinking you were out of harms way. But they have radar in these planes you know!

So how does all this work? Well you must choose one of the eight characters, each a world class pilot, and battle it out in the skies with one enemy chosen at random. There's no take off or landing, just straight into the action. In-flight controls include zooming in and out on your plane, tracking the enemy and the usual thrust and banking manoeuvres. This is where the beat-'em-up links come in. You can perform special moves in your plane with a combination of directions and button presses. Rolls, cloaking, and a fist of fire where the plane rolls firing six missiles are the key to completing each stage.

The texture-mapped polygon graphics look reasonable as you're zooming around the skies, you never get to see any ground detail though, unless you deliberately fly towards it. I'm told all the other planes look okay, but most of the time you only see them as a tiny speck in the distance. You very rarely get close enough to wave to the enemy!

2nd comment

As flight sims go, *Deadly Skies* isn't half bad – it's really a beat-'em-up in the air, as you must have dogfights against another pilot. The jets themselves look very impressive as they spin and loop through the sky, although the handling on them could have been much better. In fact, *Deadly Skies* is somewhat let down by poorly responsive controls, and this becomes very unfair once your opponent has your jet in his sights. Having said that, *Deadly Skies* does give the player complete 360° movement, and I'm sure that younger gamers will find this entertaining. Give it a look if flight sims are your thing.

● Steve Hardy

andy jones

Nickname: Overlord
Age: 37
Origin: Brighton, England
Aircraft: AV 8 Harrier
Personality profile: Arrogant, obnoxious aristocrat. His interpretation of 'the noble art of self defence' is to engage the enemy in a dogfight and kill them.

mei mei chen

Nickname: FIREFLY
Age: 28
Origin: Peking, China
Aircraft: MIG-29
Personality profile: The wildcat of the People's Republic of China's Air Force. Her mastery of karate gives her the reflexes needed to be a great aviator. She is reputed to be a combat hero on the ground as well as in the air.

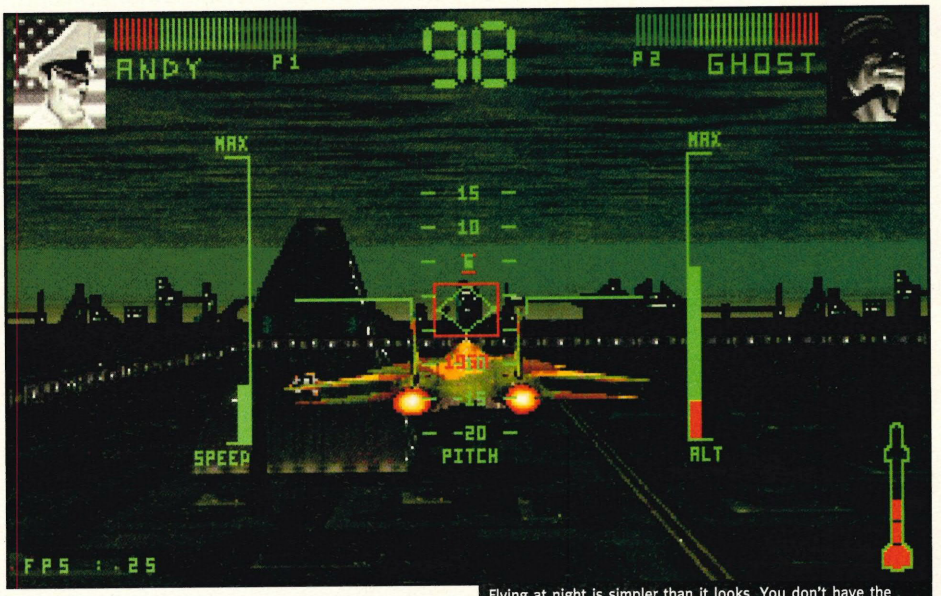
helena hagen

Nickname: BLONDIE
Age: 27
Origin: Bergen, Norway
Aircraft: F16 Fighting Falcon
Personality profile: Being from an Arctic country, she is known to be an ice cold woman; the only heat she loves, is the heat of combat.

?

Nickname: Ghost
Age: ?
Origin: ?
Aircraft: YF-22
Personality profile: Very little is known, but he seems to be a ruthless killer, and has no sense of the honour otherwise known among pilots.

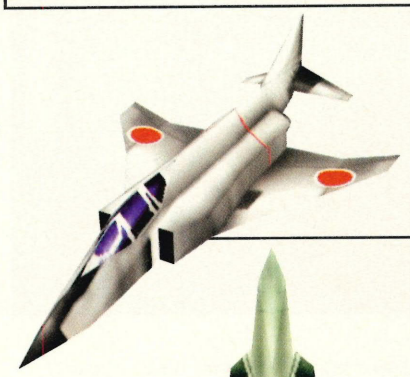
Mountains have a habit of hiding themselves away in the mist. They might just pounce out at you when you're not looking.



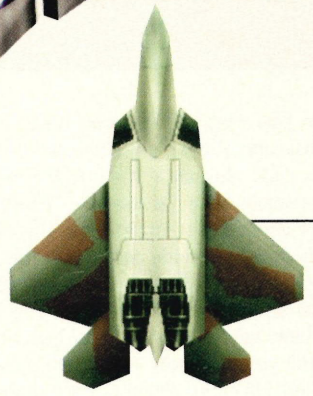
Flying at night is simpler than it looks. You don't have the option of headlights on your plane, but you do have a radar system so you can track down your enemy, wherever they are!

PLANE SAILING!

There are eight mean machines in the game, one for each character. Here's a look at the five best of the bunch.



F4
Max speed: Very Fast
Min speed: Average
Turning: Good
Acceleration: Slow

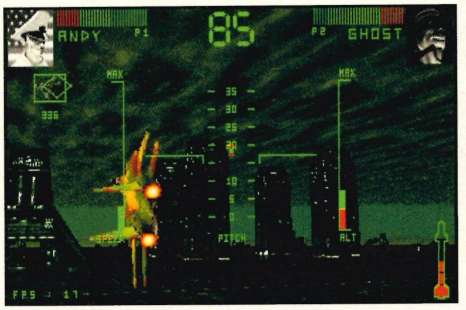


F22
Max speed: Extreme
Min speed: High
Turning: Poor
Acceleration: Very good

F16
Max speed: Very Fast
Min speed: High
Turning: Average
Acceleration: Tremendous

MIG29
Max speed: Extreme
Min speed: Average
Turning: Very good
Acceleration: Average

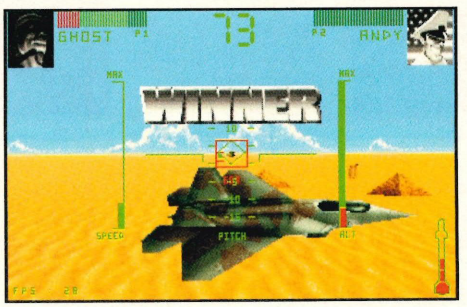
F15
Max speed: Very fast
Min speed: High
Turning: Poor
Acceleration: Very fast



I must say that the game takes some getting used to. For my first few goes I just couldn't seem to catch up with the opposition. I spent the entire game banking left and right in an attempt to get them into my sights. Then I discovered a few special moves. You really need to use these to get past the first level. The easiest way I found was to wait until the enemy is right on your tail and then to perform a flip move to instantly (well almost) change to flying in the opposition direction. Then you can blast for all you're worth and knock them out of the sky!

Deadly Skies is certainly an acquired taste and JVC have been brave to release a unique game like this into a market where arcade conversions rein supreme. Many punters will assume this is nothing more than an *After Burner* clone, but there's a little more depth if you have the patience to discover it. Nothing brilliant, but this may be someone's cup of tea

● Nick Roberts



SATURN VITAL INFORMATION

PUBLISHER:	JVC
DEVELOPER:	In-house
RELEASE DATE:	March
PRICE:	£49.99

One-on-one shoot-'em-up

One

Special moves

Japan

Various stages

GRAPHICS:	80%
SOUND:	78%
GAMEPLAY:	61%
LONGEVITY:	63%
PRESENTATION:	69%

A brave attempt at something new which fails to impress and only succeeds in delivering a mediocre blaster.

70 PERCENT

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You damn fools! What have I told you about playing rough? Seriously though folks, fighting games can be far too violent and I for one will be writing to my local MP to complain forthwith.

STREET FIGHT

Rose is one of the newcomers to the *Street Fighter* saga.

The Street Fighter series has been a huge success in arcades and on home formats all around the world. Now Capcom join forces with Virgin to bring you the ultimate fighting battle on the Saturn. Is this the best Street Fighter game yet? Read on...

Rumoured to be a protégé of M. Bison himself, Rose is one lady you don't wanna mess with.

THE HISTORY OF STREET FIGHTER

Although Capcom have yet to produce the highly-anticipated *Street Fighter III*, the current incarnation of everyone's favourite fighter is just the latest in a long line of Capcom beat-'em-ups. Most people would sooner forget the original *Street Fighter* coin-op but, like it or not, it paved the way for the combat series that would forever shape the way fighting games were perceived.

Street Fighter II arrived in arcades in 1990 and is still being played today. Further variations in both the 16-bit and arcade versions resulted in a *Champion Edition*, *Turbo*, *Super*, *Super Turbo* and now *Alpha* (or *Legends* or *Zero*, what ever you want to call it!).

Capcom have also used the basic *Street Fighter* gameplay engine to craft such legendary fighting games as *X-Men: Children of the Atom*, the *Darkstalkers* series and recently *Marvel Superheroes* and have used these games to develop new combat techniques such as multi-level jumps, auto-blocking and counter moves.

Ken lets fly with a well-timed fireball. For fans of all things *Street Fighter* based, you'll be glad to know that most of the game's characters possess both close-range and projectile attacks. Corner traps also occur less-frequently.

To truly defeat an opponent in style, unleash a Super Finishing move by performing a joypad motion twice then pressing the appropriate buttons. Your character will then viciously attack leaving an impressive shadow trail behind them. If an opponent has next to no energy left, pulling-off a Super Finisher triggers a sunburst effect for a Super KO!

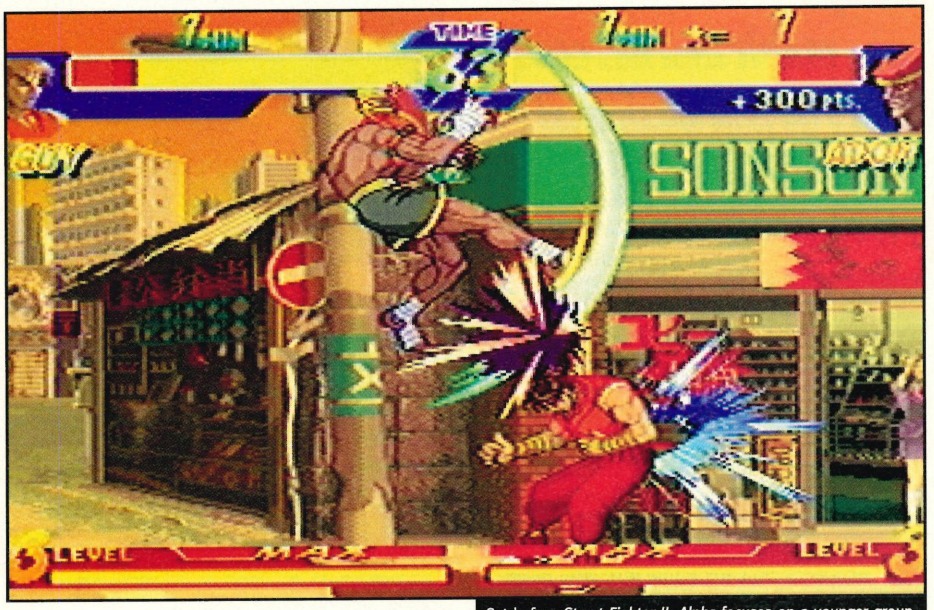
2nd comment

I remember playing *Street Fighter Zero* (or *Alpha* if you want its official UK name from Virgin) ages ago in the arcades and never thought much of it. Compared to *Tekken 2* and the *Virtua Fighter* series it didn't stand out at all. As a home console game it really shines though with fast and slick animation and some of the most impressive special moves seen in any beat-'em-up. If you've ever loved *Street Fighter* then you'll not want to be without this on your Saturn.

Nick Roberts

TER ZERO

Adon is being trained by Sagat himself to be a master kickboxer.



Set before *Street Fighter II*, *Alpha* focuses on a younger group of world warriors. Many of the extra characters have been borrowed from *Final Fight* games with the remaining fighters being Ken, Ryu, Chun Li, Sagat and M Bison.

Street Fighter Alpha features the same visual style as *Darkstalkers*.

What short

memories people have. Take any of today's next generation consoles and it's a safe bet that all of them can lay claim to featuring at least one 3D beat-'em-up amongst their roster. The Saturn has the successful *Virtua Fighter* series, the PlayStation has *Tekken* and the Jaguar has err... *Fight for Life*. Memory intensive visuals are the order of the day, with hundreds of polygons constantly being thrown around the screen, huge realistic characters hogging TVs and CD quality speech, music and sound effects to upset the neighbours.

SATURN star award

Of course just two short years ago the thought of a fighting game being anything other than 2D was impossible to grasp. The facts were simple: Capcom ruled the fighting game market with the game that started it all: *Street Fighter*. Of course the arcade and 16-bit versions brought a renewed interest in one-on-one beat-'em-ups that has continued to this very day. After releasing various souped-up versions of *SF* (*II*, *Champion Edition*, *Turbo*, *Super*), Capcom have now refined the basic game engine and, after experimenting with new techniques in such legendary coin-ops as *Darkstalkers* and *X-Men: Children of the Atom*, unleashed *Street Fighter Alpha* (or *Street Fighter Zero* as it's known in Japan) last year.

The basic game features nine fighters, including such familiar faces as Ken, Ryu and Chun Li, as well as a few *Final Fight* rejects and newcomers such as the enigmatic Rose. The set-up is the same as it's always been, the winner of two-out-of-three rounds moves onto fight the next character and works their way up to meet the villainous M Bison himself.

Ken and Ryu take on each other on the Great Wall of China. Improved backgrounds, enhanced music and sound effects, and spot-on gameplay make *Street Fighter Alpha* a force to be reckoned with

New gameplay elements include air and auto-blocking, power-up bars, secret characters and alpha counter moves.

Impressive new features include the handy auto-blocking option, the ability to pull off combos in mid-air, super KO finishing moves, the inclusion of secret characters such as Akuma and Dan, a tournament mode and alpha counters to repel certain attacks. Most moves are second nature to pull off as they're basically variations on dragon punches and fireballs. Visually the graphics have been given an Anime-style with characters having a thick black line drawn round them and bright, primary colours adorning their costumes.

It's great to see a coin-op converted to a home machine with no loss in speed or graphics but Capcom have obviously taken the SF series as far as they can. *Street Fighter Alpha* is an awesome game, the pinnacle of a legendary video game series but now it's time to move on. Anyone for *Street Fighter 3D*?

● Mat Yeo

SATURN VITAL INFORMATION

PUBLISHER:	Capcom US, Virgin UK
DEVELOPER:	Capcom
RELEASE DATE:	Import now
PRICE:	£59.99

Beat-'em-up

One or two

Super moves

Japan from an arcade original

Each character has a fighting arena

GRAPHICS:	95%
SOUND:	94%
GAMEPLAY:	91%
LONGEVITY:	91%
PRESENTATION:	92%

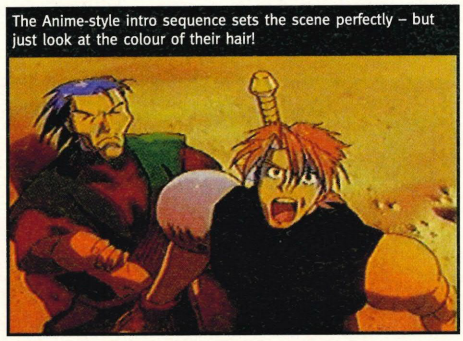
Simply an arcade perfect conversion. Available now on import, or officially in a couple of months.

93 PERCENT

GUARDIA

Contact: The Video Game Centre on 01202 527314.

Not one, not two but six players all at once? You have got to be kidding! At last - a multi-player game that isn't a Sega Sports title. With special moves, manic action and a cool story this is the business!



The Anime-style intro sequence sets the scene perfectly – but just look at the colour of their hair!

2nd comment

At first glance *Guardian Heroes* looks to be a simple scrolling beat-'em-up on the Saturn. However, until you delve into the game you won't learn about the various playing modes included. You can even battle it out against five other competitors via a multi-tap! But in normal story mode the action on screen gets a tad too busy and seeing who's doing what special moves is a continuous strain. Saying that, it's a tough beat-'em-up that should take credit for its variety and spectacular visuals which give a real feel of Japanese Manga style cartoons. Whoosh!

● Simon Lovell

You may remember

the name Treasure. They were the programming team responsible for some of the best Mega Drive titles of recent years, namely *Dynamite Headdy*, *Alien Soldier* and *Gunstar Heroes*. Well, they're the bods behind this manic cross between an RPG and a beat-'em-up.

Well, easy on the RPG side. This is really just a right rumble of a game with a few between-level storylines and a choice of which level you tackle next. In story mode two players can select from a group of four: Hahn Samuel, Randy M Green, Ibushi Ginjiro and Nicola Neil. They each have attributes that will come in handy when battle commences. Hahn for example carries a weighty sword that can swipe and swing at passers by, they all have fireballs to throw around and there's the odd bit of magic doing the rounds too.

As these tough guys march along their merry way they can jump between three play levels, their graphics shrinking and expanding accordingly. Enemies pop up on the screen from all directions and power-ups are found hidden in barrels, so you can imagine how manic the scene gets. Multi-players killing multi-enemies on multi-game planes. There's no wonder the Saturn needs two processors inside it! All this action can spoil the overall effect though, it's hard to keep track of your player when things really hot up.

Two other characters join in the fun from time to time. A skeleton warrior who likes to be called The Bodyguard (he's a fan of Kevin Costner you see) and some old geezer with a beard. We'll call him Santa Claus. To play these you have to venture into the Vs Mode the game boasts. If you possess a Sega 6-player adapter you can have up to six players smashing several kinds of stuffing out of each other in an arena – a great laugh after a few pints!

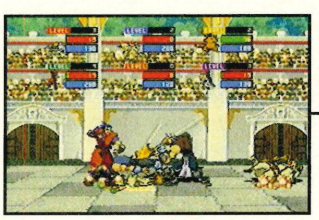
It's not all mental action though, each character animates and talks between levels, telling the story as you go. You can stop and fine tune the stamina, magic and strength levels of your gang too.

If you like your beat-'em-ups with a bit more pazzazz then this is a right treasure!

● Nick Roberts

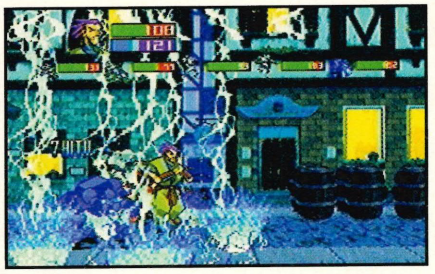
ROYAL RUMBLE

Although *Guardian Heroes* has a fantastic story mode with mega-fights galore, you can choose to get a few mates around and play the Vs Mode instead. Using a 6-Player adapter you can have fantastic rumbles with fists and feet flying all over the shop. It's the first time this has been attempted on the Saturn and a damn fine job Treasure have made of it too. Well done chaps!

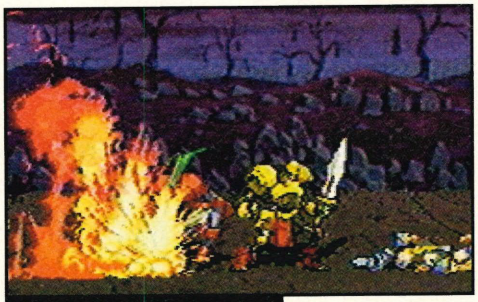


Between levels in Story Mode the characters each play their own part, telling the tale as they go.

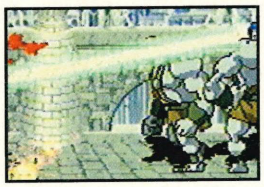
N HEROES

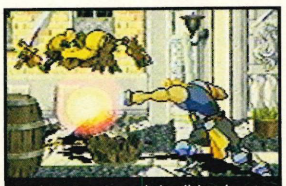


It's the bodyguard! You wouldn't mess with him, would you?



With four or five characters on screen, each with special moves, the game can get quite frantic!

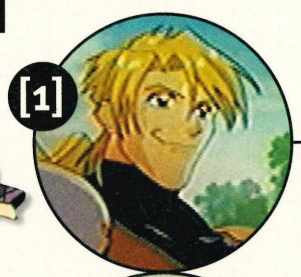




Pow! A strong punch is all it takes to be rid of most enemies.

THE FANTASTIC FOUR

Isn't it strange that all beat-'em-up characters from Japan have large, oval eyes and hair dyed green or purple? I mean, you'd never see anyone like that walking down the street in this country. We're all too sensible, or should that be boring? Anyway, we get our hairstyle kicks by playing these freaks in video games instead.



1. Hahn Samuel

Heir to the great H Samuel jewellery empire and big guy with a sword, Hahn gets by on brut strength alone. He has little magic power to speak of, but does get a great sword power up after completing just the one level.

2. Randy M Green

Daft as a brush and carrying a cute little rabbit as a kind of comfort blanket, Randy certainly is. He can do amazing things with a staff that he carries, making blue power fly all over the place. The rabbit can bite pretty hard too!

3. Ibushi Ginjiro

At first glance he looks like the sensible one in the gang, but then you realise he has bright purple hair. His main special move seems to be spinning around like a girl. Of course, I wouldn't dare say that to his face.

4. Nicola Neil

Is this the first time there's been a Nicola in a beat-'em-up. I think it is you know. She's a bit of a weakling too, but does have some pretty spanky magic moves including a pretty pink star affair. More like a firework really.

SATURN VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	Treasure
RELEASE DATE:	May
PRICE:	£59.99

Multi-player beat-'em-up

One to six simultaneously

Story mode or straight beat-'em-up

Japan

30 + battle arena

GRAPHICS:	92%
SOUND:	88%
GAMEPLAY:	92%
LONGEVITY:	93%
PRESENTATION:	91%

With up to six players fighting at once this is outstanding, if somewhat chaotic at times.

90 PERCENT

MYSTARI

I can see a wizard with a green hat on. He's standing in front of a half-man, half-lion creature with a strange grin on his face. Either Sega are taking hallucinogenic drugs or they've ventured into role playing territory!

THE GOOD...

This happy band of do-gooders are what you'll have to survive the game with. They've each got their own special skills and weapons, but the game is one long lesson in team work and strategy. Make one wrong move and they could all be wasted.

1. Aragon

As Prince of Queensland, he is sworn to reclaim the Queen's kingdom and vanquish Lord Bane from all the land.

2. Saura

Once a priest in service of Queensland Palace, she continues her allegiance by joining the Prince in his quest.

3. Hector

A one-time soldier in the Queen's army, he is now mentor to the Prince. His skill in archery is legendary.

4. Ferral

Last of a race of Lion-men, he is a fierce and powerful warrior. He sides with the Prince, but little is known of his past.

5. Raiko

A ninja warrior from the east, he is a master of exotic weapons and martial arts. He joined Lord Bane as ordered by his master.

6. Aletha

A half-fairy, her mother a fairy and father an evil human mage, she was forced to side with Lord Bane by her father.

7. Katzhai

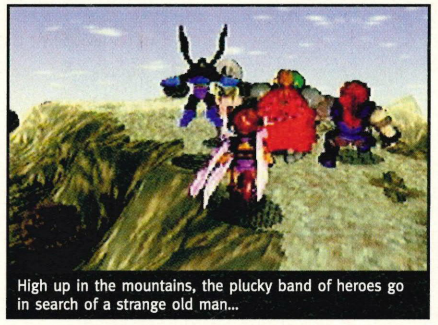
A bird-man and warrior from a remote island in the east, he joined Lord Bane after being fooled by the tyrant.

A new game style comes into play as you enter the village. You can pop into each house and chat to its occupants.

All the vital statistics of each character can be called up at any time, just to check they're alright.

In battle each side takes its turn, advancing the troops and taking pot shots. You are helpless when an enemy has got this close.

Each character has a set energy level and battles soon take their toll. You can replenish energy with a special spell.



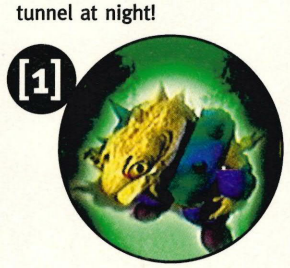
High up in the mountains, the plucky band of heroes go in search of a strange old man...

THE BAD...

These two are soldiers working for Lord Bane. They can be polished off with a few well placed punches or a special move.

AND THE UGLY!

Yeuch! You don't want to meet the lizard man in a dark tunnel at night!



IA

Over in Japan

role-playing games are big business, and naturally Sega are keen to get a few into the Saturn market to satisfy the hungry hordes. The majority of these never make it onto these shores, being full of Japanese text and strange control methods. *Mystaria* is the first RPG to survive into English translation, originally entitled *Riglord Saga*.

With suitably bizarre characters to play and a fantastic fantasy storyline all fans of traditional role playing games should get a real kick out of this. Apparently Mystaria is a continent blessed with rich and beautiful resources, which many countries have been sharing for years in peace and harmony (isn't that sweet?), until the evil Lord Bane arrived on his holidays that is! The magic shogun (as he likes to be known) brought his army with him from overseas in Yamatai, and in a flash had taken over Queensland and begun invading all the surrounding countries. Luckily a prince and his group of warriors were watching, waiting for a chance to counterattack. A raging battle commences, all played out on a giant grid by you, the beloved mystical player.

All the special moves are spectacular, especially the enemy ones. This wash of fire wipes out most of the characters at the start of the game!

If an enemy is getting on your nerves, throw one of these special holy moves at him!

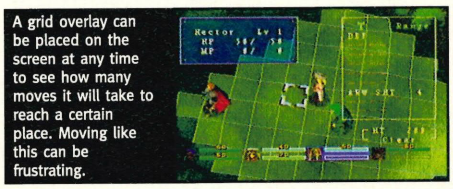
WHERE'S MYSTIC MEG?

With all this magic and mystery knocking around in Sega's new RPG, you would have though that National Lottery star Mystic Meg would have got in on the action. Instead the intro introduces all the characters and gives a quick spin around the land of Mystaria.

2nd comment

It's reassuring to know that original games are still coming onto the Saturn. *Mystaria* is one of these, combining action and good characterisation, it's really an advanced form of Chess. The player takes control of a group of characters, with the simple objective being to move each one in turn and to destroy the minions of the evil Lord Bane. The control system works brilliantly, and each battleground is well detailed and created in beautiful 3D. To make things easier, the camera angle can be altered or a grid placed over the top so that you know how far you have to go. Fun, addictive and right up my alley!

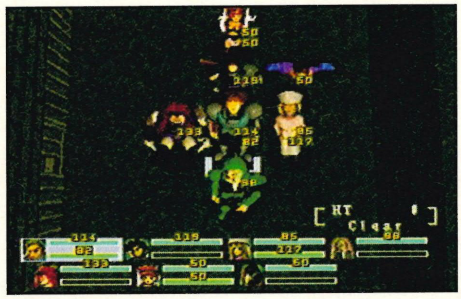
● Steve Hardy



A grid overlay can be placed on the screen at any time to see how many moves it will take to reach a certain place. Moving like this can be frustrating.

Mystaria has a variety of play styles to master, the main one being a battle sequence – standard RPG fodder. Each character must be selected one by one and moved a certain number of 'blocks', they can then perform one of the moves in their repertoire if they're in range. Once you've been through your clan it's the enemies turn to advance. This continues until you've killed all the opposition, or the worst has happened to your gang. Elsewhere in the game you can roam around villages, grilling the locals for clues or climb mountains searching for Lord Bane with your biggest butt kicking boots on.

Special moves and viewpoints are all very impressive, but performing battle after battle soon begins to grate. The characters pick up new abilities as they go, which does alleviate the boredom, but there just isn't enough in *Mystaria* to keep your average games player interested for long periods.



With options galore, a simple enough control method and plenty of attractive characters and brightly coloured special effects *Mystaria* is a respectable introduction to the land of role playing, but a game that needs plenty of patience.

● Nick Roberts

SATURN VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	Micro Cabin Corp
RELEASE DATE:	Out now
PRICE:	£39.99

Role playing game

One player

Game save, message speed

Japan

Extensive maps

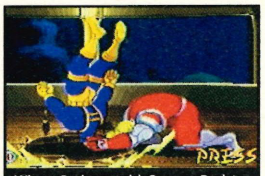
GRAPHICS:	84%
SOUND:	80%
GAMEPLAY:	81%
LONGEVITY:	83%
PRESENTATION:	82%

A brilliant introduction to the world of role playing games, but the battle sequences can get boring.

83 PERCENT

X-MEN CHILDREN OF T

If there's one thing that really gets up Cyclops' nose it's when old Cyclops goes and does his nasty special move thing with his eyes. Talk about split personalities – this game takes it to the extreme!



When Cyclops told Omega Red to 'get down' he was only trying to be hip and trendy. He didn't expect the reaction he got!

From Marvel Comics super heroes to video game stars, the characters from the X-Men are about to hit the big time. Super sized special moves and sexy gameplay. How can Capcom go wrong?

Some characters have moves where they can grab their opponent and pull them in!

If there's one company you can rely on for top notch video game entertainment then it's going to be Capcom. They did it all through the 16-bit console age with their *Street Fighter* and *Mega Man* series, and now they're doing it again with a string of fabulous fighting games.

Street Fighter Zero is the latest and greatest of the Street Fighter series, you can read a preview of this monster over on page 31, and now *X-Men Children of the Atom* takes the arcade game starring Marvel Comic's X-Men and creates a perfect conversion. You see, it's all in the power and impression left by the special moves.

This game is just a Marvel comic brought to life! All the characters move very realistically with beautiful animation. Just take a look around the page at some of the special moves on offer – magnificent!

The special moves in *X-Men* will have you jumping out of your armchair for a fresh pair of pants! Wolverine, Cyclops and the rest have sprites that almost fill the screen and can jump up to three screens high! Ever seen that before in a beat-'em-up? Nope, me neither. With tentacles that stretch out, giant ice blasts and up to 30 hit combos you can kiss the likes of *Mortal Kombat* good-bye.

The colourful comic book look of X-Men has really been captured perfectly by Capcom. Backgrounds, characters and all the presentation screens are flawless and there's absolutely no slow down, even when the action gets fast and furious. Any fans of Street Fighter style beat-'em-ups will be instantly at home with *X-Men* too, as all the controls for special moves are exact copies of the Street Fighter moves.

Talking of moves, there are various levels of specials in the game, reaching the next level indicated by your character's feet glowing. This gives something to aim for, besides knocking the head off your opponent, and saves all the best looking special effects until later in the game.

With four game modes to play – Arcade, Versus, Survival and Group – plus the attraction of learning multi-levels of special moves, which really do look spectacular on screen, this is a game that all X-Men fans and beat-'em-up addicts will find unresistible.

X-Men Children of the Atom – X-tremely X-citing and unmissable!

● Nick Roberts

With multi-hit combos galore, all beat-'em-up fans are going to go wild for this game.

It may be wintry outside, but it's nothing compared to this special move's effects.

Even the backgrounds are packed with detail and references to the comic books.

THE ATOM

With a play area many screens high and some mega-jumps in the repertoire these characters can really show off what the Saturn is capable of producing in a 2D beat-'em-up. PlayStations are just pathetic in comparison!

Look at the size of that sprite! Everyone went mad when they saw how great the old *Street Fighter* animation was, but Capcom have really excelled themselves with the job they've done in *X-Men: Children of the Atom*. Sprites this size moving smoothly are why 32-bit consoles were invented.

To add a bit more punch to some of Wolverine's special moves he has a streak effect that fills the screen with his distinctive colour scheme.

If your punches aren't hard enough to do the damage then get out the guns!

MARVEL-OUS MEN

All the favourites from Marvel's X-Men comics make an appearance in the game, and they've each got their own special moves to show off. Some of these are really spectacular with ice blasts and giant balls filling the screen and showing off what the Saturn is capable of in 2D fighting games.

2nd comment

Amazing! *X-Men – Children of the Atom* is definitely the most impressive beat-'em-up I have ever seen. The graphics are nothing short of stunning, and the characters are extremely responsive, looking just as good as their cartoon counterparts. There are countless moves waiting to be discovered, and in two player mode the action really hots up. There are combos, super combos and special X finishing moves that look incredible when pulled off properly – no other beat-'em-up comes close!

● Steve Hardy

SATURN VITAL INFORMATION

PUBLISHER:	Acclaim
DEVELOPER:	Capcom
RELEASE DATE:	April
PRICE:	£49.99

Arcade beat-'em-up

One or two

Game speed select and automatic guard

Japan

Twelve fighting arenas

GRAPHICS:	92%
SOUND:	87%
GAMEPLAY:	88%
LONGEVITY:	84%
PRESENTATION:	91%

A perfect conversion of the arcade game with spectacular graphics and instant playability!

89 PERCENT

AM HEAV

Other console owners may harp on about the wonderfully rendered look of this, and the link-up capability of that, but there's one thing their games don't have, and never will - Sega's AM research and development departments. They've been busy working on a batch of fantastic coin-ops, just about to hit your local arcade - and they're all heading for Saturn before the end of the year! Nick Roberts grabs a bag of £1 coins and enters AM heaven...

MANX TT SUPER BIKE
AM#3 & AM#4

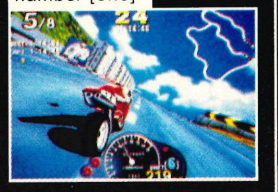
If there's one thing that Sega's arcade research and development departments do best it's racing games. But how do you keep the punters' interest without repeating the same old car racing formula? Easy – take out the cars and put in bikes!

Based on the real life annual Isle of Man Manx TT race, Sega have used their Model 2 arcade board, used in *Sega Rally*, and created a fast and addictive bike simulation with a unique control method. Each arcade cabinet is a complete bike with seat, foot rests, handle bars and exhaust. To steer the bike alone you have to lean the bike, making its on screen counterpart copy the movement. Sega call this their AMS, or Active Motion Slider hardware. Coupled with the new SESS, Sega Exhaust Sound System, you get an extremely realistic race. The SESS vibrates sound through the whole bike, using front speakers to play background music and blasting the recorded bike samples out through a speaker in the exhaust!

There are only the two courses to choose from, but both of these have been painstakingly recreated to look like the real Isle of Man course. If you live near by you might even be able to recognise your house! There's a choice of either automatic or manual gears, with the shift buttons located on the left handle but with the ability to pull off wheelies and do some spectacular jumps you won't be able to help just having that one last go.

A Saturn conversion of this bike racing treat is planned for the second half of the year with new tracks and plenty of new racing options. If the conversion of *Sega Rally* is anything to do by, it's going to be outstanding. Sega do like teasing all us Saturn owners with every new arcade release – if you look carefully at the screen shots you'll notice the Sega Saturn boardings around the course. Unlike the ST-V arcade boards that take only days to convert to Saturn, games like *Manx TT Super Bike* need a team of programmers to recreate the look and feel in a brand new program. So get to work AM#3 and AM#4, we're waiting for our home versions!

number [one]



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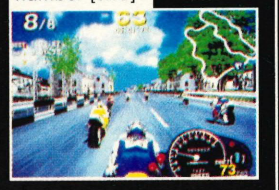

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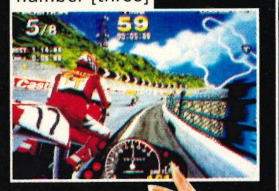
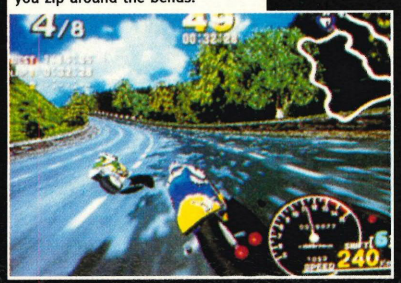
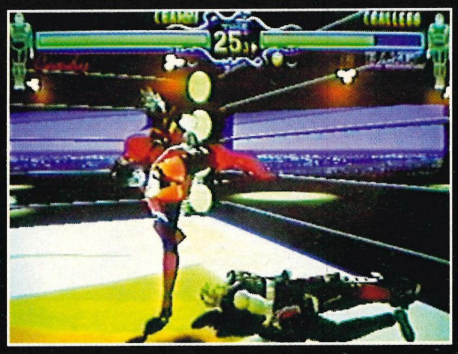


The feeling of speed is intense as you zip around the bends.



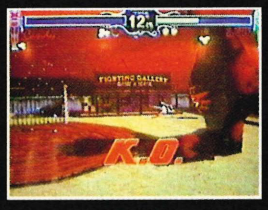


FIGHTING VIPERS

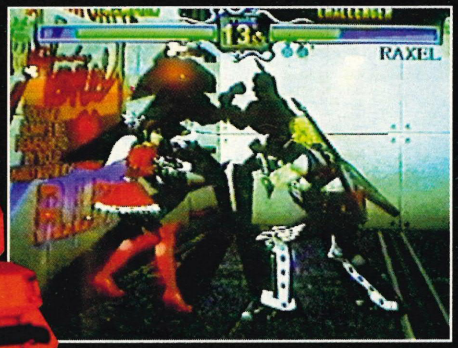
AM#2

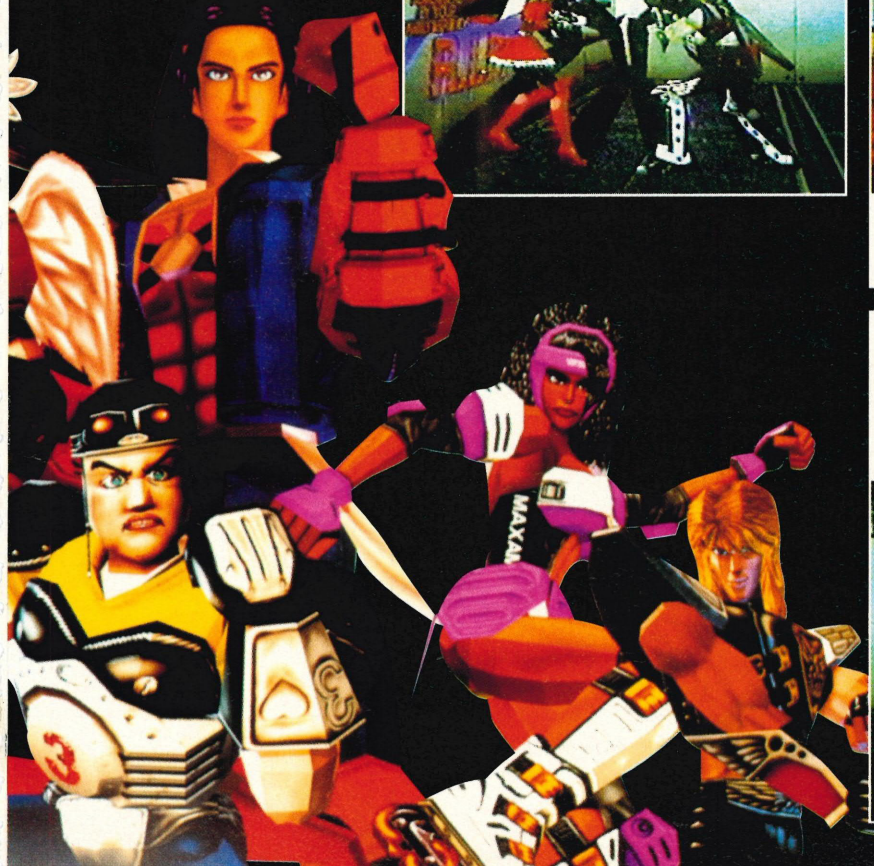
Oh no! What do you do if you've already mastered *Virtua Fighter 2* and will just explode if you have to wait for *Virtua Fighter 3* to come along? Well AM#2's latest beat-'em-up project frees itself from the confines of the Virtua series and delivers some of the most impressive beat-'em-up scenes to date – that game is *Fighting Vipers*.

Already scheduled for a Saturn release towards Christmas this year the first major difference you'll notice is that there are no ring outs in this game. Each battle takes place inside an enclosed arena, with fencing, walls or glass to stop fighters tripping out of the ring. Instead, characters can be thrown up against these walls as part of a move combination, inflicting serious damage.



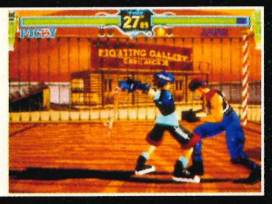
The characters in *fighting Vipers* have weapons to use in their battles as well. Electric guitars and skateboards can really hurt if you get hit around withe head with them Just don't go trying this at home!





HISSING SIDS...

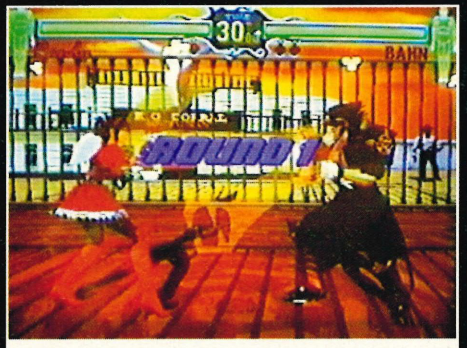
Characters in fighting games get weirder by the second. This bunch of delinquents in *Fighting Vipers* have all got a tale to tell, but we'll just have to wait until the Saturn review comes along to go into their lives in more detail.



Oi, young man! Just what do you think you're going to do with that skateboard? Young Picky is a right tear-away. He only joined the tournament because the girl he fancied did! Lovesick fool.

Each of the eight characters starts out wearing armour and a few have unique weapons to use. Have you ever seen a skateboard or electric guitar used to smash someone across the head in a game before? Nope, didn't think so. Bash these 'Vipers' hard enough and you'll knock their armour flying, leaving them exposed. Without armour every move inflicted will lose them double the amount of energy.

AM#2 have used the Model 2 arcade board again for this game, with some impressive graphic effects when armour is knocked off and as special moves start to spark. If the conversion of *Virtua Fighter 2* is anything to go by, then this too should become a top ranking Saturn game by the end of the year. I just can't wait!



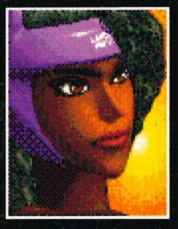
When you have knocked all the stuffing out of your competitor you can really go to town and knock them right out of the ring and into any shop or bar that may be lurking in the distance. This looks fantastic!

Fighting Vipers is unique in that it has no ring-outs. Instead you can smash your opponent up against the walls and fence, knocking off their armour for spectacular effect. A Saturn release is planned for later this year.

JANE

RAXEL

PICKY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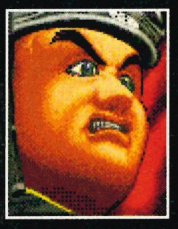
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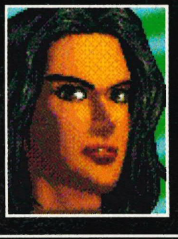
BAHN

HONEY

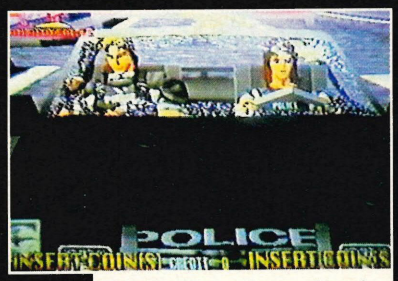

TOKIO

VIRTUA COP 2
AM#2

Not content with producing the gun shooting game to top them all, Sega have gone and followed up their success with *Virtua Cop* with a scorching sequel. The cops are back – and this time there's a sexy female officer on the beat.

Virtua Cop 2 boasts car chases, challenging shoot-outs and enhanced graphics over the original. The control system is the same – point the gun at the bad guys and pull the trigger, but this time you'll really have to be quick off the draw to sort out some of the criminal scum packed into the darkest corners of the game.

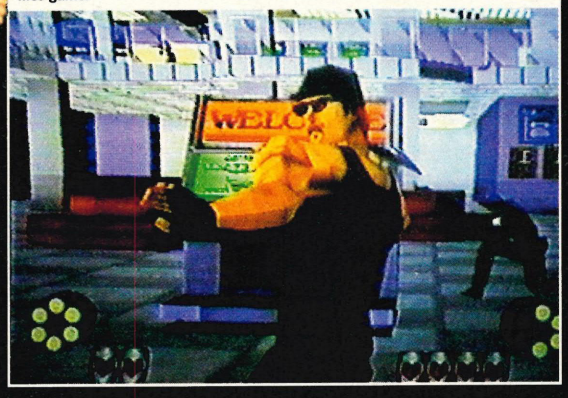
And yes! A Saturn conversion has already got underway. AM#2 did a great job on converting the original but the levels turned out to be a little on the easy side. This time they'll make so such mistake. With the Virtua Gun already in the shops, you'd better get out there and buy yourself one in preparation for the shooting game of the year – around Christmas probably!



The major difference between this and the original *Virtua Cop* is that you get to ride around in a car in this sequel, shooting at the bad guys out of the window!

This is Mr Big. If only he would have a nasty accident you wouldn't need to bother killing him.

All the villains you meet in *Virtua Cop 2* look more impressive than in the first game.



This is a strange title to explain, but basically there are two mechanoids and they kick several kinds of crap out of each other. Simple eh?

VIRTUAL ON
AM#3

The strangest of the new breed of Sega arcade machines, *Virtual On* is a one-on-one robot shoot-'em-up. The arcade cabinet comes in a duel sit down option where two players battle it out side by side. They each have their own colour of Virtuaroid, a mechanoid character complete with impressive armour and a barrage of weaponry.

Eight Virtuaroids are available and are controlled using two levers and two buttons as they run around, blasting in a 3D environment. Quite how this control system will convert to the Saturn is unknown yet, but a conversion is planned for release in the latter half of the year.

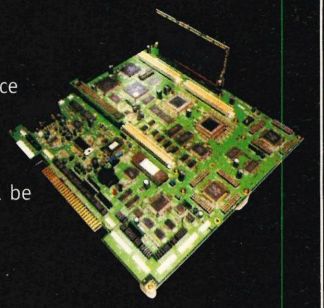
The arcade machine sits two people so friends are encouraged to play together, instead of relying on a one-player game.

Beautiful polygon graphics fill the screen and the special effects are wild!

Game over time again. Does anyone have another £1 coin handy?

ST-V TO SATURN

The Sega ST-V arcade board is a revolutionary system board for arcade machines that gives arcade owners high performance at minimum cost. The board is effectively a Saturn, in an arcade machine. It has all the same chips and ports but one major difference – the games all come on cartridge so that they load up instantly. The similarities between the ST-V and Saturn architecture mean that converting a game from ST-V to a home version takes a matter of days. Instant arcade conversions straight to the Saturn – and vice versa! *Virtua Fighter Remix* has already appeared in the arcades so take a look at what will be on Saturn soon...

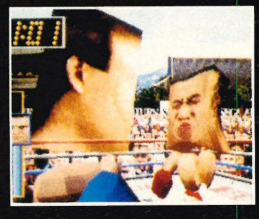


BAKU BAKU ANIMAL

We reviewed this fantastic AM#3 game last issue on import, and it's all set to make a UK release in the next few months. Over in America they couldn't cope with the name *Baku Baku Animal* so have opted to call it *Zany Zoo* instead – well, their minds have been melted by Sesame Street haven't they?

FUNKY HEAD BOXERS

Sega Sports have got a weird title here. *Funky Head Boxers* is a boxing simulation unlike any other. The fighters, ref and crowd all have polygon bodies and blocks for a head. It's weird to explain – you'll just have to look at the screen shots. The facial expressions change as you punch – it's so wacky it's brilliant. I'm sure the Saturn will get a conversion very soon.



VIRTUAL GOLF

There's nothing more relaxing than a nice game of golf. The open fairway, the birds twittering in the trees – then someone has to come along with their posh new clubs and spoil it all by beating you!

The strength meter is simple to use and gives amateurs a little help by showing the best shot.

Oops! It's in the water – you'd better get your wellies!

Core Design have been working on this title for a while now, originally planning to tie the game in with the Scottish Open. That deal has now been dropped in favour of producing a more arcade style golf game – *Virtual Golf*.

The women in the game look exactly the same on the selection screen – only without beards!

First of all, I have to say that I prefer the arcade feel Core have put into this. Golf games on the Saturn so far have been very stuffy, taking themselves far too seriously and spoiling any playability they may have had with boring static shots and suspect controls. *Virtual Golf* shines above the likes of *Pebble Beach Golf* from the moment you start playing.

Using the X, Y and Z buttons the viewpoint can be altered to suit your personal tastes.

You can select various camera views from static shots to a crane camera, and a track and pan mode that follows the ball as it whizzes through the air. As you line up for your shot you can move the view left and right, up or down and tilt it. You can call up a map of the hole and view a shot indicator to get some idea of where your ball will land. Make it to the putting green and there's an animated ring on the ground that shows how the ground lies. With wind indicators, spoken summaries of each hole and games with up to four players they've thought of everything.

On starting the game you can only play the two amateur courses, you have to do well at these and become a pro before you can take on the real life players on the professional courses. This gives something to aim for, having everything accessible from the start can be off putting.

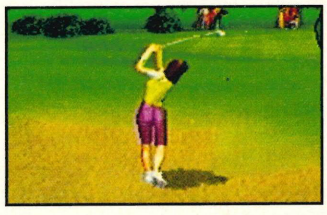
There's a skins challenge game for money, a derby challenge and a shoot-out, as well as a driving range and practice option so all golf addicts are well catered for. Definitely the best golf game I've played on the Saturn – there's just no competition!

● Nick Roberts

SANDY BALLS

As you hit your ball around the golf course you'll encounter different ground types which will affect your choice of club and shot strength. Land on the fairway and everything should be hunky-doory, land in the rough and you'll need to put in more effort. Get the bunker though and you could be making sand castles 'til the cows come home!

It's rumoured that a spaceship comes by if you leave the game long enough!

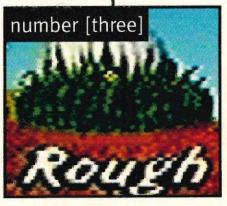


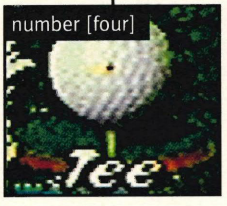
2nd comment

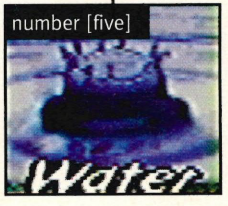
I'm not a fanatic and don't even bother playing golf outside of a rocking chair, but sometimes you just have to do things you don't really yern for. I was pleasantly surprised with Core Design's *Virtual Golf*.

Apart from the usual mix of next generation greeny graphics, this latest 32-bit helping takes a big swing and churns out a huge variety of options. It should cater for all kinds of gamesplayers, with the arcade theme in mind rather than a boring, repetitive title the like of which we've seen before. But isn't that what golf is? Not bad.

● Simon Lovell

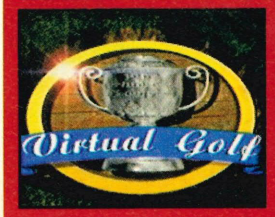






SATURN VITAL INFORMATION

PUBLISHER:	Core Design
DEVELOPER:	In-house
RELEASE DATE:	March
PRICE:	£39.99



- Arcade golf simulation
- Up to four players
- Various game styles and camera angles
- UK
- Two pro, two amateur courses

GRAPHICS:	86%
SOUND:	84%
GAMEPLAY:	85%
LONGEVITY:	80%
PRESENTATION:	79%

Simply the most user friendly and playable golf game available for the Saturn.

81 PERCENT

HOT INTRO

Another wonderful intro sequence from the Sega Away Team. This time they've used actors and spliced their performances with computer generated sequences. With a set that looks like it's been borrowed from Red Dwarf and lots of special effects thrown in, this is one of the more impressive intros we've encountered.

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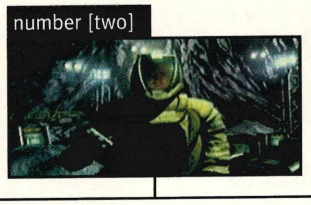

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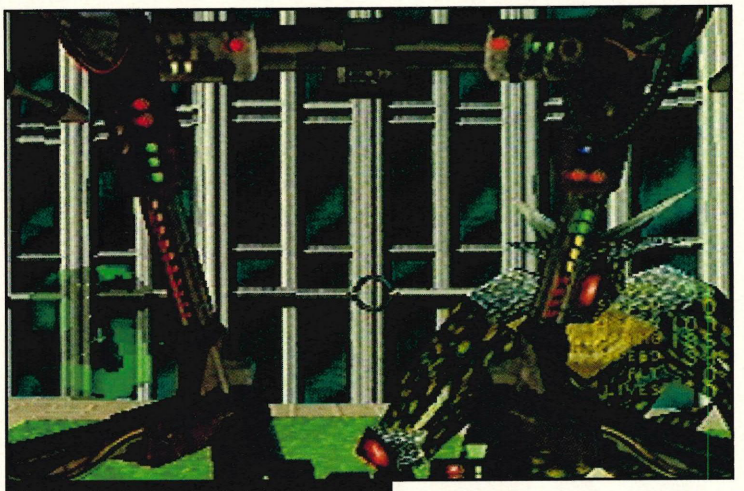
GHEN WA

Aliens. Don't you just hate them? They just can't help meddling with us humans, poking their triangular noses in where they're not wanted. They've gone and messed up an expedition in this new Sega game now...



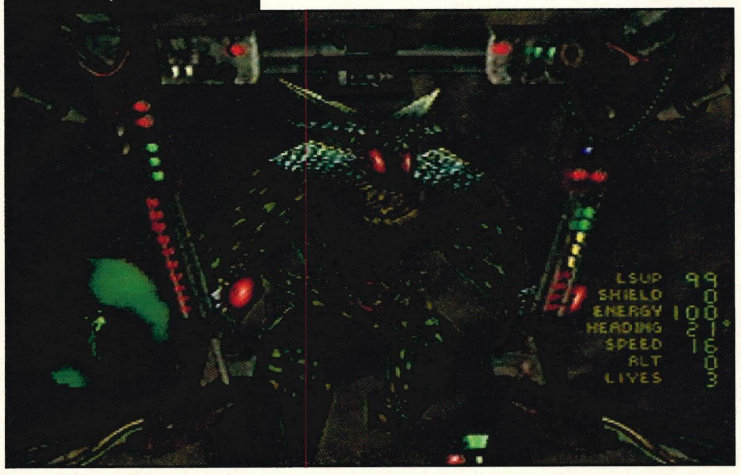
All the flashing lights around the inside of your mech suit may look very nice, but they don't mean a thing! You've basically got a big gun, and there are lots of alien creatures out there. All you've got to do is blast 'em!

It all started

years ago. An armada of Ghen refugees came to earth seeking temporary refuge from their bloody inter-galactic war against a super-race known as the Bo-Kyat. In exchange for providing this temporary retreat, earth's inhabitants received major advancements in science and technology including an implant device that when inserted beneath the skin, cured all forms of disease.

To assist mankind in its need to locate scare minerals that could only be found on other worlds, the Ghen once again offered their advanced body of knowledge and helped create the Sunstar solar exploration station. Now, years after its initial launch from earth, the Sunstar and its human and Ghen exploration team has temporarily landed here, at Saturn's Titan moon.

He doesn't look like a friendly chap, does he? This green scaly creature is one of the main enemies on level one. Shoot him between the eyes!

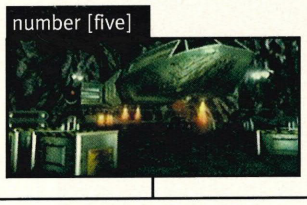


This is where the action begins, after setting the scene in a Full Motion Video introduction sequence with live actors mixed with computer generated images. These movie clips continue between each level holding the game together with the player filling in the gaps.

Alien worlds are viewed from inside a mechanoid suit, with the ability to look up, down and all around and a vast array of weapons at the ready. The first mission is a simply training affair, allowing players to get used to the controls and fine tune their aim. Once a mission is completed, a breakdown of the number of shots fired and accuracy is displayed, giving something to aim for each time the game is played.

Levels are all created in 3D, with a radar map of the surrounding area in the bottom left of the screen. Mountains, buildings and space stations scroll around smoothly with no visible glitching. I found that I spent most of my time concentrating on the map instead of looking out at the play area though, you can move much faster this way.

The only major problem with the game is that you can't get an outside viewpoint. This makes playing feel very claustrophobic. It's still fun though!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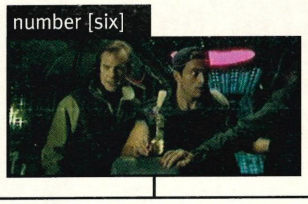
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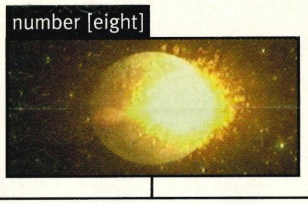
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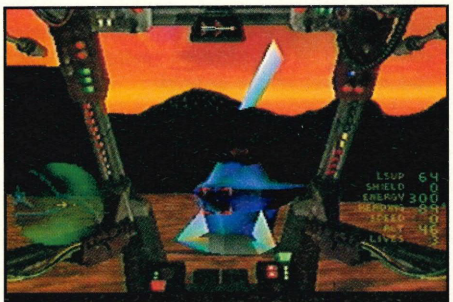
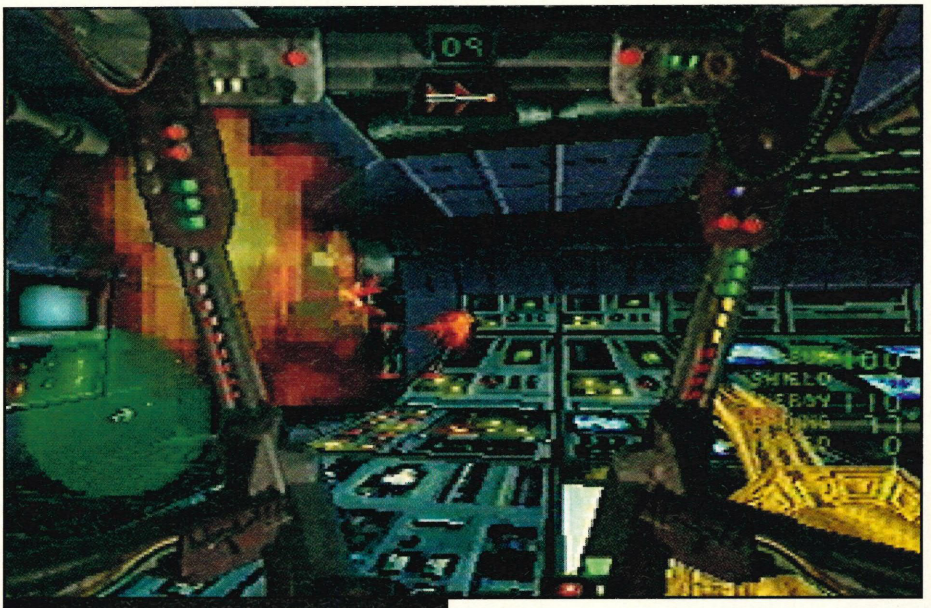

Roaming around in this 3D world can get lonely. So it's a good job there are FMV sequences between levels where you get to meet the other characters in the game, and see what your chap looks like. These really add to the gameplay experience.

2nd comment

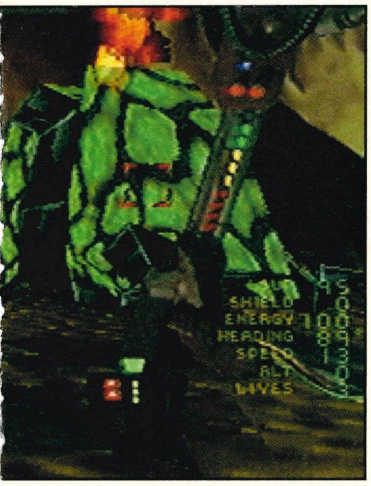
This definitely gets better as you play, and the graphics are some of the slickest I've yet seen on the Saturn. The impressive intro sequence sets the scene for what is a hot shoot-'em-up. Best of all, it allows complete 3D movement. The levels themselves look very atmospheric, if a bit too dark at times, and the background graphics scroll smoothly to give a real convincing feeling of movement. *Ghen War* presents a tough challenge but nothing ever becomes too difficult – there's also a training mission which gets the player used to the controls. As a Saturn shoot-'em-up, this performs very well. Here endeth the lesson.

● Steve Hardy

With *Virtua Fighter 2* and *Sega Rally* under their belt, and now this. Sega are masters of 3D!


Inside one of the space stations the action really starts to hot up. Instead of being able to run and hide behind a mountain you've got to stand up and fight like a man. Well... like a man inside a protective mechanoid suit that is. Nice graphics, don't you think?

Yup! There are bosses in the game too, here we see a big green blob of one!



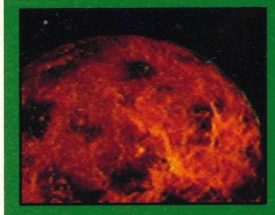
Each mission has objectives to be achieved, and the cast and crew will give you a good dressing down if you fail. There are also hundreds of aliens, in all shapes and forms to be killed off with the many mean and hungry weapons. I would say the difficulty level was about right too. It took me an hour to get through the training mission and into the first proper level – but then I did accidentally reset the Saturn half-way through!

There's plenty of challenge on offer in *Ghen War* and it does look like a 32-bit game – quite a bonus when you look at some of the trash available on import now. With an official UK release coming up this may be one to wait around for!

● Nick Roberts

SATURN VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	Sega Away Team
RELEASE DATE:	Now (import)
PRICE:	£59.99



3D strategy/ shoot-'em-up

One

Difficulty levels

USA

Various missions

GRAPHICS:	88%
SOUND:	86%
GAMEPLAY:	83%
LONGEVITY:	86%
PRESENTATION:	84%

Not the most original game but a good strong challenge with slick visuals.

85 PERCENT

Tips and Cheats

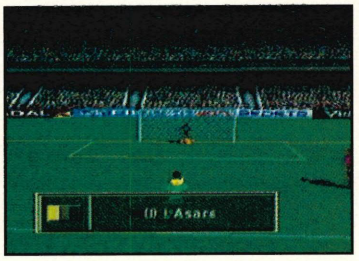
I bet your old granny always used to say, "It's not the winning, it's the taking part". Well that's a load of rubbish, who wants to be a smiling second when we can all be first in the queue with a few hints and tips from SATURN+? We've compiled a scorching tips and cheats section for you this month, but we haven't had many contributions from you, our beloved reader. If you discover something special, or have found a cheat you'd like to pass on to the Saturn public then send it in to: Tips and Cheats, Saturn+, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS. There's a free Saturn game in it if yours is the best cheat of the month!

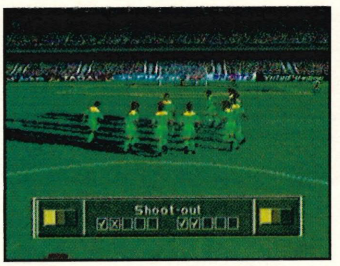
FIFA SOCCER '96

Cheats

Is there no game that doesn't have a cheat these days? On FIFA '96 just start a game, pause it, select options, and enter one of the following codes. You will hear a click sound. Exit the options menu, go back to the menu with Resume Game as a choice and press A. You will get a secret options menu. Use Left and Right on control pad to change all the settings.

Invisible Walls	BBBZAAAZ
Curve Ball	ZABZBB





Super Power	ZAZZZZZZZZ
Super Goalie	AAAAAZZZZZ
Super Offence	AAAAAZB
Super Defence	ZZZZZBZ
Shoot-out	AZABAZ
Stupid Team	AZBAZB
Dream Team	AAZZBBAA

Alter day time

When you've paused the game you can alter the time of day you're playing at (well the shadows at least) by holding the R button and pressing Up or Down then the Left and Right buttons to rotate the shadow.

CLOCKWORK KNIGHT 2

Level selection

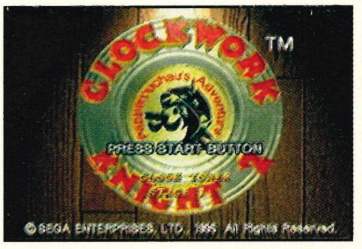
At the title screen press Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up.

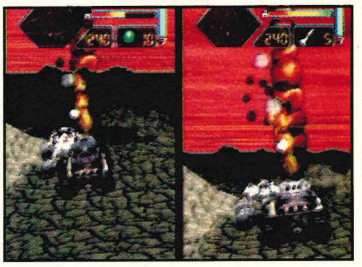
See the end

At title screen press Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down.

Extra lives

At title screen press Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down.





OFF WORLD INTERCEPTOR EXTREME

Money trick

To get loads of cash enter this code on the options screen. Press A, B, C (six times) then press the top Left Shift button. If done correctly you should hear a missile fly by and you'll suddenly be blessed with loads of money!

FIRESTORM: THUNDERHAWK 2

Mission passwords

Having trouble keeping your UN convoy alive? Well, don't bother with them, that's what I say. Just use one of these mission passwords to move on instead.

SOUTH AMERICA – ARMS RUNNING
1. J411KFC5QBDUTIQ
2. J9N1HNC7UBDVRUA
3. J93HU3C61BDVoOQ

SOUTH AMERICA – STEALTH DOWN
1. JRKHUFC8QBDVVVA
2. JR49UFCRNFDFTEI
3. JTHPUNCQFFDFQSQ

PANAMA CANAL – CANAL CRISIS
1. JVFPVJCTRFDF192
2. JU89TQKVLJCFSD2
3. J1JDQUC1SJCFRH2

CENTRAL AMERICA – RECAPTURE TOWN
1. J188RQCIJCF1DAA
2. JJD8RNCLDNADSEI
3. JJJDRNCK8NAFRBA

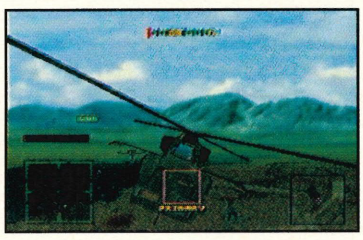
EASTERN EUROPE - ESCORT CONVOY
1. JIP8RNCMMNAFo1A
2. JIKKRPCDBREFS8A
3. JMV4RPCA8REFRMI

MIDDLE EAST – RECAPTURE TERRITORY
1. JA24RMSFIREFoEA
2. JDL4RNSELUMFTMA
3. JFH4RNSHSVMFRK2

MIDDLE EAST – OIL DISPUTE
1. JFNKRNT36VMF162
2. JGDKRND3636FSFQ
3. JG34RND5436FQCQ
4. I3VFRND6E36FoKA

SOUTH CHINA SEGA – PIRACY
1. I344RND9A36FUFI
2. I4O4RND9C66FTL2
3. IV1KRNDRH66FQ8A

THE END SEQUENCE
IUN43NDTJ66Fo8A



NHL ALL STAR HOCKEY

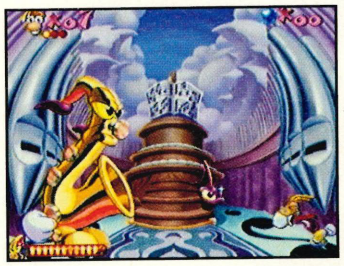
Secret codes

Here's a few interesting codes to try out. To initialise them press the X, Y, Z, L and R simultaneously. Then while the National Anthem plays press:
L and R for big players
A and X for the gravity sink
A and B for midget fat boys
A, Y and Z together for upside down dudes
X, Y and R together for a bouncy puck.

RAYMAN

20 lives

In UbiSoft's little platformer pause the game then press A, then release it, then press Right + B then release, now Left/Down + the R button, then release, then Y + C + Z, then release and Unpause. It's long winded but it works!



10 continues

At the continue/quit screen and you've only got one or less continues? Then press Up, Down, Right and Left!

VIRTUA RACING

Secret track

On the Amazon Falls track, just after the first big jump using the Coupé slow down while going uphill on the second jump. When you see a road block on the right, drive right through it. You'll find a road with tunnels and giant jumps to play around with. Hit the side of the track and you'll go back to the main road again.

GALACTIC ATTACK

8 credits

Short and simple this one. Just hold down the following for all your lovely credits: R, L, C and Right on the directional pad as the game is loading up.

HIGH VELOCITY

Get the Porsche!

That Porsche really gets on my nerves in High Velocity (or King the Spirits if you have the Japanese version). Well if you win all six races in first place and then choose the first race again it will be parked up at the road side and you can ram it for fun!

NBA JAM TE

Secrets

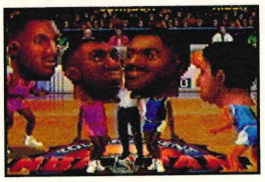
Inside this hot Acclaim basketball sim you'll find all kinds of celebrity characters to play. Why they didn't spend their time putting more real players into the game I'll never know, but if you fancy it all you have to do is hold down the L and R buttons and put the following into the game...

Name	Initials	Birthday
Adrock	ADR	APR 6
Air Dog	AIR	JAN 21
Benny	BEN	SEP 20
Bird	LAR	JAN 15
Blaze	BLZ	JAN 14
Boo-Boo	THI	NOV 1
Brutah	GOW	JUL 17
Carlton	CAL	MAR 25
Catling	CAT	JAN 2
Charles	CHA	MAY 4
Chow Chow	CHD	MAY 5
Clinton	BIL	JUN 3
Crunch	WOL	MAR 7

D Falcus	DAZ	AUG 6
Divita	DIV	JUL 3
F Prince	FRS	FEB 2
Facime	DEL	OCT 19
Fumungus	GUN	JAN 11
Gordon	GOR	JUL 3
Gorilla	APE	APR 2
Goskie	GOS	JAN 6
Gray	ROB	FEB 23
H Clinton	HIL	NOV 6
Heavy D	HEA	JAN 9
Higgins	TOM	FEB 19
Hill	ZIG	APR 7
Hodgeson	HOG	DEC 31
Hugo	HOR	JUN 12
Hutchinson	BAR	APR 9
J Falcus	JAS	NOV 16
J Moon	JAY	AUG 24
Jax	JAX	MAR 1
Jazzy Jeff	JAZ	OCT 9
Kabuki	KUB	APR 14
Kirby	CHR	DEC 18
Liptak	LIP	JAN 14
Mad Mike	MUS	DEC 24
Magic Hair	STH	DEC 8
Max	LIZ	AUG 7
MCA	MCA	APR 9
McHugh	BAA	JUL 12
Mike D	M_D	JUL 1
Moore	MOE	JUN 8
Pistol	WAN	JUN 10
Renaldo	REN	FEB 4
Rivett	REV	JUL 6
Sequoia	SAW	APR 10
Shelley	SHY	JUN 8
Snake	SNK	JUN 15
Thomas	FNK	JAN 8
Tunnicliff	SAT	MAY 7
Turmell	TUR	JAN 31
Weasel	DAN	JAN 2

If you'd like expanded rosters and new all-star teams hold L and R and enter the initials and month of FIN, JAN 1.

There are also entertaining cheats hidden in the game. You enter all of the following at the 'Tonight's Match Up' screen.



Mammoth head

Press B, A, Y and C repeatedly for a head 1/4 the size of the screen!

Baby mode

Press B and Y repeatedly.

Giant body

Just press A and C repeatedly.

Big head

Press B, C, Y and A repeatedly.

Power-up defence

Press: Right, Up, Down, Right, Down and Up.

Max power

Press: Right, Right, Left, Right, C, C and Right.

Quick hands

Press: Left, Left, Left, Left, Y and Right.

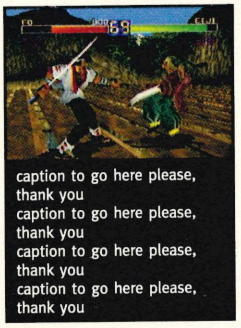
Power-up 3 pters

Press: Up, Down, Left, Right, Left, Down and Up.

TOH SHIN DEN S

Big heads!

If you fancy something a bit different then try selecting this simply 'big heads' mode in this Japanese import game. All you have to do is hold down the Left and Right shoulder buttons when selecting your game. When the fight starts all the characters will have massive heads. Incidentally, an official release for the game is imminent.



MYST

Fun video?!

Your Saturn is not only a top games playing machine, it can bore you to death with stupid videos starring blokes with beards too. If this game wasn't sad enough to start with you can access a 'Making of Myst' lengthy video by pressing and holding L, R, A and START when a cyan screen comes up at the beginning. Hooray!

STREET FIGHTER: THE MOVIE

Secret configuration

Press the START button to pause the game and press A or C to call up a game control configuration panel. You'll now be able to customise your game!

Play as Akuma!

On the character select screen press Up, B, Down, Z, Right, X, Left and Y. Akuma's outline will appear in the background of the static and you can now play him!

X-MEN CHILDREN OF THE ATOM

Speed up loading time

If you're fed up with waiting while the CD loads, just to get back to exactly where you were then follow this cheat... When the continue screen comes up, hold down the Left and Right buttons to keep the characters the same and reduce all the time spent on loading the data back into your Saturn again.

VIRTUA FIGHTER 2

Who's bored of *Virtua Fighter 2* yet? 'Impossible', I hear you all cry. The game has so many hidden secrets and special cheats that even if you've played every character and defeated Dural hundreds of times over, there's still plenty to see and do. Saturn+ has compiled a complete list of all the special moments in the game, so you can tinker around 'til the cows come home.

Play as Dural

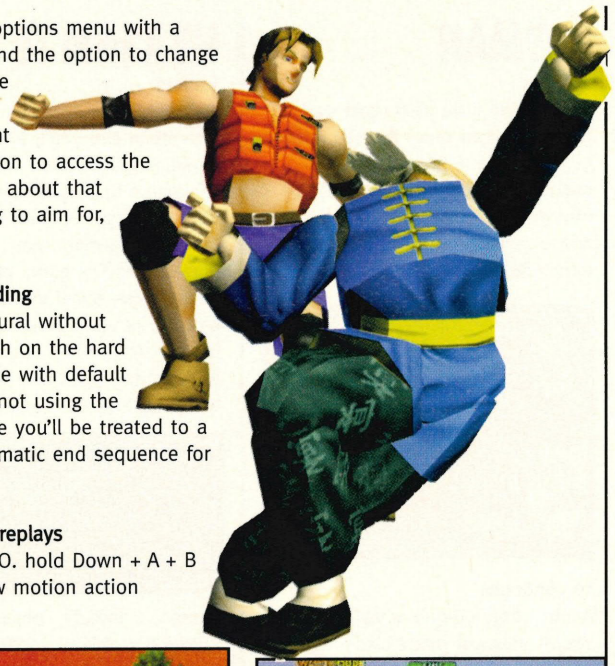
Yes, you can play the metallic babe in this brilliant version of the game too. There's a choice of spray paint finish dependant on which cheat you use. For a silver Dural press: Down, Up, Right, A + Left at the character select screen. A golden Dural can be accessed by pressing: Down, Up, Left, A + Right. Silver or gold? The choice is yours!

Change costume colour

Pressing Up before choosing the character you want to play will give an alternate costume colour for a change.

New options menu

When you've completely beaten *Virtua Fighter 2* on the Saturn you'll receive a special new options menu with a level select and the option to change the size of the ring. Just press the right shoulder button to access the screen. How's about that for something to aim for, eh?

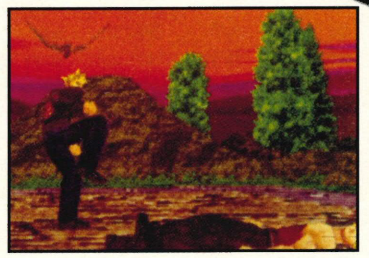


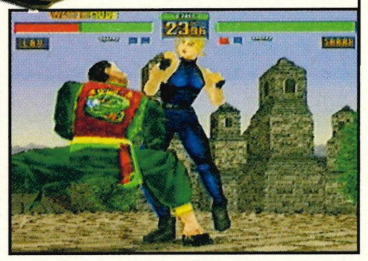
Cinematic ending

If you beat Dural without losing a match on the hard difficulty mode with default settings and not using the learning mode you'll be treated to a fantastic cinematic end sequence for your efforts.

Slow motion replays

During the K.O. hold Down + A + B + C for a slow motion action replay.





Virtua bird

On Jacky's stage you can make a strange Virtua Bird fly onto the screen and hover above the losing player by holding down all six buttons on both joypads. The bird also arrives if you select Jacky as your fighter and walk out of the ring on purpose, then press Up before the Game Over screen.

Jeffrey's teleport

For this special trick select a fight with Jeffry and Shun and make Shun do his sitting down move (Down twice) and then do Jeffry's semi power bomb move (Down/Forward and all three buttons), now see what happens! This can be done anywhere.

Copy taunt trick

Choose a two player game and make one character stand right on the edge of the ring, then wait for the timer to run out. Just as the announcer says 'Time Out' either push or let the opponents stumble out of the ring, they will now copy the winners victory taunt and not do the losing animation they're supposed to. This has no real cheat value, it's just a bit of a laugh!

Watch the credits

If you hold down all six buttons during the demo of *Virtua Fighter 2* the credits will roll like some Hollywood movie!

Options for watch mode

In the watch mode you can select the characters that you'll watch fighting simply by pressing START when the selection box moves over their picture. Player one must go first and then player two, naturally. Then press X to swap from standard to sweeping viewpoint.

Select taunts

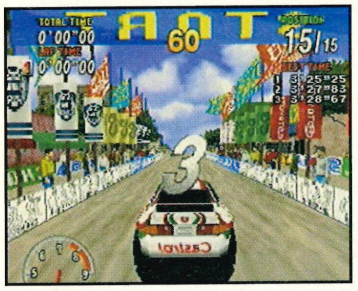
When the replay is rolling either press A, B or C to select one of your character's taunts instead of letting the Saturn choose for you.

Musical moments

Here's a tip for all Virtua nuts who have both *Virtua Fighter 2* and *Virtua Cop*. If you start up *VF2* with the Stunner light gun in controller port two you will hear the old *Virtua Fighter* music from the original game. You can get a 'Sarah' remixed version of the tune by holding down the right shoulder button before a match begins, or press the right button on both joypads for a 'Jacky' remix.

SEGA RALLY

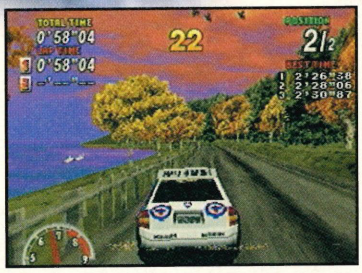
The definitive rally racing game for the Saturn, and a brilliant conversion of the arcade machine. This little cracker has a collection of cheats of its own as SATURN+ now unveils to all you eager punters.

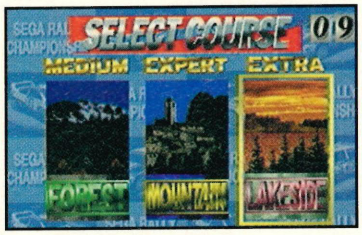


Mirror mode
Simply hold down Y and C when selecting your game mode and you'll play the track in mirror mode for a whole new driving experience.

Hyper car Mode
Or if you hold down X and C while selecting the game mode you can have a hyper car. This means it will go really fast and grip the road much better!

Lakeside track
To do things properly just come first in the Championship mode first on the easy setting and then on normal. You'll then get the extra track – but it's a toughie.
If you fancy cheating your way through then try pressing X and Y simultaneously on the mode select screen. Lakeside can now be played





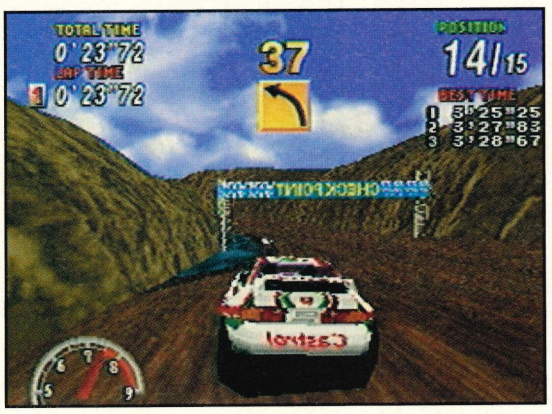
in practice mode, time attack and two-player, plus all your records will be saved.

Lancia Stratos
Again, complete the Championship mode to get the car legitimately. Alternatively press X, Y, Z, Y and X on the mode select screen. All the records will be saved into memory and you can choose the car from the normal arcade mode car select screen by pressing all the way to the left for an automatic, and all the way to the right for manual.

Race the Stratos
Once you've activated the cheat you can race against this tough cookie of a car by holding down the Z button and pressing C to choose your course. Keep Z held down until the game starts and Bob's your uncle! You'll need to practice though!

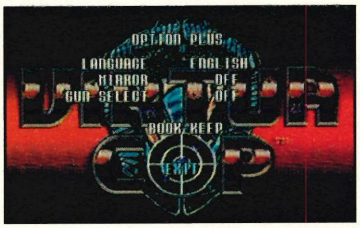
Zoom in during replays
Those wacky action replays with the annoying American voice have their own options. By holding Down and Z and then using the Left and Right buttons you can zoom in and out.

AM3 ghost
Race against AM2 themselves with this little cheat – they take the perfect racing line making them a tough challenger. Select Time Attack and the Celica car then on the screen that says '3 laps/Free Run' hold down X and Z then press C to start.



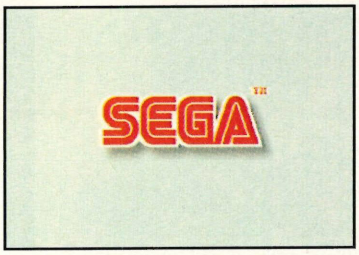
VIRTUA COP

The ultimate light gun shooting game, and the sequel is already underway for the Saturn! Here's a small list of tips and cheats for you do dabble with, just in case you've polished off all those criminals already.



End game bonus options
When you've completed the game in normal mode you'll gain access to lots of new options including...

Mirror play – All the scenery and villains are flipped horizontally to give a different challenge.



Ranking mode – Just like in *Virtua Fighter*, only with guns.
Free play – You can now have unlimited continues! Yeah – like you needed them!
Extra difficulty settings – Come on then, if you're hard enough.
Book keeping menu – Hmm, interesting.

Short cut to options
If you can't be bothered to complete the game for all these goodies then try pressing these buttons on the white Sega screen at the start: Up, Down, Left and Right while holding down C. They'll now all be available. To do this with the Stunner gun just shoot the centre of the screen first, then the top, bottom, left and right – tricky, but possible.

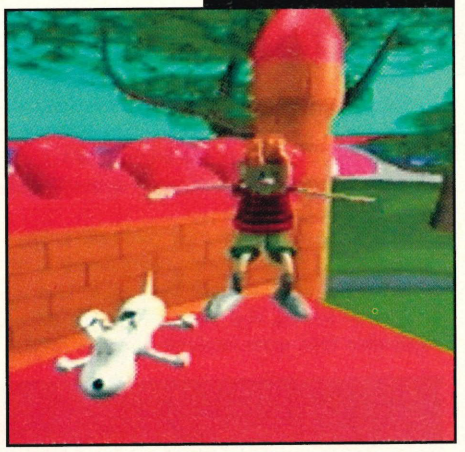
Gun select option
If you hold down C and press: Down, Up, Right, Left, Up, Up, Left and Right on the AM2 screen at the start you'll get a gun select cheat. Just press pause while playing and shooting outside the screen to swap to a different gun.

Slowly but surely
If you really are rubbish at the game, try pausing and unpausing the game and lining up your shots between pauses. This will take you a long time, but you'll get there in the end!

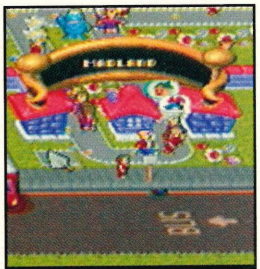
Although *Virtua Cop* is quite an simple game to complete if you choose the right mode to play, these cheats will make the game much more accessible. You'll soon be fending off the nasty boss characters at the end of each level, just like this geezer below. He fires missiles!

THEME PARK

The most attractive feature in the Saturn classic *Theme Park* is that many of the rides have a 3D sequence you can click and play at any time. Here we see the bouncy castle being tested out by a little boy and his dog. Everyone must have dreamt of creating their own fairground – this game makes those dreams come true.

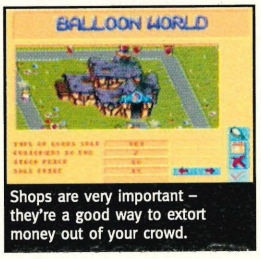


Shoot-'em ups, beat-'em-ups and platform games litter the software shelves in all console game shops so it's always refreshing when something new comes along. That's why Bullfrog Productions' *Theme Park* has become such a sure fire winner on all formats.



You can even put your own park name up above the gates so all the little people will flock in.

The Saturn version takes the PC original and adds plenty of 32-bit bells and whistles to make one of the most impressive conversions to date. The game is basically a theme park simulator. As the owner of the park you get to decide what rides you build, what food and drink you sell and how much you charge the little people for the pleasure. This gives an immense sense of freedom and brings back childhood memories where toys like Lego occupied busy fingers for hours.



Shops are very important – they're a good way to extort money out of your crowd.

The better you get at the game, the more money you make until you can afford the real crowd pullers like roller coasters and pirate ships. You can even select to 'ride' on your creations with the aid of 3D animated sequences – brilliant!

An excellent game that has plenty to offer beginners, as well as seasoned gamesplayers.

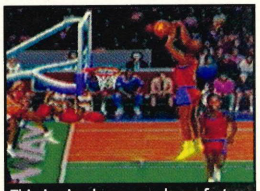
SATURN VITAL INFORMATION

PUBLISHER:	Electronic Arts
DEVELOPER:	Bullfrog
RELEASE DATE:	Out now
PRICE:	£44.99
PLAYERS:	One
GENRE:	Strategy simulation
GRAPHICS:	91%
SOUND:	86%
GAMEPLAY:	89%
LONGEVITY:	92%
PRESENTATION:	91%

89 PERCENT

NBA JAM TOURNAMENT EDITION

Basketball is a tricky sport to bring to the console screen. Software companies usually go down the simulation route, providing all the statistics and options that fans of the game will expect, but Midway chose to give their arcade basketball game a more arcade feel, and this is Acclaim's conversion to the Saturn.



This is simply an arcade perfect conversion of the Midway original. Well done Acclaim!

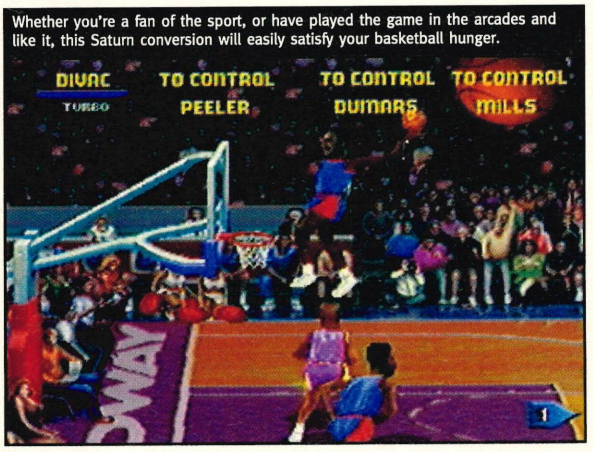
The court scrolls left and right while the players run along bouncing their balls. The arcade elements come into play when you start passing around and picking up points. By using special power-up icons that appear on the ground the ball can be turned into a flaming weapon, all the other players can be forced to fall over or you can double your player's speed.

With all the NBA teams in tow and plenty of secrets to be uncovered including an appearance from American President Bill Clinton (?) this is a worthy purchase for arcade sports fans.

If you want to know more about the secrets in the game then get yourself over to the Tips and Cheats section this month. There's a full run-down of every code and cheat in the entire game!

All the players actually have their own faces – the programmers have gone to all the trouble of digitising their ugly mugs!

Whether you're a fan of the sport, or have played the game in the arcades and like it, this Saturn conversion will easily satisfy your basketball hunger.



SATURN INFORMATION STATION

PUBLISHER:	Acclaim
DEVELOPER:	Acclaim/Midway
RELEASE DATE:	Out now
PRICE:	£39.99
PLAYERS:	1 OR 2
GENRE:	Arcade/sports
GRAPHICS:	92%
SOUND:	84%
GAMEPLAY:	87%
LONGEVITY:	87%
PRESENTATION:	90%

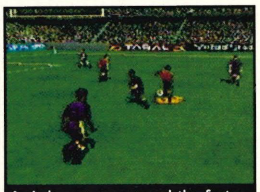
88 PERCENT

FIFA SOCCER '96

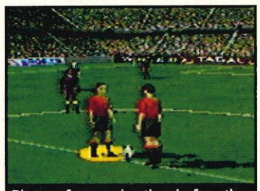
As far as football games go, Saturn owners haven't had much of a choice so far. Thankfully *FIFA SOCCER '96* has turned out to be a better footy sim than most – EA have vastly improved the original *FIFA Soccer* with an almost infinite number of options in this 32-bit version.

Players can customise their own teams, buy players and play in a World Championship – it's full of all the usual features that soccer fans will be used to seeing, and the new 'Virtual Stadium' viewpoints look quite impressive. At the touch of a button the stadium can be seen from a different camera angle, which works extremely well and makes FIFA feel slightly more realistic than the standard footy games on the market.

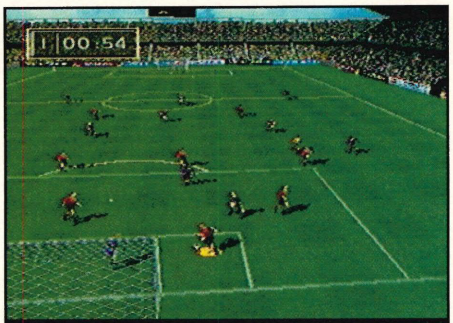
This isn't without its problems though – the players themselves don't move as realistically as they should do, and lack detail making them look a little on the sloppy side. Still, each player can pull off scissor kicks, banana shots and all sorts of special moves to keep football nuts happy. Overall this is a decent enough soccer sim that's only really let down in the speed department.



A circle appears around the feet of each player, once they have possession of the ball.



Players face each other before the start of each match. Geez, I'm getting stuck on these captions!



This view is about the best one going – control over the ball is still easy, although the players at the back are hard to see.

Playing in the World Tournament is the ultimate challenge, but some countries have ace players. Except San Marino...

SATURN VITAL INFORMATION

PUBLISHER:	Electronic Arts
DEVELOPER:	In-house
RELEASE DATE:	Out now
PRICE:	£49.99
PLAYERS:	1 OR 2
GENRE:	Soccer sim
GRAPHICS:	84%
SOUND:	80%
GAMEPLAY:	83%
LONGEVITY:	82%
PRESENTATION:	85%

81 PERCENT

GALACTIC ATTACK

Once again the classic vertically scrolling shoot-'em-up has been given a 32-bit facelift – *Galactic Attack* is similar to those old Eighties arcade shooters, although visually it has had various special effects and new weapons added. However popular this genre may still be, *Galactic Attack* has nothing radically new to offer in terms of gameplay.

There are seven huge stages to battle through, each one ending in a shoot-out with a big end of level ship. Power-ups can be collected to boost your powers, and the in-game graphics capture the feel of a space battle high up above the planets.

Now, this might appeal to older gamers seeking a bit of nostalgia, but for the most part it is dull rather than exciting. The screen itself is too small, and it becomes difficult to see your ship when there's lots of on-screen action.

The graphics tend to be a bit too dark in places, and everything just gets too confusing in two-player mode with both ships diving for the same enemies and cracking their heads together!

A shame really, because this could have been much better. Still, it'll last a good while and doesn't add anything that's too fancy or over the top. Play before you pay methinks!

Massive explosions are everywhere in *Galactic Attack*. The visuals on this level look brilliant!

In two-player mode things really begin to hot up, but it's easier to destroy the bigger ships.

The mother ships are gigantic and take a fair bit of blasting. This one fires lasers in all directions!

This ship takes up part of the level, Its gun emplacements must be destroyed, so it's good to have the rear lasers handy.

SATURN VITAL INFORMATION

PUBLISHER:	Acclaim
DEVELOPER:	In-house
RELEASE DATE:	Out now
PRICE:	£39.99
PLAYERS:	1 OR 2
GENRE:	Shoot-'em-up
GRAPHICS:	72%
SOUND:	65%
GAMEPLAY:	75%
LONGEVITY:	78%
PRESENTATION:	70%

72 PERCENT

PARODIUS DELUXE PACK

Konami's one and only release on the Saturn so far is this strange Japanese shoot-'em-up. There are in fact two games on the CD: *Parodius* and *Ultimate Parodius* but both follow similar themes with only the level layouts changing.

Just incase you didn't know who the game was by – they've included a bit of an advert.

It may sound odd but you get the choice of playing as a penguin, spaceship, paper aeroplane or pig, shooting out all kinds of strange weapons at the so called enemies. Everything is brightly coloured and the action moves along to fantastic renditions of classical tunes. You'll probably get so carried away by the music that you'll crash frequently.

This time you're in the Pop 'n' Twinbee space ship and you've got to shoot the captain bird before his penguins can you. Who thought this stuff up?

Don't let the cute music and candy colours fool you though – this can be a tough game if you choose the right difficulty. Plenty of challenge lies in wait for the expert shoot-'em-up player. A nice package, although the games are nothing new, they're excellently crafted and fun.

See that little blue penguin – that's you, and you have to fire at the duck on the dancing panda's head. Odd? Naa!

In the original *Parodius* things were a little more tame – well, if you're used to shooting ships with cat heads that is!

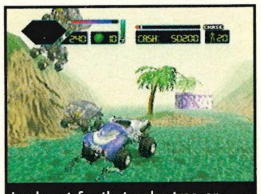
SATURN VITAL INFORMATION

PUBLISHER:	Konami
DEVELOPER:	In-house
RELEASE DATE:	Out now (import)
PRICE:	£49.99
PLAYERS:	1 OR 2
GENRE:	Shoot-'em-up
GRAPHICS:	85%
SOUND:	88%
GAMEPLAY:	86%
LONGEVITY:	81%
PRESENTATION:	83%

85 PERCENT

OFF WORLD INTERCEPTOR

Crystal Dynamics have been busy creating 32-bit games for a while now, showcasing their wares on the 3DO. Now the Saturn has become the latest console to have conversions of their games dumped on it. I say dumped because *Off World Interceptor Extreme* really doesn't get my gamesplaying juices flowing.

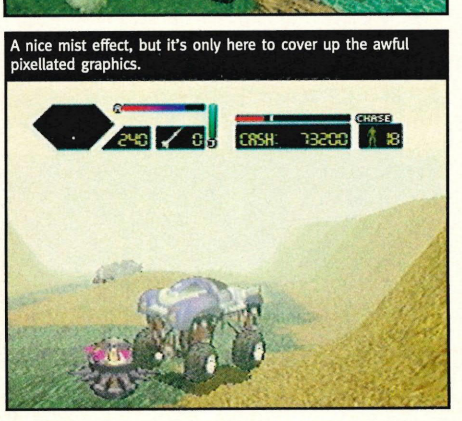

Look out for that palm tree or you'll get a coconut on your head! Not at all like the 3DO game.

It's a race game with shoot-'em-up elements. Driving a beach buggy type vehicle you bounce around tracks collecting power-ups, avoiding rocks and attempting to get to the finish line before the opposition and without being shot.

All the graphics are highly pixellated and most of the time the car simply bounces around erratically, spoiling any trace of racing fun the game might have had.

The two-player mode uses a split screen, giving some enjoyment. Sorry Crystal Dynamics – 3DO conversions just aren't good enough. How about a few original Saturn titles using some of the great ideas floating around at your company?

A nice mist effect, but it's only here to cover up the awful pixellated graphics.



SATURN VITAL INFORMATION

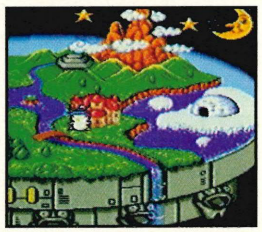
PUBLISHER:	BMG
DEVELOPER:	Crystal Dynamics
RELEASE DATE:	Out now (import)
PRICE:	£49.99
PLAYERS:	1 OR 2
GENRE:	Shoot-'em-up
GRAPHICS:	72%
SOUND:	70%
GAMEPLAY:	74%
LONGEVITY:	70%
PRESENTATION:	71%

71 PERCENT

HEBEREKE'S POPOITTO

The saturn's first

puzzle game is not unlike the infamous *Mean Bean Machine* which appeared on the Mega Drive some time ago. *Hebereke's Popoitto* mixes elements of the great puzzlers and throws in a whole load of wacky characters.



Beans drop from the top of the screen, and the player must match up four of the corresponding colours to make them disappear and rack up the points. In two player mode this can get quite addictive, as each line you destroy adds another load of beans onto your opponent's screen. The speed becomes faster as you progress, but there's nothing else to look forward to after a couple of hours play. The brightly coloured graphics and animation may be attractive, but in the gameplay department this is really nothing new.

Those seeking a puzzler should wait and see if something else comes along, as *Hebereke's Popoitto* just doesn't have the long term appeal. For a Saturn game, this could have had a lot more to justify the price tag.

That game *Tetris* has got a lot to answer for, it spawned lots of spin-offs like this effort. for a start!

Hmm, don't you just love the decor the programmers have chosen for this stage? Very tasteful!

SATURN VITAL INFORMATION

PUBLISHER:	Sunsoft
CONTACT:	The Video Game Centre on 01202 527314
RELEASE DATE:	Out now (import)
PRICE:	£59.99
PLAYERS:	1 OR 2
GENRE:	Puzzle

GRAPHICS: 70%
SOUND: 65%
GAMEPLAY: 68%
LONGEVITY: 64%
PRESENTATION: 72%

60 PERCENT

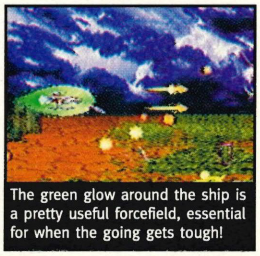
DARIUS GAIDEN

Saturn owners

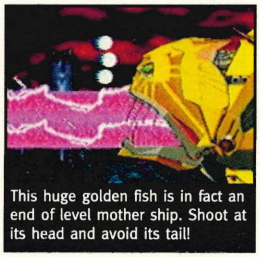
get a good deal of nostalgia this month, with the latest two shoot-'em-ups from Acclaim. The second of these is *Darius Gaiden*, a typical horizontally scrolling shooter if ever there was one. In these days of polygon graphics, texture mapping and 32-bit machines, it's good to know that the older genres are still getting recognition – *Darius Gaiden* takes the classic shoot-'em-up style (*R-Type* is a perfect example) and boosts it with some excellent graphics, top special effects and excellent sounds.

Your ship must fly through over twenty alien infested zones, and can boost its weapons by picking up special icons that are left behind by enemy ships. The graphics on each level look brilliant, and some of the end of level mother ships are stunning. The funky soundtrack backs up the frantic shooting action, and each stage presents a fair challenge. Fans of the good old fashioned games should give this a look. It does get difficult, but *Darius Gaiden* makes up for that with its top notch graphics and some smart special effects. Recommended!

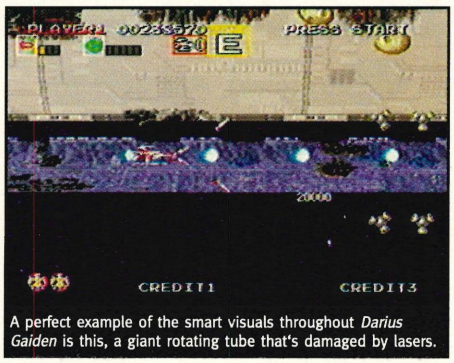
There are some ships that can withstand your normal laser fire, and that's where this fantastic smart bomb comes in!



The green glow around the ship is a pretty useful forcefield, essential for when the going gets tough!



This huge golden fish is in fact an end of level mother ship. Shoot at its head and avoid its tail!



A perfect example of the smart visuals throughout *Darius Gaiden* is this, a giant rotating tube that's damaged by lasers.

Things are getting really hectic now, and it's only halfway through the first level! The three-way shot is useful here.

SATURN VITAL INFORMATION

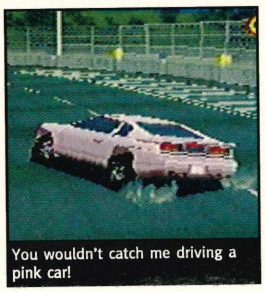
PUBLISHER:	Acclaim
DEVELOPER:	In-house
RELEASE DATE:	Out now
PRICE:	£39.99
PLAYERS:	1 OR 2
GENRE:	Shoot-'em-up

GRAPHICS: 85%
SOUND: 82%
GAMEPLAY: 80%
LONGEVITY: 78%
PRESENTATION: 88%

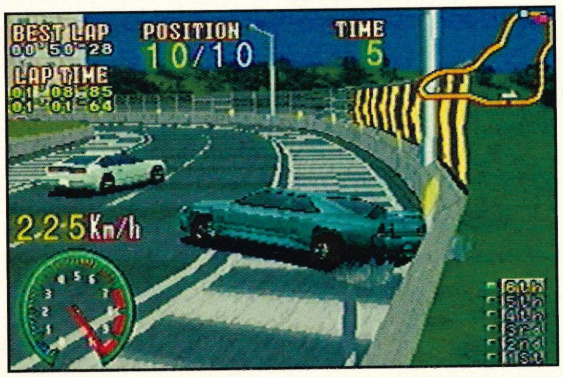
84 PERCENT

WAN GAN DEAD HEAT

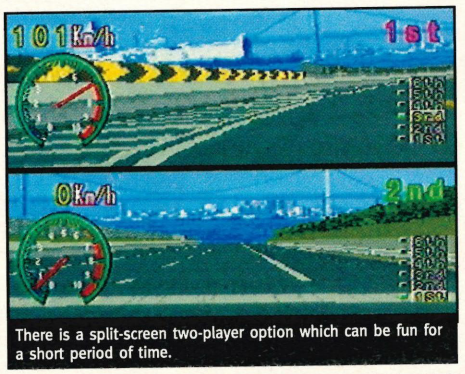
Ridge racer may not have arrived on the Saturn yet (but we're promised that it will eventually come) but there are lots of innovative car racing games out there if you want to search for them. This offering from Japan has one interesting feature that will have all hot blooded men gagging for a copy, and their girlfriends hitting them with anything handy!


You wouldn't catch me driving a pink car!

As you race you get to choose a female co-driver to give you tips before and after the race. Come first (no pun intended) and the lass will take off an item of clothing to urge you on to do well in the next race. This continues until... well you can work the rest out yourself.



This is all just a cheap gimmick to hide what is really a pretty naff racing simulation. The cars are polygonised and crude and the handling is decidedly suspect as you skid and slide around every corner. An interesting idea, but not really worth the bother – especially at the inflated import price.



There is a split-screen two-player option which can be fun for a short period of time.

SATURN VITAL INFORMATION

PUBLISHER:	Victor
CONTACT:	The Video Game Centre on 01202 527314
RELEASE DATE:	Import now
PRICE:	£69.99
PLAYERS:	1 OR 2
GENRE:	Racing
GRAPHICS:	76%
SOUND:	68%
GAMEPLAY:	59%
LONGEVITY:	63%
PRESENTATION:	67%

62 PERCENT

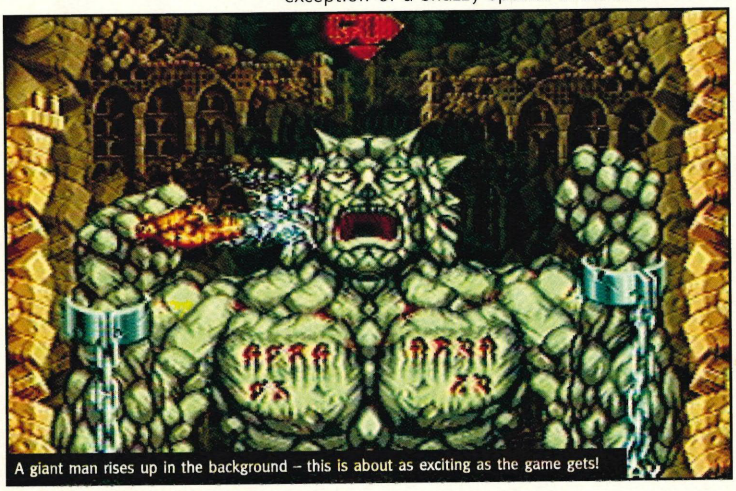
IN THE HUNT

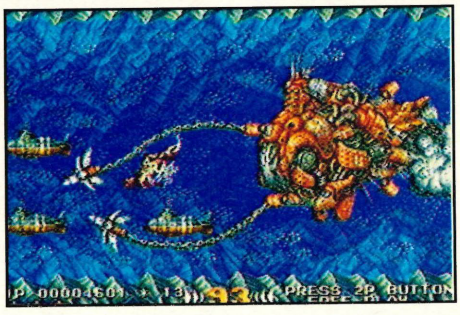
Shame, shame, shame. There seem to have been a few import turkeys recently, and none of them are bigger gobblers than this pathetic excuse for a 32-bit video game. A few years ago this would have done really well as a 16-bit cartridge, but on a next generation system like the Saturn we all expect much more.

There's plenty of shoot-'em-up action on offer – it's just all a bit boring.

The graphics are crude with the odd exception of a snazzy special effect and everything slows down to a snail's pace when the action heats up. The actual gameplay needs no thought put into it either, but then that's what some people like about shoot-'em-ups. You just bomb, fire and polish off the guardians at the end of each level.

Boring, badly programmed and a complete waste of money best describes *In the Hunt* – a title that can only be Cockney rhyming slang!


A giant man rises up in the background – this is about as exciting as the game gets!



SATURN VITAL INFORMATION

PUBLISHER:	Sega
CONTACT:	The Video Game Centre on 01202 527314
RELEASE DATE:	Out now (import)
PRICE:	£69.99
PLAYERS:	1 OR 2
GENRE:	Shoot-'em-up
GRAPHICS:	57%
SOUND:	62%
GAMEPLAY:	53%
LONGEVITY:	52%
PRESENTATION:	56%

55 PERCENT

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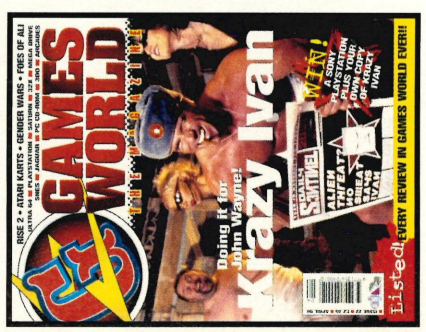

SATURN Complete

If you've just bought your Saturn and are looking to buy any of the games released since the console's launch in July 1995 then you'll be wanting reviews of these games first. In this SATURN+ Complete section we've got every review we've ever written, in one handy reference guide!

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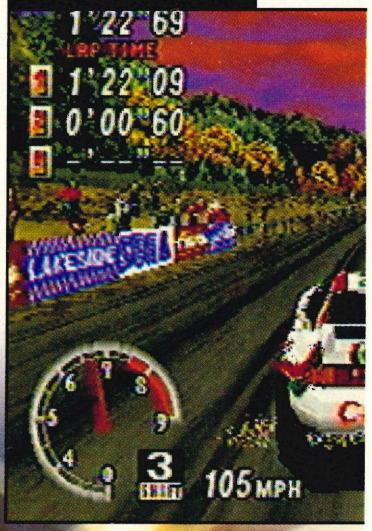
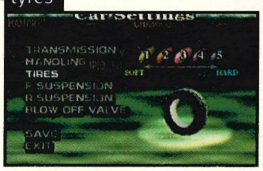
SEGA RAL

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



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

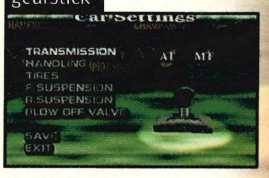
tyres



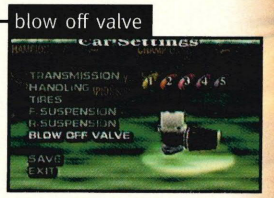
suspension

steering wheel

gearstick



blow off valve



UNDER THE BONNET

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

LY

TWOS COMPANY

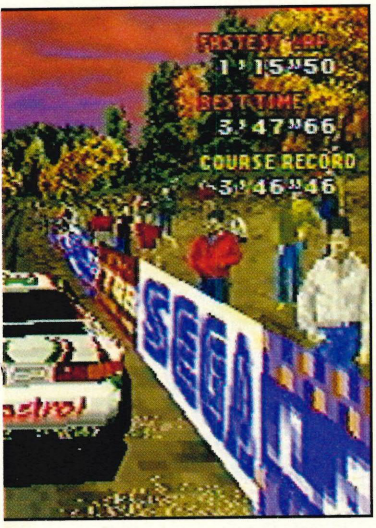
A game like this wouldn't be complete without some kind of two-player option. Sega could have gone for a link-up game but they decided that a split-screen two-player option would be best, allowing two-players to come with just one copy of the game, and one Saturn.

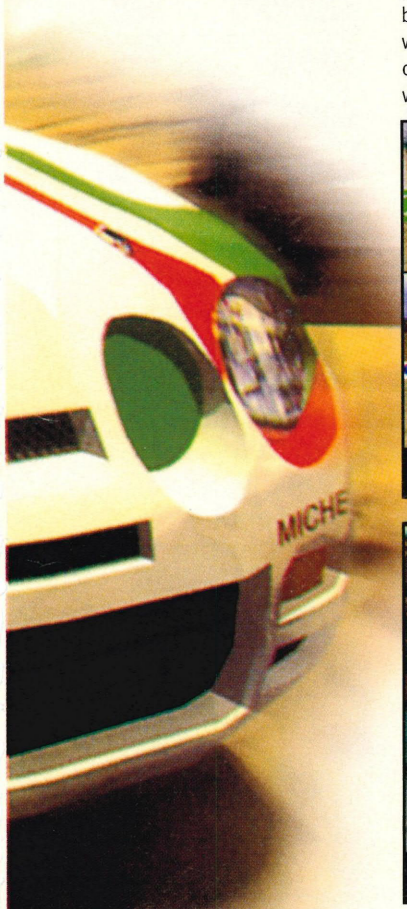
Nice job lads!

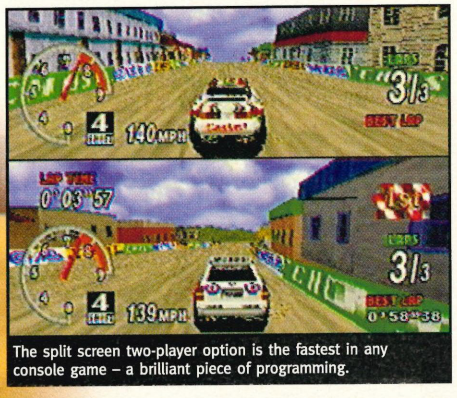
Yu Suzuki and his team deserve all the praise they can get for creating the Saturn version of *Sega Rally*. They've taken a game from a £14,000 arcade machine and reprogrammed it, finding new ways to create the car and background graphics and incorporating the fastest two-player split-screen mode on any console in the world!

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

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







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

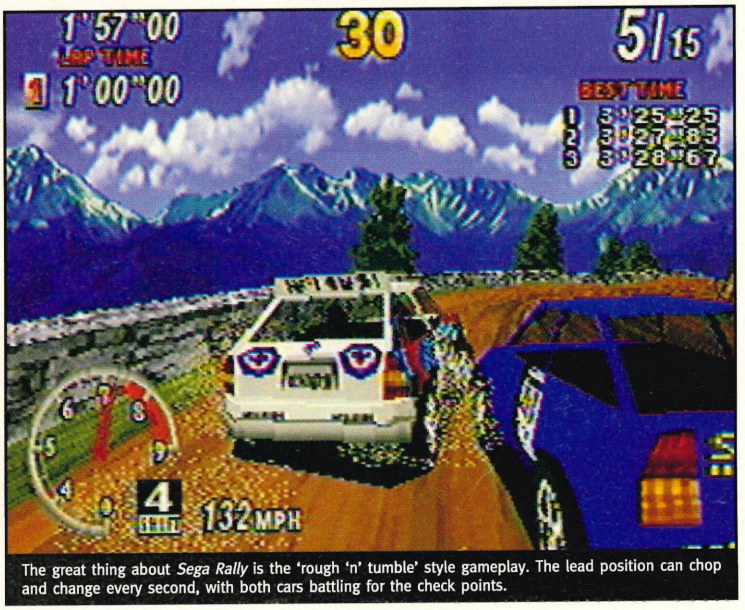
Unlike the arcade machine, Saturn owners can change all the car settings to suit their driving style.

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

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

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

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



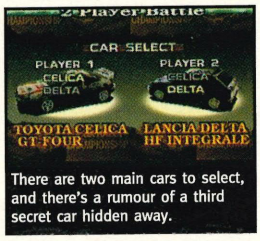
The great thing about *Sega Rally* is the 'rough 'n' tumble' style gameplay. The lead position can chop and change every second, with both cars battling for the check points.

2nd comment

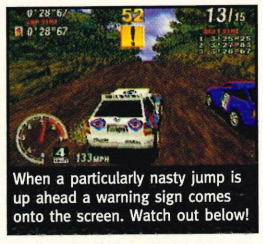
Daytona *USA* didn't really impress did it? Well I can safely say that *Sega Rally* is the best racing game on any format to date! The slick texture-mapped visuals are breathtaking, as are the excellent digitised speech samples from you're co-driver, who will go head-over-heals to guide you round the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

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

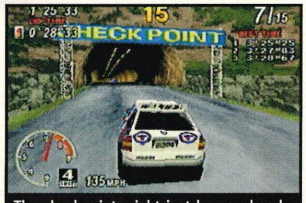
● Simon Lovell



There are two main cars to select, and there's a rumour of a third secret car hidden away.



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



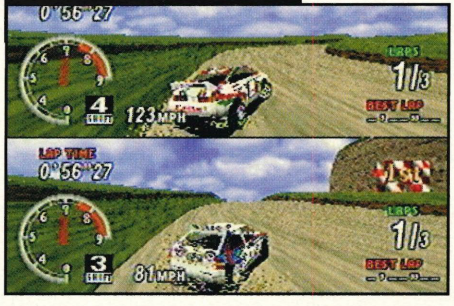
The checkpoint might just be up ahead, but there are many more before the finish so there's no time to relax!

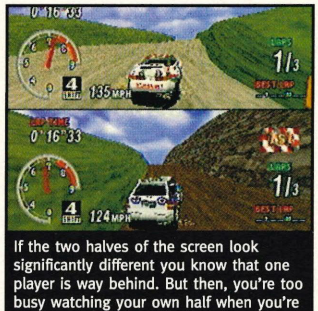
The desert track has some interesting by-standers. People are dotted around on the banks, but if you look carefully you can spot wildlife too. I've never seen a rally with a zebra in it before!

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

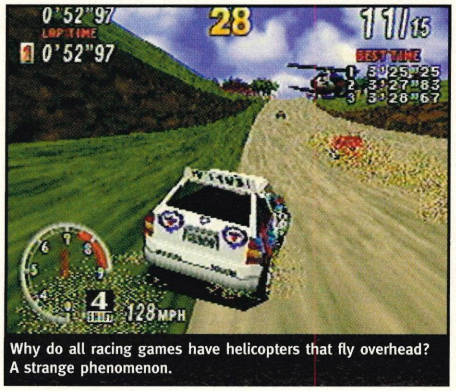
If there's only one new Saturn game you buy over the coming weeks, make it *Sega Rally*. You really won't find a better Saturn driving game now, and probably for years to come!

Nick Roberts

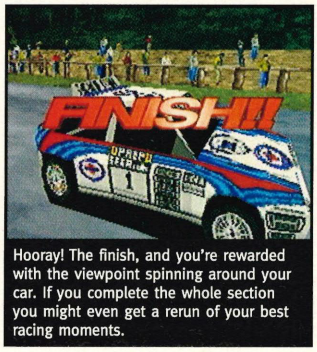




If the two halves of the screen look significantly different you know that one player is way behind. But then, you're too busy watching your own half when you're playing the game.



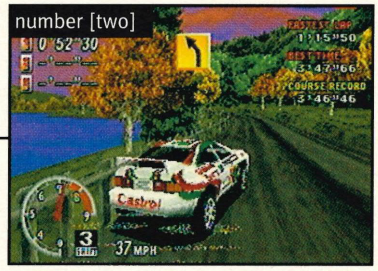
Why do all racing games have helicopters that fly overhead? A strange phenomenon.

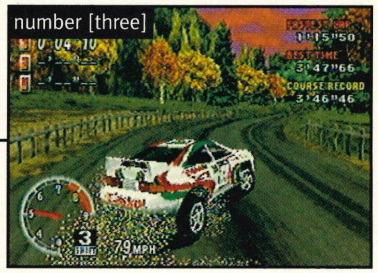


Hooray! The finish, and you're rewarded with the viewpoint spinning around your car. If you complete the whole section you might even get a rerun of your best racing moments.

HIDDEN EXTRAS

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





SATURN VITAL INFORMATION

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

Arcade rally racing

One or two split-screen

Variable brakes, tyres and suspension

Japanese arcade machine

Three accessible tracks + bonus

GRAPHICS:	96%
SOUND:	92%
GAMEPLAY:	95%
LONGEVITY:	92%
PRESENTATION:	93%

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

95 PERCENT

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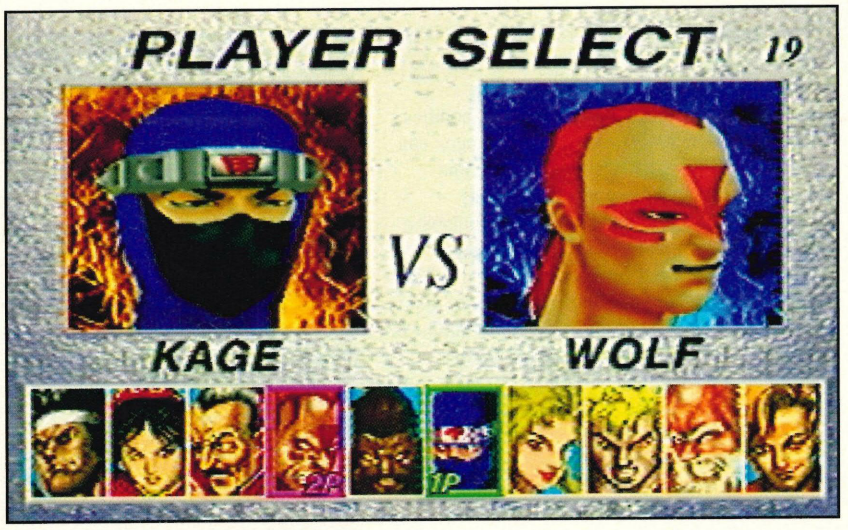
VIRTUA FIGHT

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

TER 2



VIRTUA FIGHTERS

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

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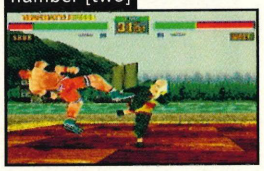
number [two]



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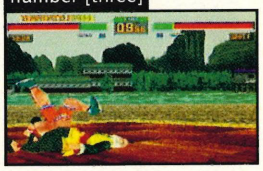

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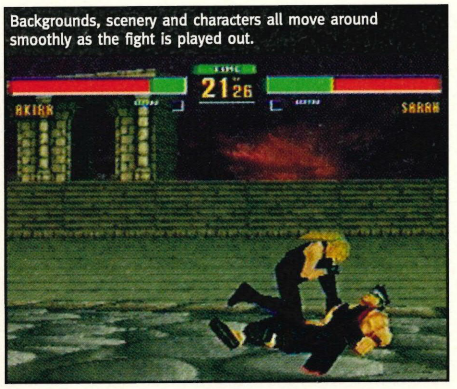
When all the fighting is over, Wolf and Pai like to take the time to be a little more intimate!

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



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

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

2nd comment

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

● Nick Roberts

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

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

FRAME BY FRAME

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

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

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

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

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

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

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

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

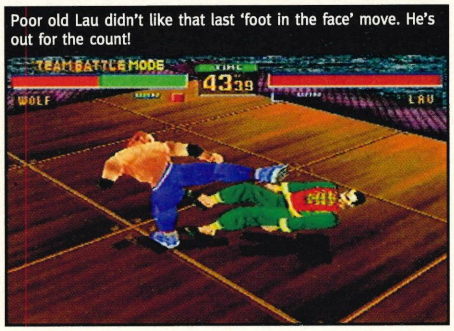
Added extras such as the Tournament Mode and Team Battle are merely icing on the cake. In Japan the God-like *Virtua Fighter* series has obtained a status few games ever achieve and, coupled with the launch of both *Sega Rally* and *Virtua Cop*, we too can finally have a piece of that polygon pie.

● Mat Yeo

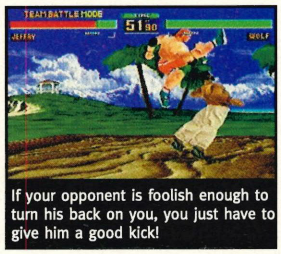
The viewpoint flicks around the characters, but isn't user controllable.

OPTIONAL EXTRAS

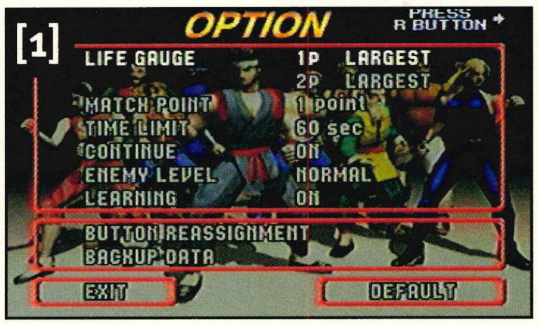
Handy features tucked away in *VF2* include the Team Battle Mode, where players choose five characters for a match with new fighters jumping in when one has been defeated. Other extras include checking out the best fight times on the record screen and altering the control set-up.

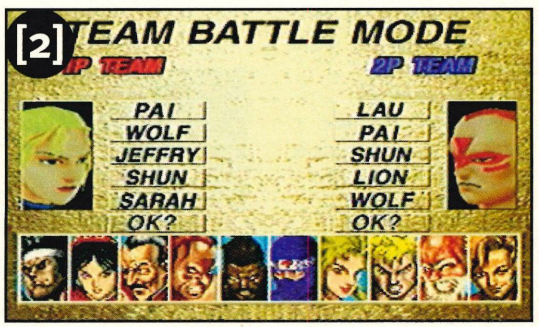


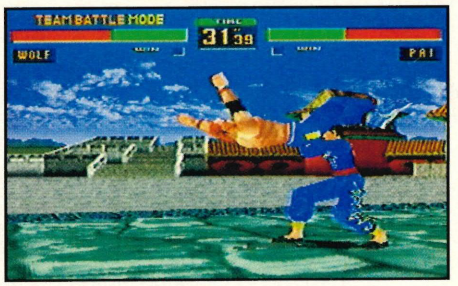
Poor old Lau didn't like that last 'foot in the face' move. He's out for the count!



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







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

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

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

SATURN VITAL INFORMATION

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

Virtua Fighter 2

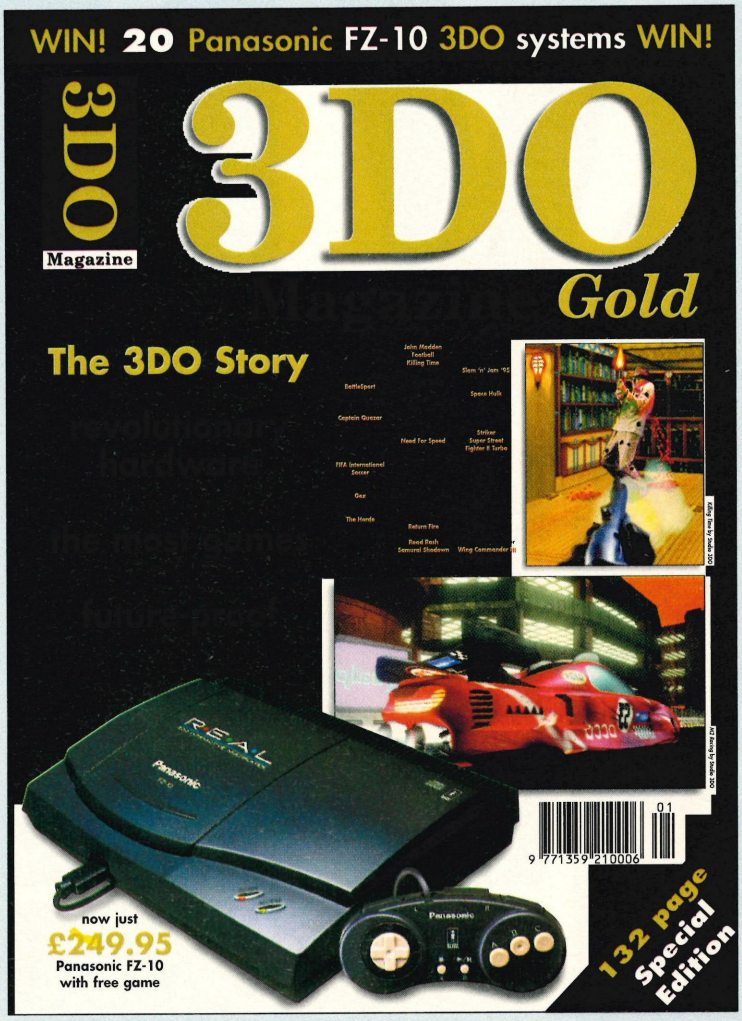
- 3D polygon beat-'em-up
- One or two player fights
- Tournament Mode, Team Battle Mode, save scores
- Japan, conversion of legendary coin-op
- Eleven character stages to tackle

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

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

98 PERCENT

One machine. Two *great* magazines dedicated to the 3DO console...



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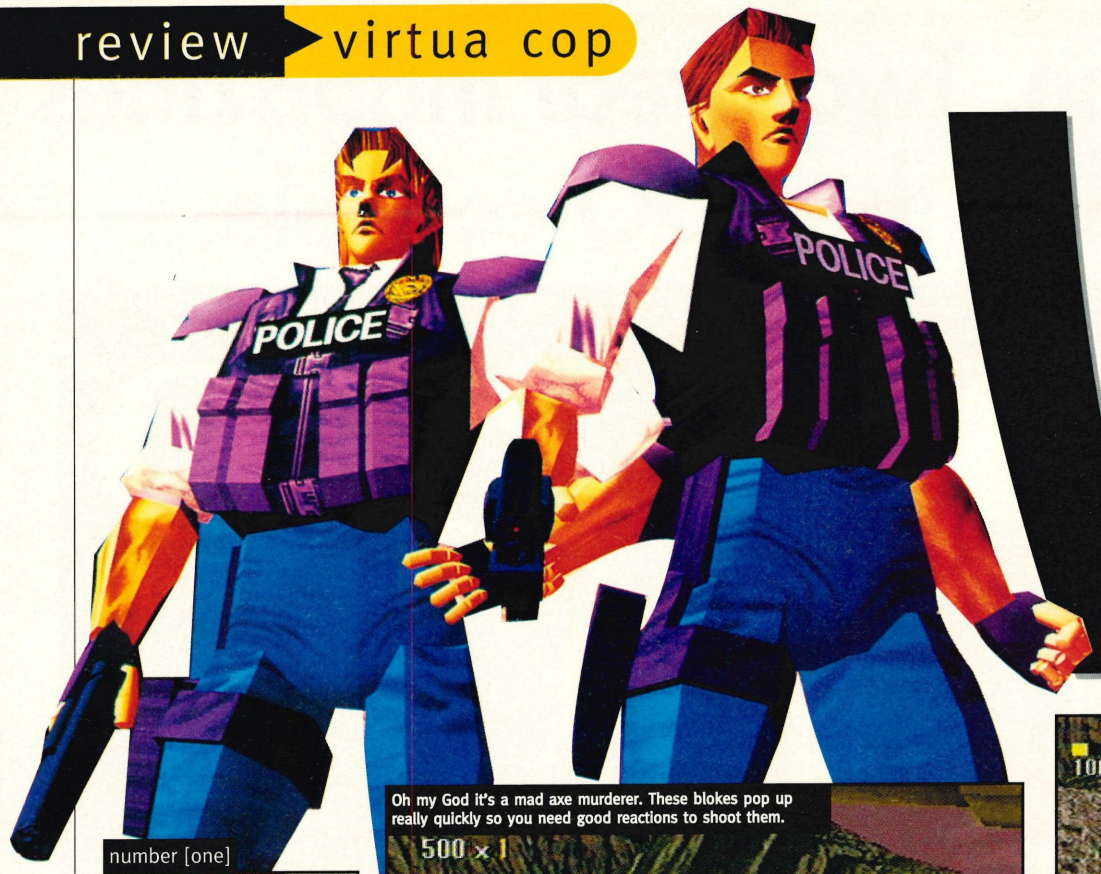

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COPS 'N' ROBBERS

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

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

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

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

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

Talk about firepower.

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

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

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

RTUA COP

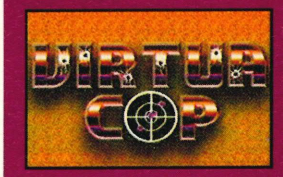
2nd comment

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

● Nick Roberts

SATURN VITAL INFORMATION

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



Arcade shoot-'em-up

One or two simultaneous

Various training modes

Japan from an arcade original

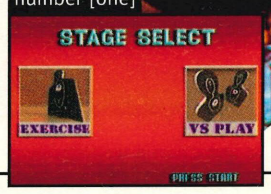
Three

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

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

91 PERCENT

number [one]



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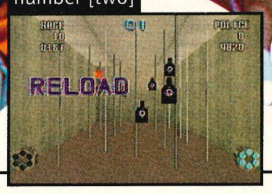

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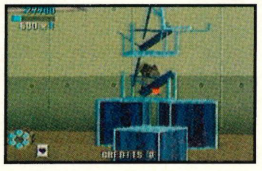
GET IN TRAINING

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



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

Just like in the arcade, you (and optional colleague) can play the three large levels in any order. The easiest is the warehouse, followed by the building site (complete with dumpster trucks trying to run you over), and the super tough EVL gang HQ. On all levels, the villains suddenly pop up from behind bits of scenery, but are immediately indicated by a big green target: you need rapid reactions to shoot them before it turns red and they fire back. Sharpshooters can earn bonuses for knocking the gun right out of a baddie's hand (a 'justice shot') or shooting several gangsters in succession. Avoiding hitting innocent bystanders, though, or you'll lose vital energy.

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

● Phil King

TOH SH

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

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

Contact:
The Video Game Centre on **01202 527314.**

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

Yep, this is an awesome-looking and satisfyingly spectacular beat-'em-up alright. The trouble is, this version suffers from the same gameplay flaws as the original. One of these is the way you can activate your special moves by simply pressing the top buttons. This removes the skill and satisfaction in performing them, and also results in a much-reduced solo challenge. However, you can always edit the controls to correct this, forcing you to access specials via the usual tricky D-pad movements. Even so, the playability isn't up to the standard set by the *Virtua Fighter* games. The inability to perform any really punishing combos is disappointing, as is the way the protracted special moves leave you very vulnerable to counterattack. Most of all, there isn't quite the variety of moves or tactics available in the very best combat games. Nevertheless, *Toh Shin Den S* is good fun, particularly for beat-'em-up novices, and at least shows that anything the PlayStation can do, the Saturn can too.

● Phil King

CRAZY CHARACTERS

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

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

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

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

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

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

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

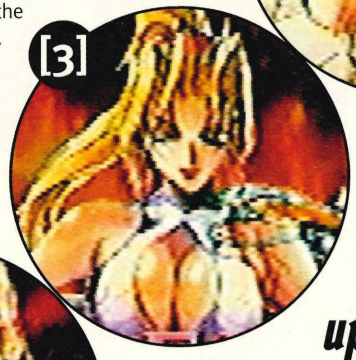
Duke
Armour-clad Duke looks like a knight in shining armour, but his sword will really cut you up.

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

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

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

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



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

2nd comment

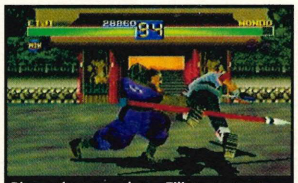
When Sony's PlayStation was launched one of the most impressive games was *Toh Shin Den*. Now, it's arrived on the Saturn and predictably all the PlayStation fans gathered around to slag it off with jeers of, 'Oh, the characters aren't as smooth, are they?', and, 'Ooo, I don't like that messy background!'.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

● Nick Roberts

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

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

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



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

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

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

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

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

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

HIN DEN S

SATURN VITAL INFORMATION

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

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

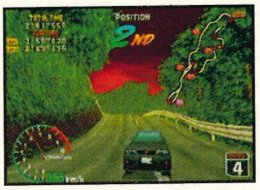
GRAPHICS:	92%
SOUND:	87%
GAMEPLAY:	80%
LONGEVITY:	75%
PRESENTATION:	88%

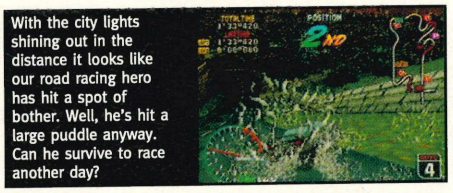
Top-notch 3D and fantastic moves make this one of the best-looking games around. It doesn't have the power to compete with *VF2* though.

80 PERCENT

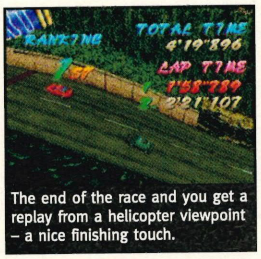
A balloon race is in progress as you race over the brow of a hill. This game really does look great!

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




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

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


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

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

KING THE

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

Japanese software

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

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

Everything has been really well put together with attractive options screens boasting cars that skid into view to be chosen and plenty of modes of play. The handling is perfect with your chosen roadster screeching around corners and sliding past traffic cones with ease after a couple of games to practice.

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

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

● Nick Roberts

Contact: The Video Game Centre on **01202 527314.**

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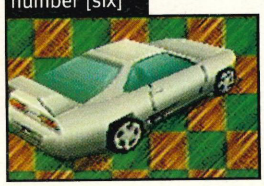
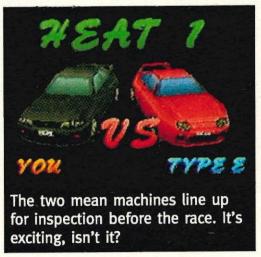
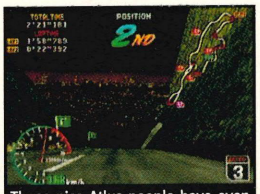


GOAL?! Hold on a second, this isn't some crummy soccer game – so why go shouting that about?!

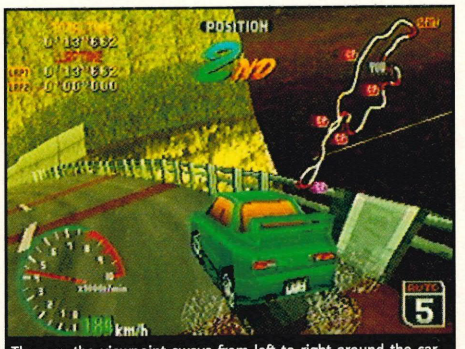


The two mean machines line up for inspection before the race. It's exciting, isn't it?

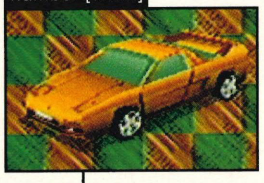
The tracks twist and turn, rolling over some steep hills. Nothing the Saturn can't handle with ease though.


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

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


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

SPIRITS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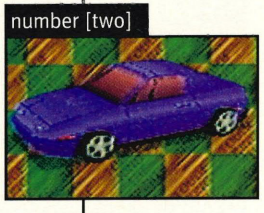
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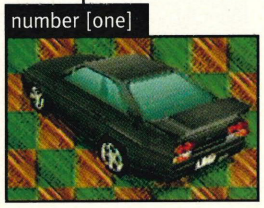
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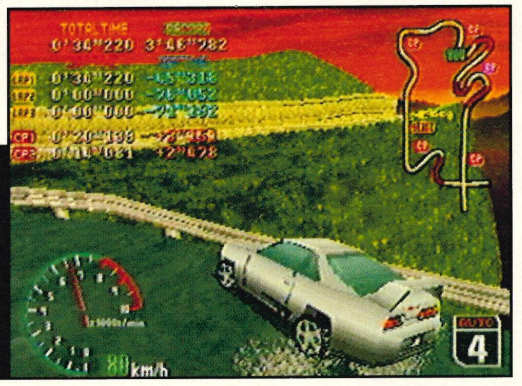

At high speeds you can really pull off some top hand-break turns and wheel spins in these cars. But then, that isn't the idea behind the game is it!

PICK A COLOUR!

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

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

2nd comment

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

● Steve Hardy

SATURN VITAL INFORMATION

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

Racing

One player

Action replay and data save

Japan

Three track difficulties.

GRAPHICS:	88%
SOUND:	83%
GAMEPLAY:	84%
LONGEVITY:	86%
PRESENTATION:	89%

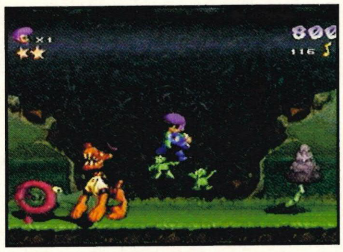
A visually pleasing racing game that is slightly flawed, but fun nonetheless.

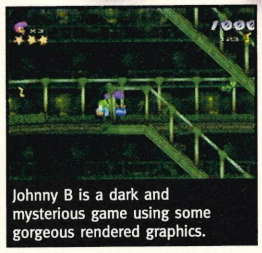
88 PERCENT

JOHNNY BA

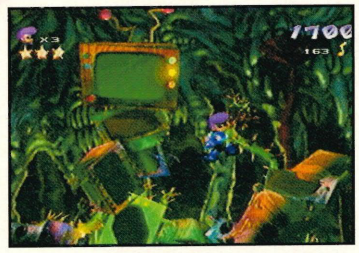
Where would we be in the world without music to relax us, inspire us and help us get completely blottoed at the Christmas party? Somewhere near the Hotel Demonique I expect...

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





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

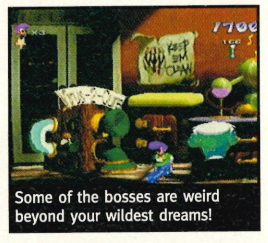


Just as video killed

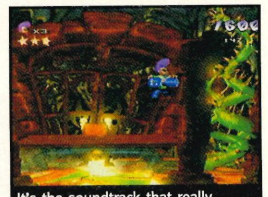
the radio star, Silicon Graphics machines have killed the 2D sprite – but who cares? 3D here we come! More and more Next Generation games are appearing with SGI graphics plastered all over them, and everything in US Gold's *Johnny Bazookatone* has been painstakingly rendered.

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

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



Some of the bosses are weird beyond your wildest dreams!



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

ZOOKATONE

MUSICAL YOUTH

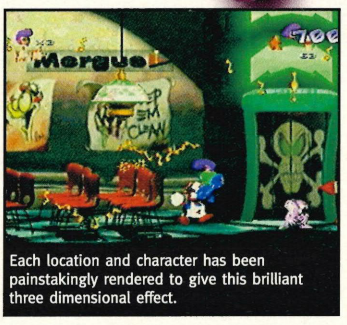
Johnny Bazookatone is a genius. In the year 2050 AD he has a string of number one hits and has united the world in peace and love using his beloved guitar Anita. Everyone is happy for him except for one arch rival in the music business, Mr L Diablo.

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

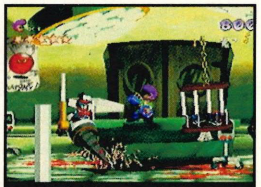
In his rendered platform game Johnny will discover hell, a prison, the Hotel Demonique complete with dirty old man in the attic and huge bouncer and a ballroom full of 70's disco dancers! The final showdown takes place in Diablo's fiery Penthouse.

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

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



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



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

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

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

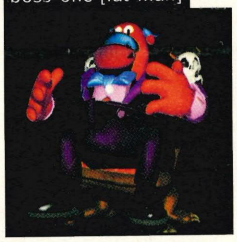
As the game progressed, music was composed for each level by Andy McGinty at ARC. His tunes even influenced the creation of the many of the weird and wonderful places Johnny finds himself. These tracks were then mixed with the talents of some big music industry names. Well, they've worked with big names anyway. Des Tong, head of music at US Gold, produced Time Warp from Damian (the less said about that the better) and has produced Erasure and Simply Red for the BBC; Mike Hehir the guitarist has played with Debbie Harry; Cissy Stone did vocals and has worked with Marvin Gaye and Aretha Franklin and Snake Davis, the lead guitar player, has played for many top names including Take That, M-People, Kylie Minogue and PJ and Duncan! So you know the music is going to be pretty special.

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

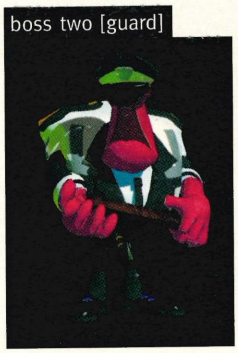
The only moan I have is that the baddies should have been easier to kill at the start. The tough difficulty level will put off most players, and I can hardly bare to play for more than minutes it's so frustrating.

● Nick Roberts

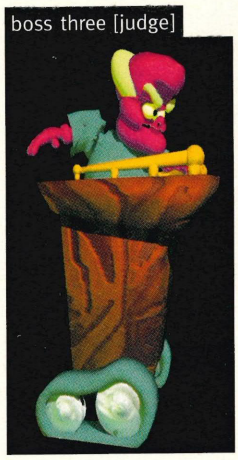
boss one [fat man]



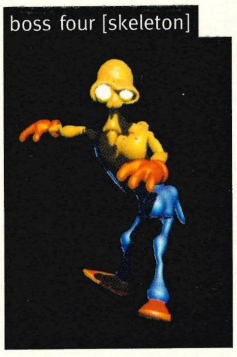
boss two [guard]



boss three [judge]



boss four [skeleton]

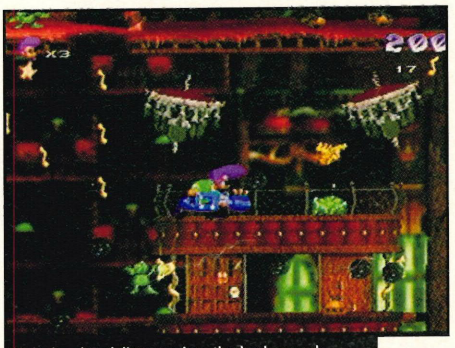


NASTY BOYS

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

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

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



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

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

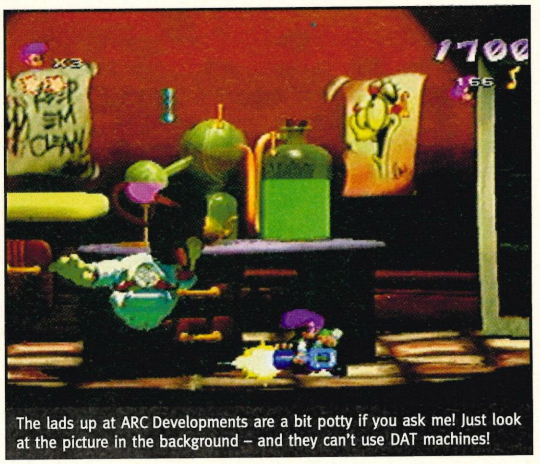
2nd comment

Well, what a spanking game this has turned out to be! *Johnny Bazookatone* takes the loveliest graphics around and throws in plenty of levels, mad characters and plenty of challenge into the bargain. It may not be the most original title going, but it's extremely well hidden under all that graphical splendour. Not forgetting the sound of course – it' s amazing! The CD soundtrack suits the action perfectly, and is created by the best in the business. *Johnny Bazookatone* plays well, although the graphics get very dark in some areas. It's major flaw is that the baddies can be incredibly frustrating to kill – and they come back to life! Try before you buy.

● Steve Hardy

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

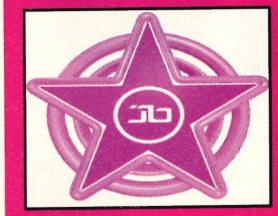
A giant butcher with a meat cleaver in his hand might scare your average platform game star – but not our Johnny!



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

SATURN VITAL INFORMATION

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



3D platform game

One player

Difficulty settings

UK from an original concept

Over 40

GRAPHICS:	94%
SOUND:	96%
GAMEPLAY:	60%
LONGEVITY:	62%
PRESENTATION:	92%

A visually stunning platform game that's let down by a lack of gametesting and annoying gameplay.

79 PERCENT

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There can only be one

WORMS

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

The worm battle

squads have only one goal – total victory over the enemy, and they are all set to battle it out over many different war zones. In fact, there are millions, randomly generated from a word before the game starts.

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

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

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

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

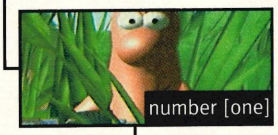
If things aren't going as planned, air strikes can be used against enemy positions. Drills and blow torches are also useful for getting through walls and obstacles. *Worms* has just so much going on and so many options available to the player that it must surely rank as one of the best games around.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

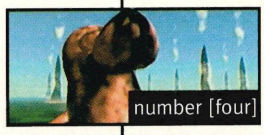
Everything about this game is impressive, right down to the sound effects, the cute voices of the worms and most importantly, the playability. Yes, it may be violent but it's also challenging, funny, and utterly addictive.

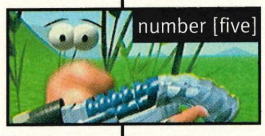
● Steve Hardy

THE WORMS HAVE TURNED...

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





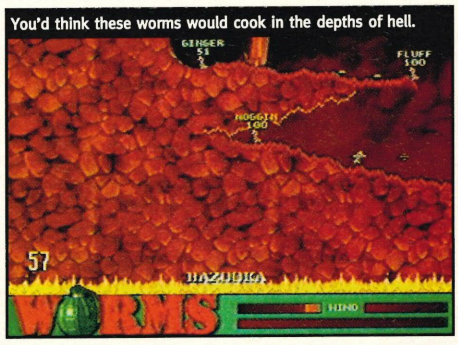


2nd comment

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

● Nick Roberts

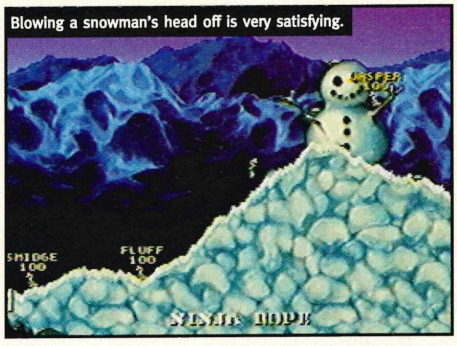
These craters in the ground might look small, but imagine the horror if you were a worm!



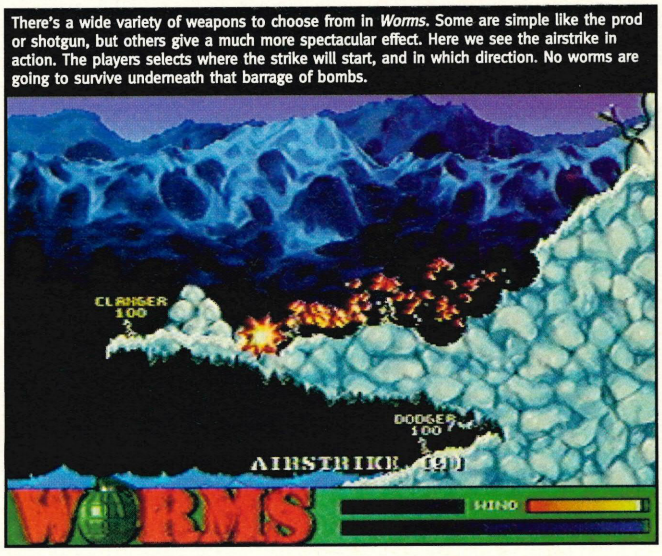
You'd think these worms would cook in the depths of hell.

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

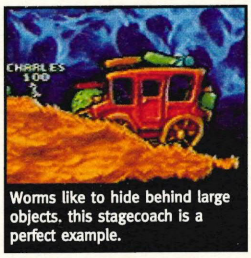
All team and worm names can be customised.



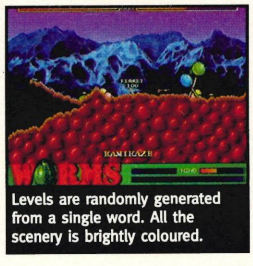
Blowing a snowman's head off is very satisfying.



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



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



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

SATURN VITAL INFORMATION

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

War game with puzzle overtones.

Up to sixteen players at once!

Name input and save data.

UK from an Amiga original.

Millions of levels – randomly generated.

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

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

91 PERCENT

FIRESTORM THUNDERHAWK 2

UNDER THE THUNDER

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

1. Armour level
This display indicates the level of armour integrity.

2. Map display
Provides an overhead view of the terrain displaying all ground targets.

3. Radar
Displays short-range threats in the mission zone.

4. Weapon selection
When lit this displays the current weapon, reverting to chain gun when all are used.

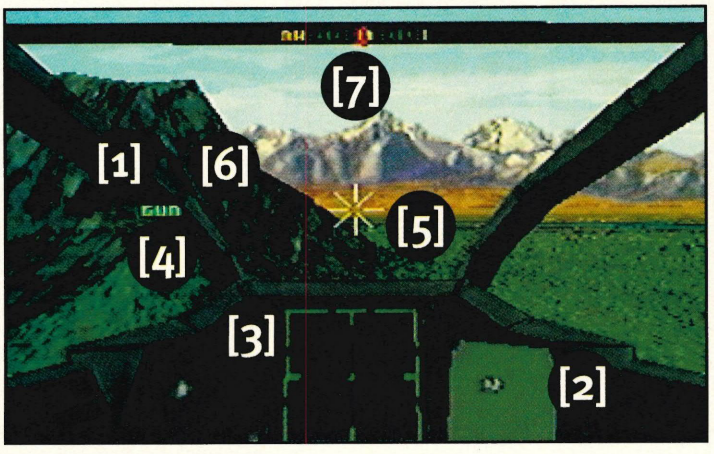
5. Radar Detection Warning Display (RDWD)
The display flashes when an enemy is tracking your flight path, beeping when they have locked on.

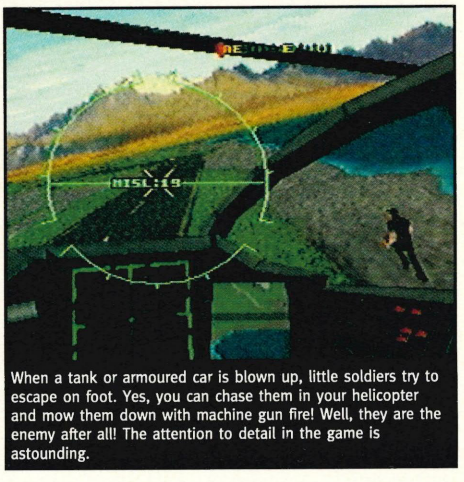
6. Mission Complete Indicator (MCI)
Illuminates when all mission objectives have been completed.

7. Heading indicator
Indicates the course to follow for primary targets.

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

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





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

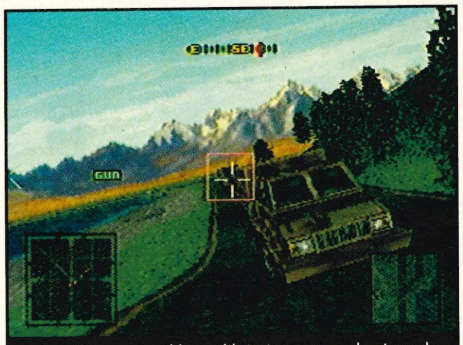
Outside the chopper you get a better sense of speed, but the game's a devil to control.

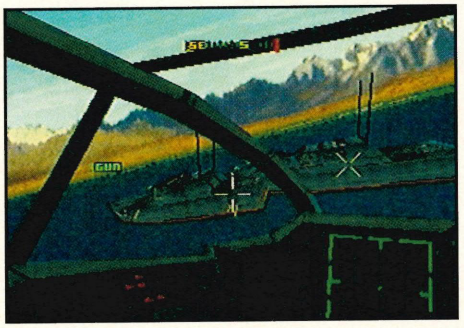
2nd comment

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

● Steve Hardy

M: VK 2


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


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

THE AH-73M THUNDERHAWK ATTACK HELICOPTER

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

Origin: USA — First flight 8th April, 1998

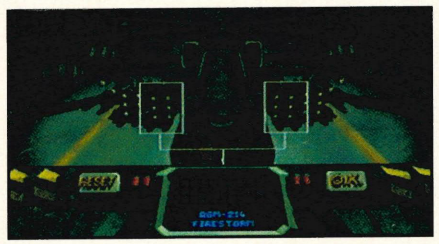
Engines: Two 1750 SHP (each) T-800B turboshaft engines, with a back-to-base capability with only one engine operational.

Performance: Max speed, 235 mph. Minimum hover ceiling, 13,500ft. Max range (own fuel), 500 miles.

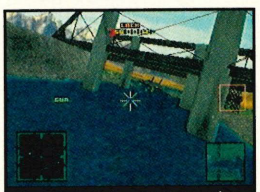
Weights: Empty, 9,127 lbs; Mission Weight (Gross), 12,048 lbs.

Systems: Designed to withstand enemy fire of 12.7mm and 30mm, thereby greatly reducing combat losses due to damage to critical flight components.

Armament: 30mm Chain Gun: Unlimited supply of ammunition. AGM-214 Firestorm Homing Missile: Maximum of 28 missiles. FFAR Rocket Pod: Maximum of 116 rockets (fires 2 at a time). RCS-233 Runway Cratering System Maximum of 4 pods. 'Big Boy' Mk-84 500lb bomb: Maximum of 8 bombs. Max-874A Cluster Bomb: Maximum of 20 bombs. Mk-3 Penguin Anti-shipping Missile: Maximum of 8 missiles. RC-14 Depth Charge: Maximum of 8 depth charges.

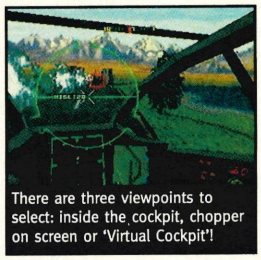


Core Design have always been a company to build on their strengths, and *Thunderhawk* has definitely been one of their strongest titles over the past few years. It's sold 70,000 units on Mega-CD in Europe and as there is only a 90,000 installed user base, that's almost 80% of Mega-CD owners with a copy!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


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

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

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


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

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

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

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

● Nick Roberts

SATURN VITAL INFORMATION

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

3D helicopter shoot-'em-up

One player

3 viewpoints, 3 difficulty levels

UK from a Mega-CD original

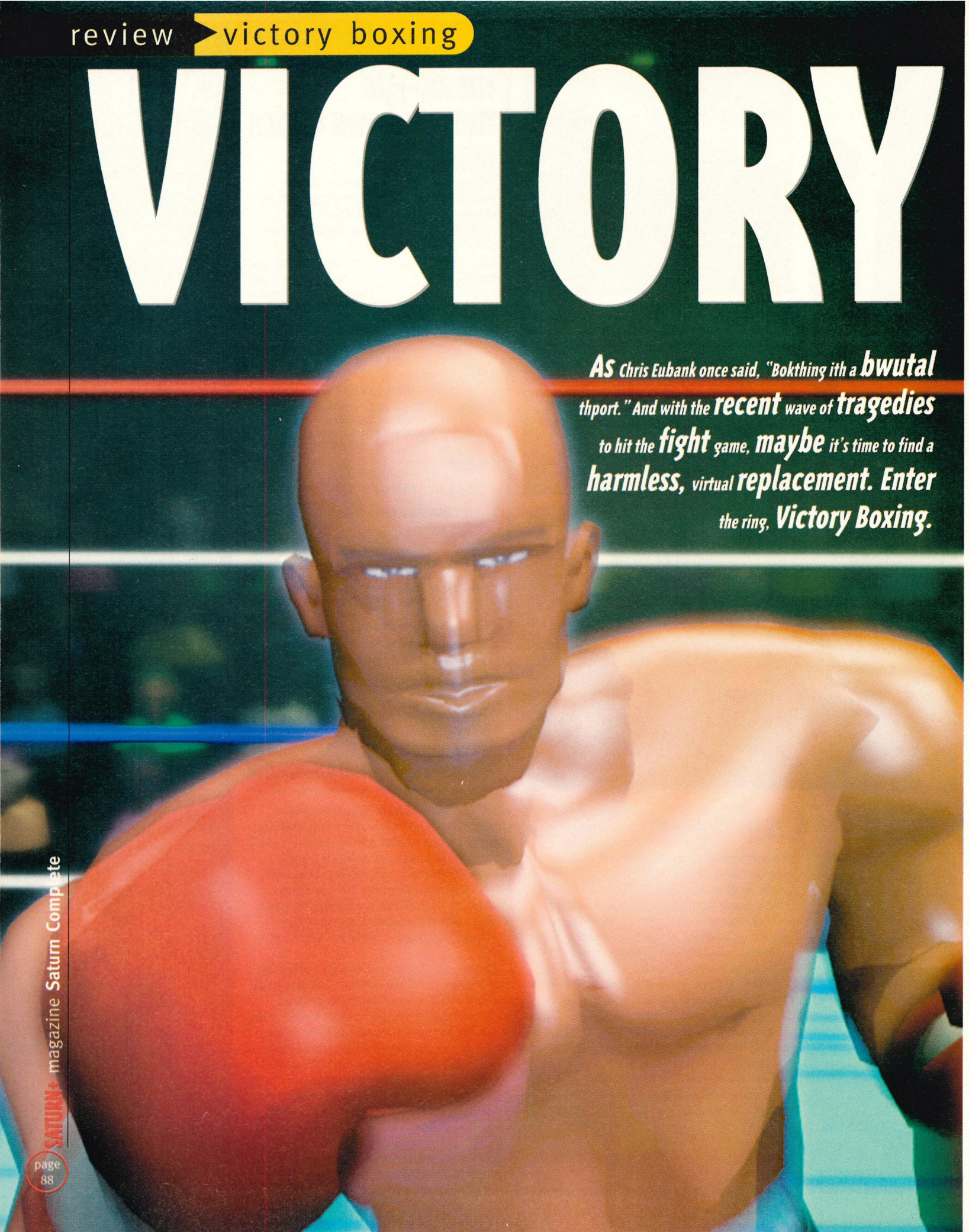
26 detailed missions

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

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

91 PERCENT

VICTORY



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

BOXING

Simply the best?

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

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

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

What really makes it so enthralling, though, is the intelligent nature of the fighting. Rather than simply unleashing as many punches as possible, you have to play it more tactically. Your yellow punch-power meter is quickly reduced with missed or blocked blows, and only regenerates slowly; so you have to choose your punches wisely, be they jabs, hooks or uppercuts. Good defence is also a key element, keeping your guard up and dodging and ducking before countering. Once your red defence meter starts getting low it's time to get out of there: if it reaches zero you're knocked spectacularly to the canvas, in which case it's a good idea to stay down for as long as possible to recoup your strength.

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

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

● Phil King

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

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

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

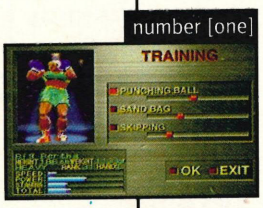
MAKE YOUR OWN

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

GET IN SHAPE

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

number [one]



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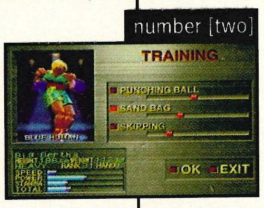

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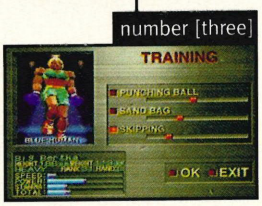


2nd comment

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

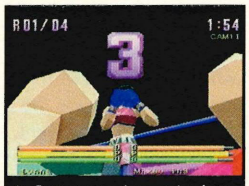
● Simon Lovell

VIRTUAL CAMERA MAN

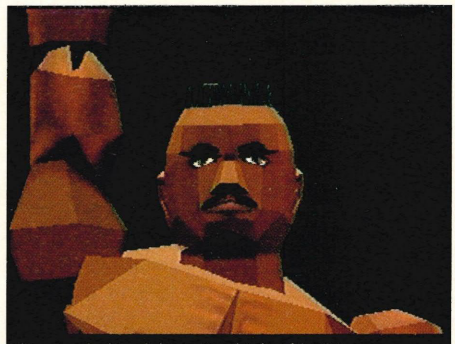
TV sport use some strange angles these days, be it from the front of a Formula One car or from the jump of a horse race. JVC have gone one step further with *Victory Boxing* and given you almost unlimited angles to play from, all selectable in mid-fight. Try out the view from underneath the ring – very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

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

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

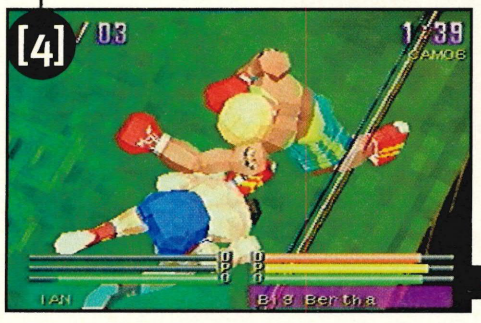


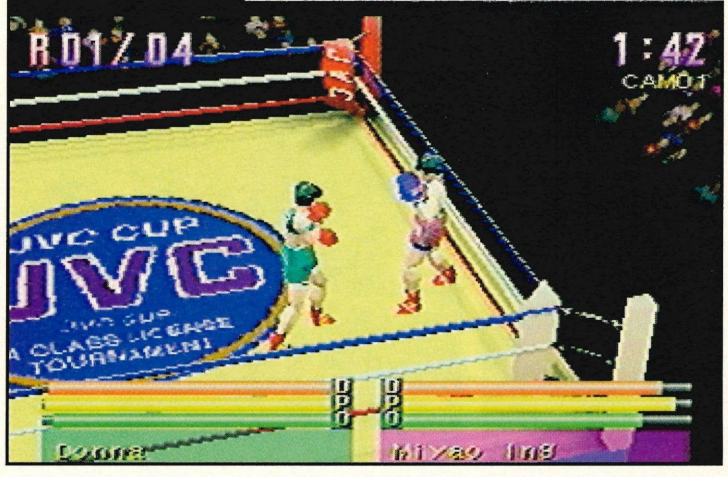
In first-person view you've been knocked to the canvas. Get up before the count reaches ten.



This mean-looking fighter raises his hand in victory, accompanied by a cheering crowd.

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

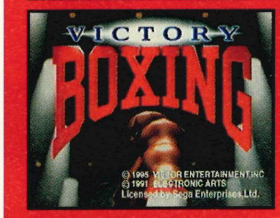




1. High up view. 2. Under the ring view. 3. Flat out view. 4. Above ring view.

SATURN VITAL INFORMATION

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

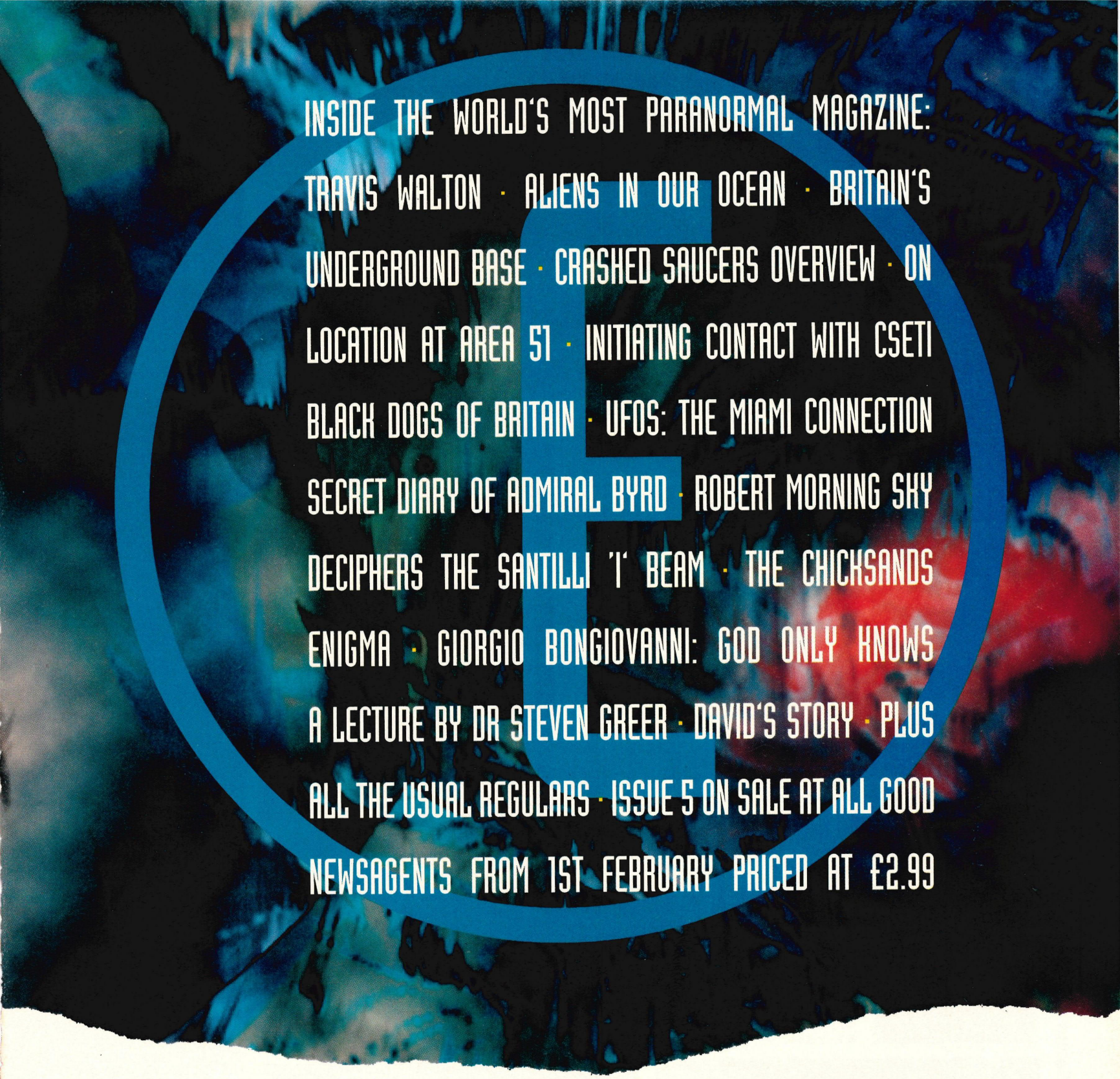


- 3D polygon boxing
- One or two players
- User definable boxers and data save
- Developed by JVC in Japan
- 30 progressively harder boxers

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

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

87 PERCENT



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BAKU BAKU ANIMAL

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

A strange title

for a strange game – but highly addictive all the same. *Baku Baku Animal* is a brilliant little puzzler from Sega of Japan that has had everyone in the Saturn + office hooked for days!

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

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

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

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

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

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

● Nick Roberts

2nd comment

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

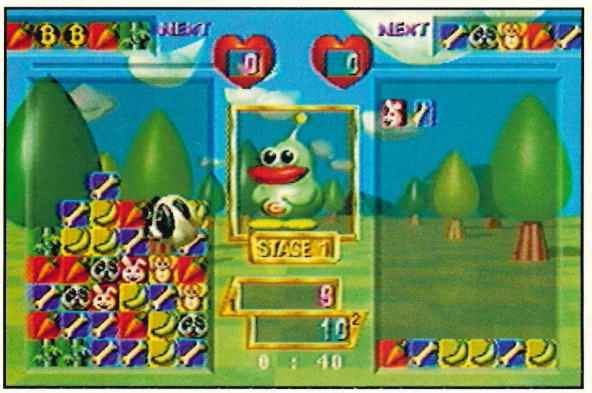
● Steve Hardy

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

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

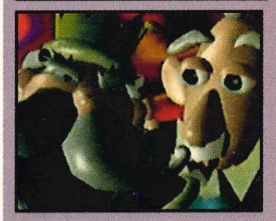
The difficulty settings in the game are measured by the weirdness of the character you choose to play against. The pig in a wizard's costume is a pretty nasty one to go up against, I prefer the multi-coloured penguin! Oh dear...

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



SATURN VITAL INFORMATION

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



Novelty puzzle game

Two players

Various modes of play

Japan from an a Sega Titan coin-op

Nine skill levels

GRAPHICS:	91%
SOUND:	90%
GAMEPLAY:	92%
LONGEVITY:	89%
PRESENTATION:	90%

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

91 PERCENT

VIRTUA RACING

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

Racing games are big business on the next generation consoles of today. In fact, many of them are flagship titles. The PlayStation has *Ridge Racer*, and the Saturn has *Daytona USA* and *Sega Rally*. *Virtua Racing* certainly doesn't look as detailed or realistic as those two, but it is undeniably a well thought out racer that demonstrates what the Saturn can do.

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

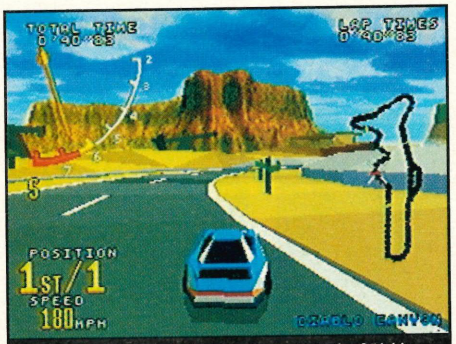
The karts are my particular favourite. They can reach immense speeds, but get difficult to handle on those tracks with lots of corners. Each vehicle handles differently, so choosing the correct car before the start of a particularly complicated track can be a bonus.

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

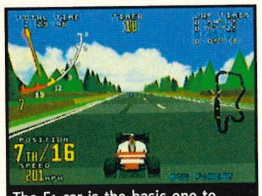
Unfortunately tracks don't fly by as fast as they could do, and the game suffers from the usual graphical glitching problem that most racers have.

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

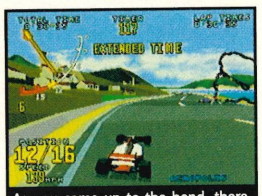
● Steve Hardy



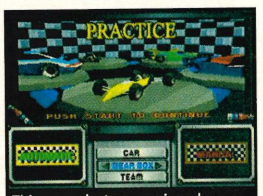
Another nifty car speeds through the dusty track of Diablo Canyon, but it's not as good as the Go Karts!



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



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

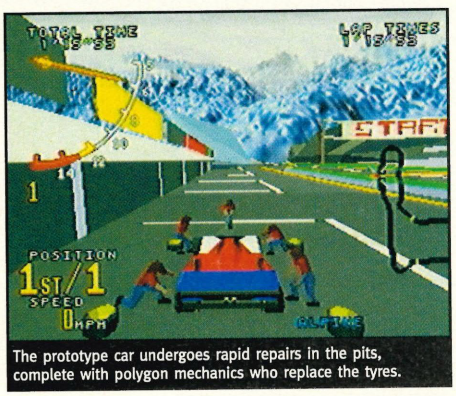


This car select screen is only available in practice mode, and each car handles differently.

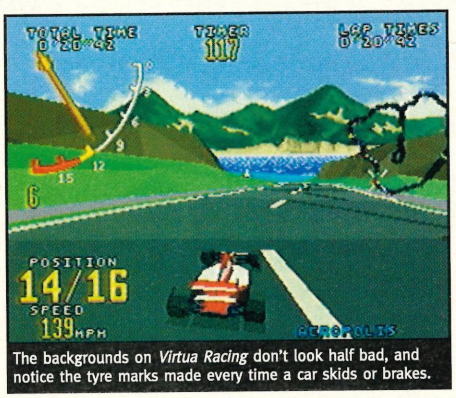
2nd comment

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

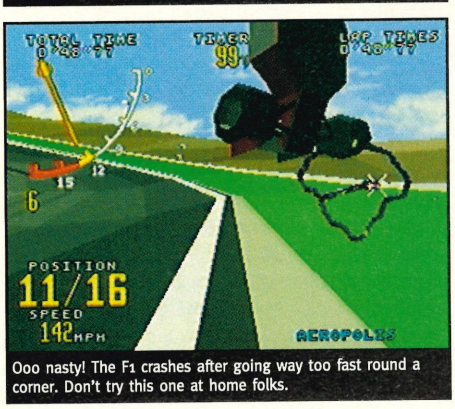
● Nick Roberts



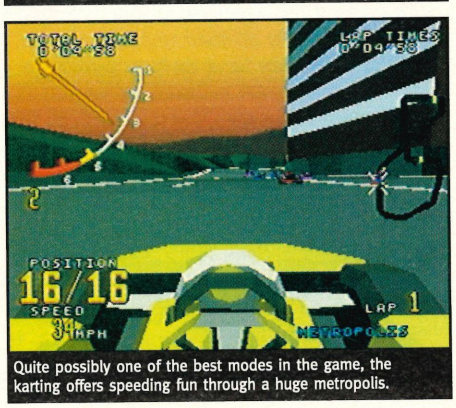
The prototype car undergoes rapid repairs in the pits, complete with polygon mechanics who replace the tyres.



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



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



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

SATURN VITAL INFORMATION

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

3D polygon racing simulation.

One or two players in split screen.

Laps and drone cars

USA from an arcade original.

Ten tracks

GRAPHICS:	88%
SOUND:	80%
GAMEPLAY:	87%
LONGEVITY:	84%
PRESENTATION:	80%

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

85 PERCENT

WING ARMS

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

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

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

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

2nd comment

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

● Nick Roberts

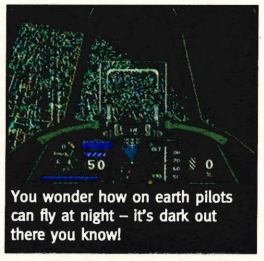
Clear a mission and you're given a breakdown of your performance.

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

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

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

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

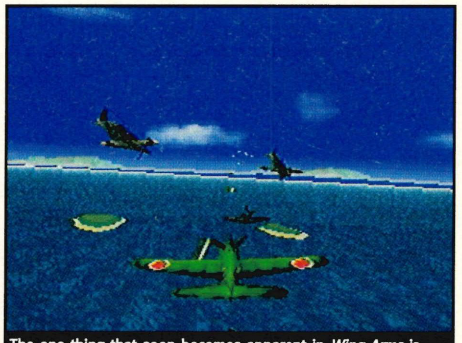


You wonder how on earth pilots can fly at night – it's dark out there you know!

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

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

Players select from a choice of seven planes and then get to grips with a variety of tricky missions from strafing aircraft carriers at sea to night raids on enemy cities. Three optional viewpoints include an in-cockpit angle displaying standard controls such as altimeter, fuel levels and compass.



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

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

● Mat Yeo

SATURN VITAL INFORMATION

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

Action flight simulation

One player

Various planes to fly

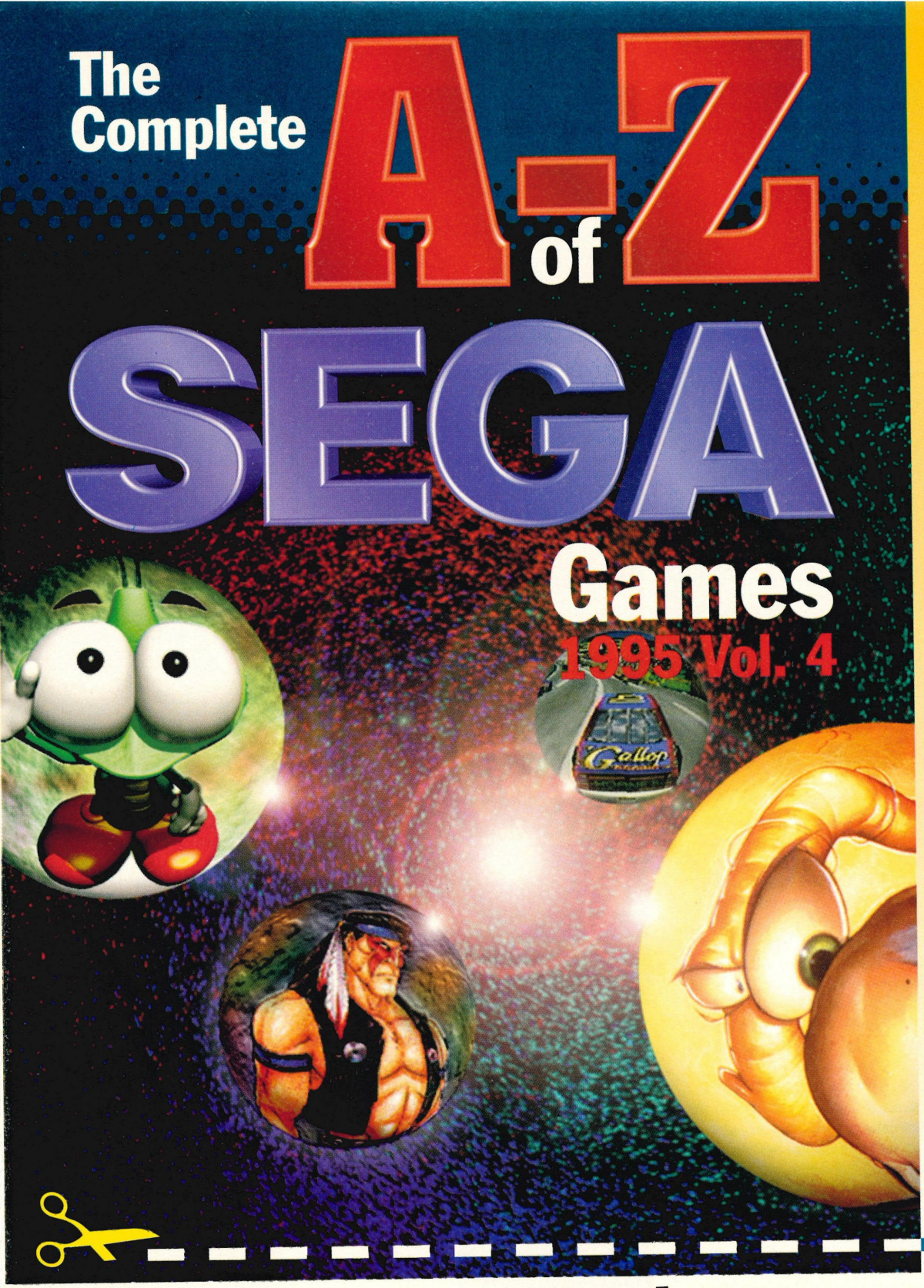
Influenced by the *Wing War* coin-op

Seven missions

GRAPHICS:	71%
SOUND:	56%
GAMEPLAY:	65%
LONGEVITY:	49%
PRESENTATION:	60%

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

68 PERCENT



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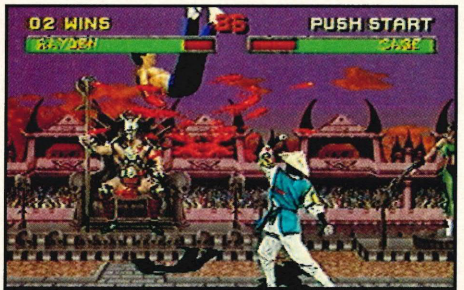
For those of you who like your beat-'em-ups with a decidedly 2D flavour, Acclaim have cooked up a little retro-gaming treat. Take it away lads...

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



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

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

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

MORTAL KOMBAT II

Ed Boon and John

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

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

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

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

● Mat Yeo

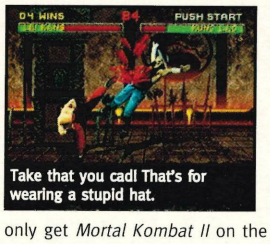
All the special moves are here, in all their original gory glory. Mortal Kombat fans rejoice!

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

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

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

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



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

2nd comment

It just doesn't seem fair. The PlayStation owners are enjoying the delights of *Mortal Kombat 3* while we only get *Mortal Kombat II* on the Saturn. Bloody exclusivity deals. *MK3* is finished on the Saturn too – I've played it! This is a fantastic conversion of the second in the series though, nothing is out of place. All the fatalities are intact and the animation is arcade perfect. The nearest thing you'll ever play to the arcade machine in your home.

● Nick Roberts

SATURN VITAL INFORMATION

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

Arcade beat-'em-up

One or two simultaneous

Nothing

Midway arcade machine series

Fighters range in difficulty

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

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

90 PERCENT

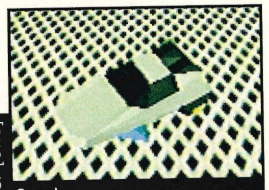
HI-OCTANE

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

EXTREMELY CRAFTY

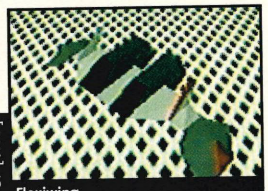
There're six ships to choose from altogether. Each has its own unique stats. So when racing, make sure that you know what your speedster is capable of.

number [one]



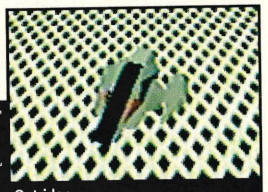
Speeder
Quite nippy and a good all rounder for fast racing.

number [two]



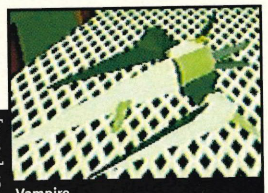
Flexiwing
Extremely fast but can't carry that much armour.

number [three]



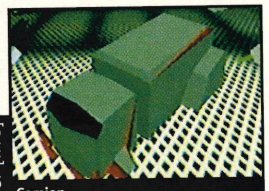
Outrider
This craft is fast and light, no good for rough driving though.

number [four]



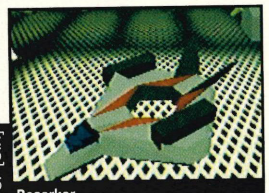
Vampire
This Starwing look-a-like weighs up nicely. Not bad!

number [five]



Camion
Ugly, heavy, too hard to move around. Nope!

number [six]



Beserker
Slow but packs a punch and gives a few of its own back!

Over on the PC,

The two-player split-screen mode allows yourself and and a buddy to battle it out. Looks good but plays rather slowly. Shame!

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

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

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

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

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

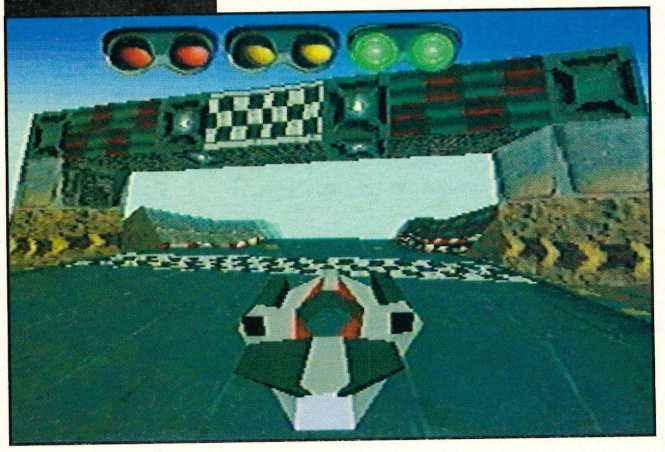
The texture mapped graphics and throbbing techno beats are all very well and good, but when it comes to the gameplay and presentation a drastic change needs to be made. Buying it could be a Hi-risk manoeuvre.

● Simon Lovell

2nd comment

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

● Nick Roberts



SATURN VITAL INFORMATION

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

Futuristic racing

One or two players

Save game in memory, view change

UK from a PC CD-ROM original

Nine lengthy tracks

GRAPHICS:	72%
SOUND:	74%
GAMEPLAY:	58%
LONGEVITY:	55%
PRESENTATION:	58%

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

61 PERCENT

F1 LIVE INFORMATION

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

You never know

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

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

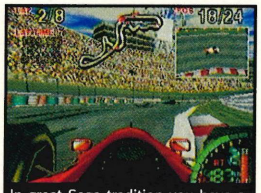
Five cars are on offer, each with its own real life racing driver to go along with it. Yes, at last you can become Hill or Schumacher as they fly around one of the world's top race tracks. Once a car has been chosen all the parts on it can be customised, again with a neat viewpoint that flicks around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

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

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

● Nick Roberts

Contact: The Video Game Centre on **01202 527314.**



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

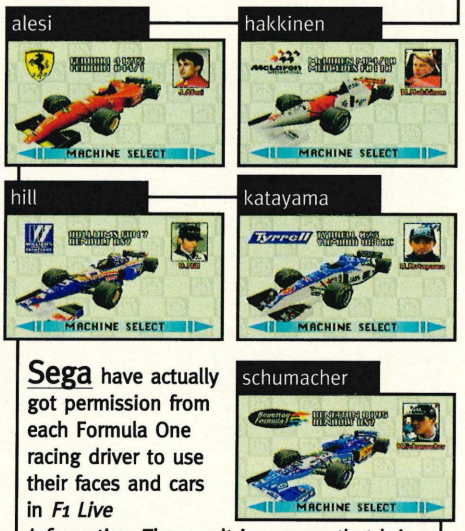
2nd comment

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

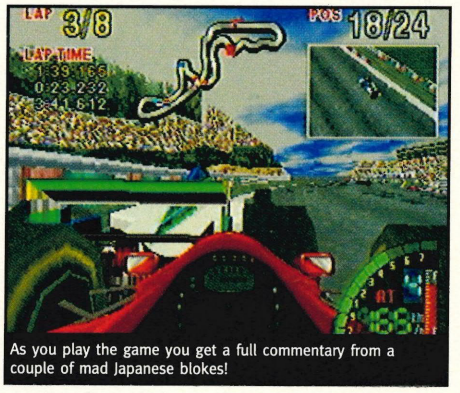
● Simon Lovell

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

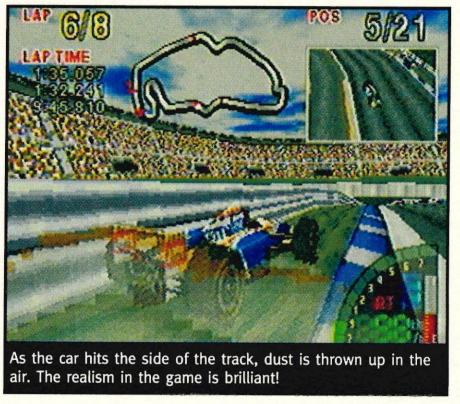
PICK A PERSONALITY



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



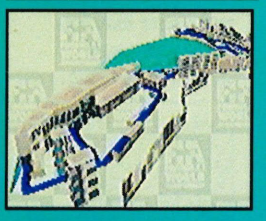
As you play the game you get a full commentary from a couple of mad Japanese blokes!



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

SATURN VITAL INFORMATION

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



- 3D racing simulation
- One or two split screen
- User definable parts
- Japan
- Six real race tracks, two created by Sega.

GRAPHICS:	89%
SOUND:	83%
GAMEPLAY:	84%
LONGEVITY:	86%
PRESENTATION:	90%

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

88 PERCENT

number [one]

number [two]

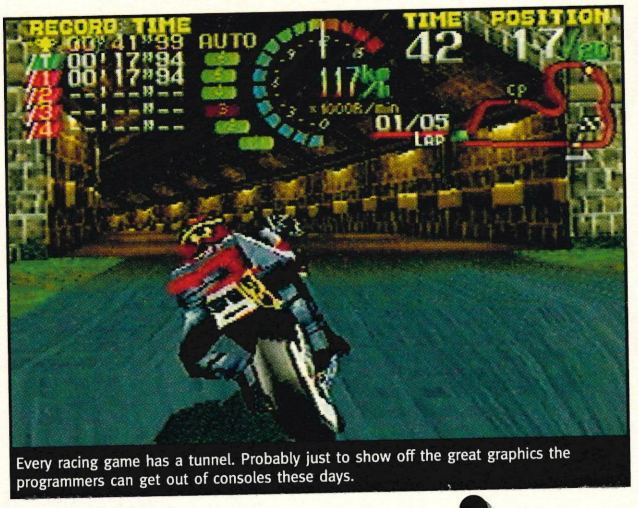
number [three]

number [four]

number [five]

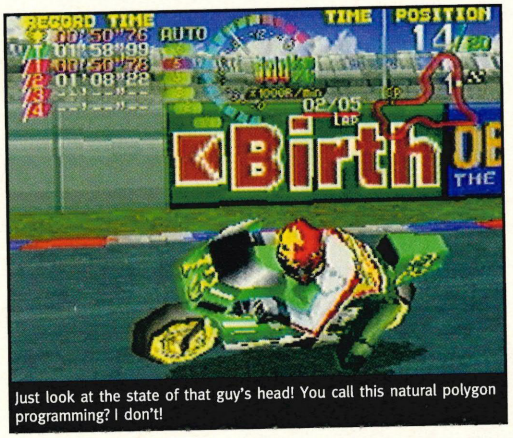
MOTOR BIKIN'!

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



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

HANG-ON GP'95

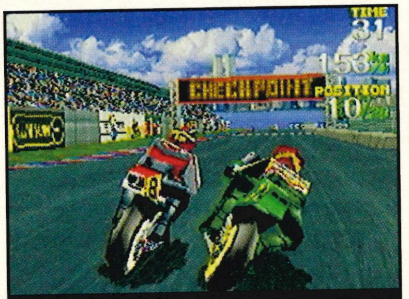


Just look at the state of that guy's head! You call this natural polygon programming? I don't!

2nd comment

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

● Mat Yeo



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

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

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

Sega's *Hang-On* was a big hit in the arcades of the 1980's being one of the first machines to actually incorporate a bike to sit on and sway from side to side, pretending you were actually steering the game. It conned 1ops out of many foolish young game seekers. Well now it's all been updated and given the texture mapping treatment on the Saturn.

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

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

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

● Nick Roberts

Contact:
The Video Game Centre on **01202 527314.**

SATURN VITAL INFORMATION

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

3D motorbike racing

One player

Five bikes to choose.

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

Three tracks

GRAPHICS:	74%
SOUND:	73%
GAMEPLAY:	72%
LONGEVITY:	76%
PRESENTATION:	74%

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

73 PERCENT

VIRTUA FIGHTER/ VIRTUA FIGHTER REMIX

The game that started the whole Saturn scene rolling, *Virtua Fighter* was hailed as a piece of genius programming. The original version had its problems though, bad polygon drop-out on the action replays and the fact that the game only used solid polygons, no texture-mapping, put it to the top of Sega's list for updating. *Virtua Fighter Remix* was the result. Essentially the same game, but now with fully texture-mapped characters and backgrounds and a redesigned character selection screen showing sketched fighters instead of the polygonised ones. The glitches that spoilt the original were all ironed out too.

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

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

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

SATURN VITAL INFORMATION

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

GRAPHICS:	69% 91%
SOUND:	82% 82%
GAMEPLAY:	83% 84%
LONGEVITY:	83% 90%
PRESENTATION:	78% 92%

VIRTUA FIGHTER 82

VIRTUA FIGHTER REMIX 90

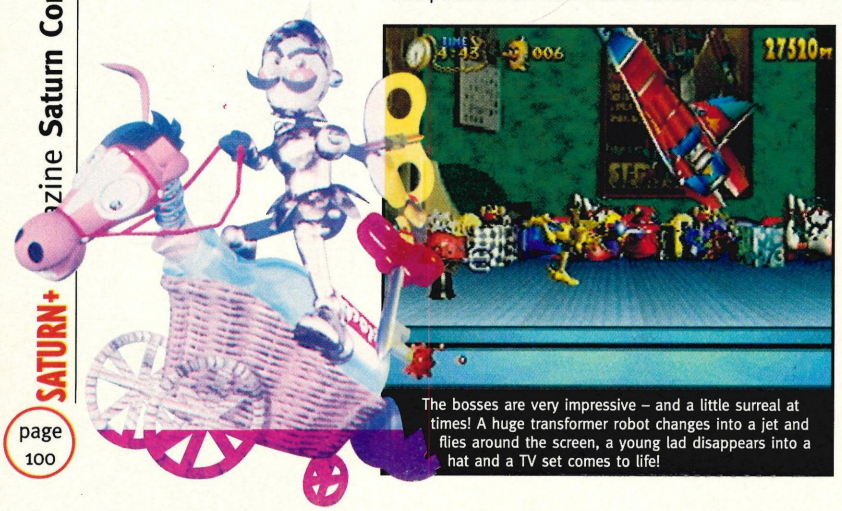
PERCENT

CLOCKWORK KNIGHT

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

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

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



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

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

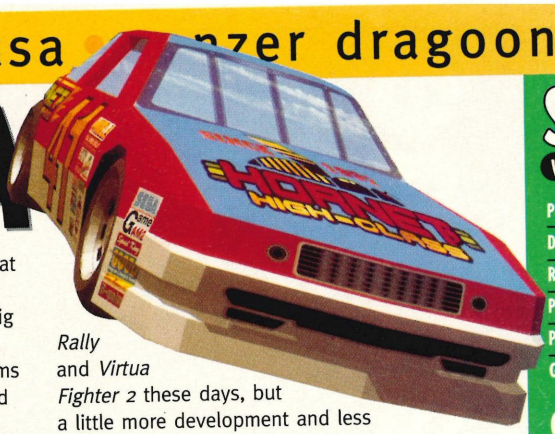
SATURN VITAL INFORMATION

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

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

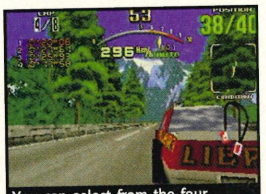
85 PERCENT

DAYTONA USA



Another shining

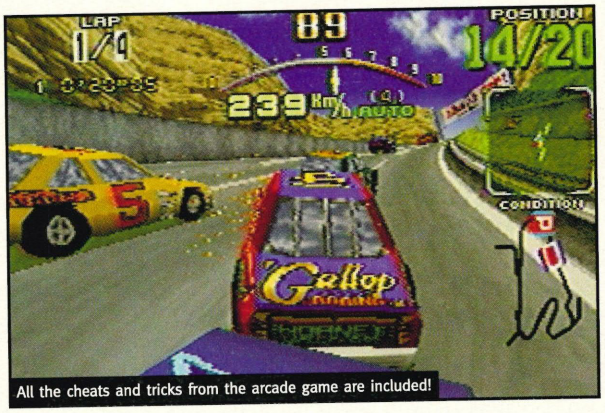
example of a game that has been rushed out, *Daytona USA* was a big disappointment, although the critics gave it shining reviews back in July. The main problems were the highly pixelised feel to the game and atrocious graphic clipping – this is where the background scenery seems to just pop up in front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



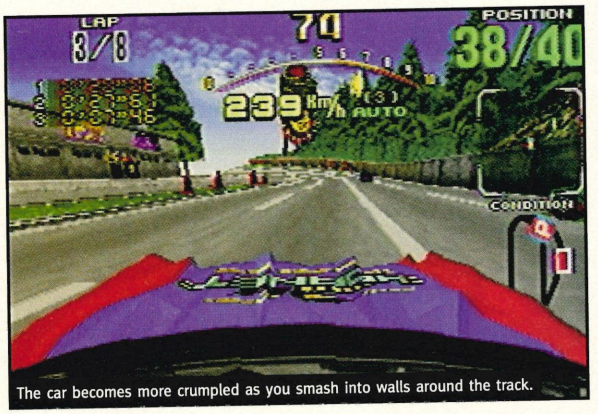
You can select from the four viewpoints available in the arcade machine original. But keep an eye on the road as you do!

Admittedly Saturn programmers were learning their trade with the first batch of games, so the quality is nothing compared to the likes of *Sega Rally* and *Virtua Fighter 2* these days, but a little more development and less rushing would have secured a better product.

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



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



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

SATURN VITAL INFORMATION

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

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

82 PERCENT

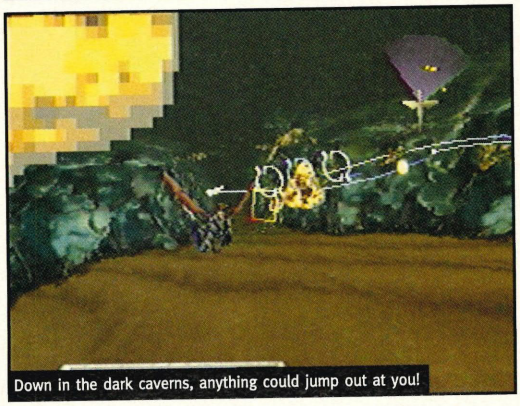
PANZER DRAGOON

If you want a game

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

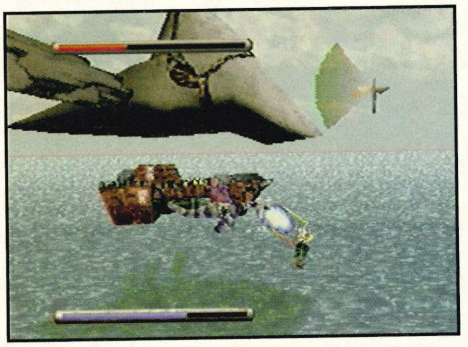
The sand worms early on in the game burst out of the ground and attack. Don't play this game alone in a darkened room!

There are 12 set viewpoints in all (count them) with your dragoon viewable from the front, rear or either side and then at a choice of three distances. All these can be easily manipulated from the joypad, essential as quick direction changes are needed to shoot down the barrage of enemy fire. Hardened games players will find plenty of challenge in *Panzer Dragoon* too, with three difficulty settings and lots of surprises in store.



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

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



SATURN VITAL INFORMATION

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

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

90 PERCENT

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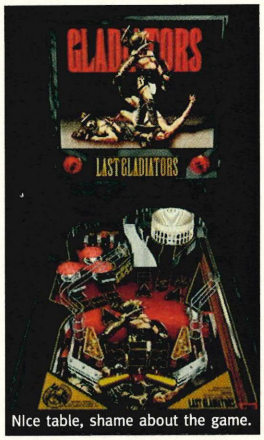
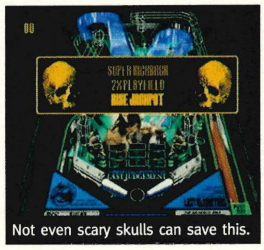
DIGITAL PINBALL

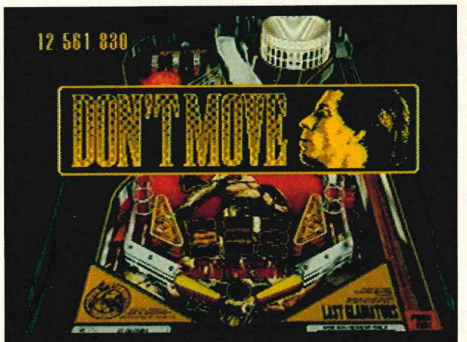
With a 32-bit console to play with you'd think that programmers would let their imagination's run riot creating new and exciting graphics and testing the machine to its limits. Not so with *Digital Pinball*. All the game consists of is a collection of pinball tables, all seen from the front. No snazzy viewpoints to show off, no exciting bonus games to play, nothing.

Okay, so the pinball plays perfectly well but this day and age we expect much more than a static table that has a few pixelated messages that flash up each time you hit the right bumper. Third party developers like Empire and Virgin are busy creating their own pinball experiences in *Pro Pinball* and *Tilt!* so if you're a fan I should hang on until early '96 when these superior titles will be available. Another shining example of 'oh we need games quickly, let's knock out a pinball simulator'.

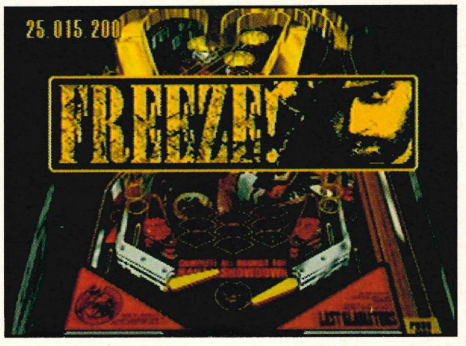


NIce table, shame about the game.


Not even scary skulls can save this.



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



SATURN VITAL INFORMATION

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

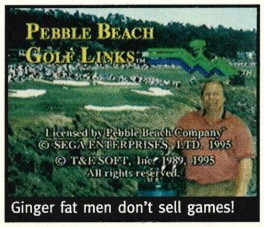
GRAPHICS:	69%
SOUND:	60%
GAMEPLAY:	58%
LONGEVITY:	56%
PRESENTATION:	60%

62 PERCENT

PEBBLE BEACH GOLF

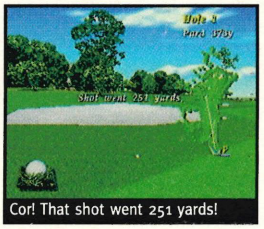
Everyone, including Sega themselves, have admitted that the first batch of Saturn games left much to be desired and *Pebble Beach Golf* is included in this special school for software. Golfing experts T&E Soft were called in to convert their classic, having appeared on every other console imaginable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

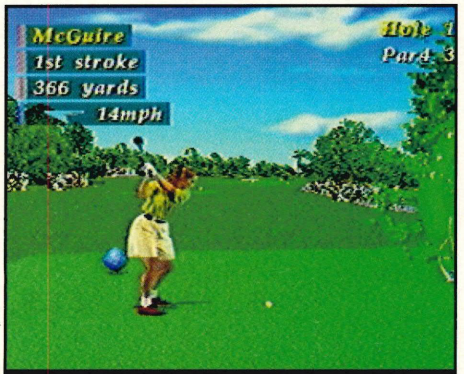
Again, it's a playable golf simulation but it has nothing particularly special to offer in terms of 32-bit enhancements. A strange fat golfer introduces everything and teaches you the best swings and clubs to use but nothing helps to heave the game out of the average category. You get fly-bys of each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



Ginger fat men don't sell games!

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


Cor! That shot went 251 yards!



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

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

SATURN VITAL INFORMATION

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

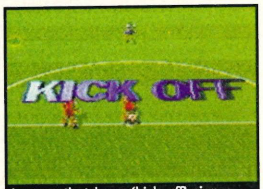
GRAPHICS:	64%
SOUND:	61%
GAMEPLAY:	71%
LONGEVITY:	70%
PRESENTATION:	69%

69 PERCENT

VICTORY GOAL

We've had racing,

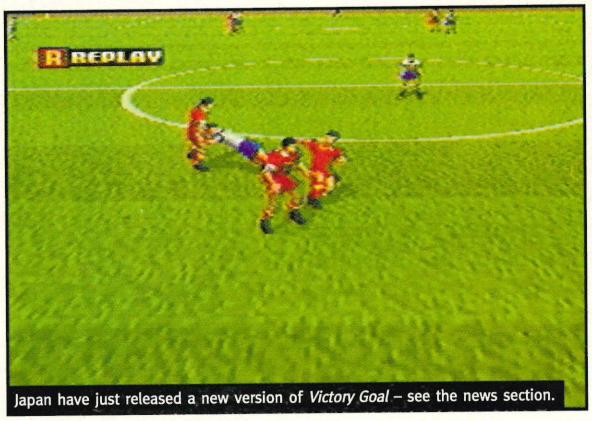
fighting, shooting and platforms. Now which genre is missing? Well no console repertoire would be complete without a soccer game and this is Sega's first attempt for Saturn.



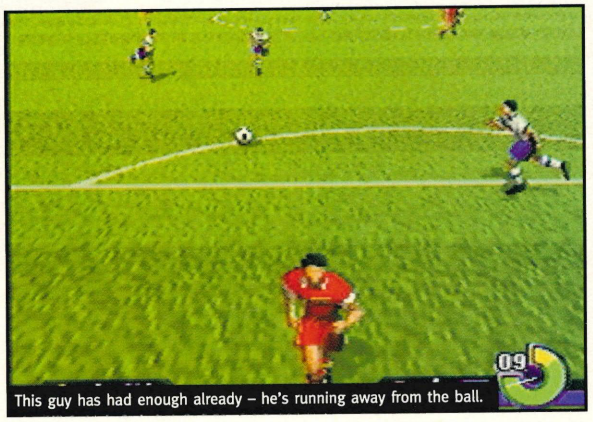
I guess that large 'kick off' sign across the screen means something. But I just can't think what... oh the game's started already!

Multiple viewpoints are the order of the day once more as you can view the game from high up above the stadium or as low down as you can go – giving a view to please all players. Everything moves fast enough and all the options you'd expect from a soccer simulation are here but there's just something that doesn't quite click. It's a little awkward to control which player you move to next and lining up a shot is something that will need hours of practice.

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



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



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

SATURN VITAL INFORMATION

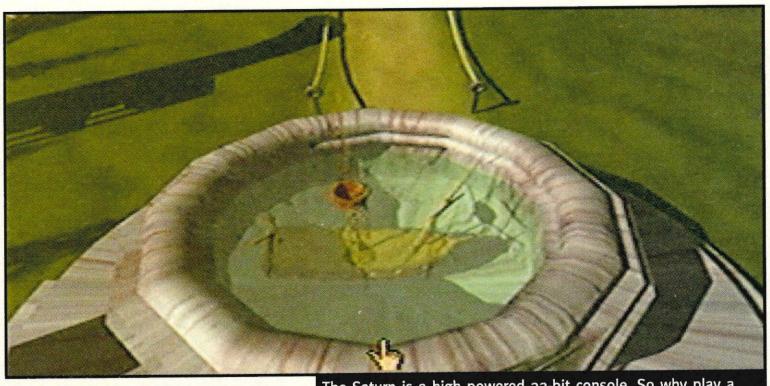
PUBLISHER:	Sega
DEVELOPER:	In-house
RELEASE DATE:	Out now
PRICE:	£44.99
PLAYERS:	One or two
GENRE:	Arcade soccer

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

74 PERCENT

MYST

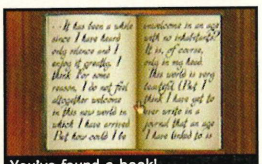
That little pointing hand on the screen is your only contact with the world of *Myst*. Sad really isn't it?



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

Something to watch

out for on 32-bit consoles are dodgy conversions of PC games. Just because they did well on the PC developers automatically assume they'll make create console games, now that we have the technology to handle them. Well *Myst* is an example of a failure.

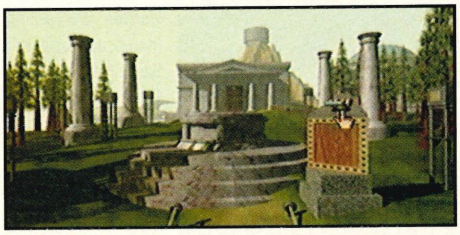


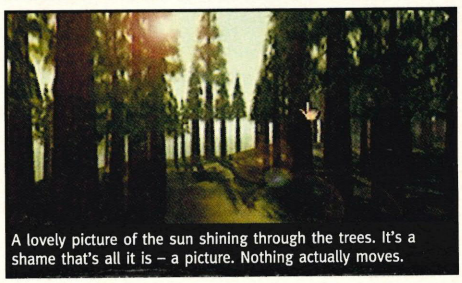
You've found a book! Congratulations! Now, I'm sure there must be a few clues in here somewhere.

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

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

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





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

SATURN VITAL INFORMATION

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

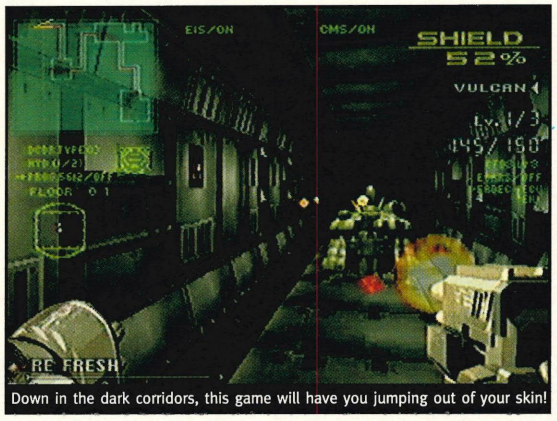
GRAPHICS:	82%
SOUND:	78%
GAMEPLAY:	60%
LONGEVITY:	71%
PRESENTATION:	62%

68 PERCENT

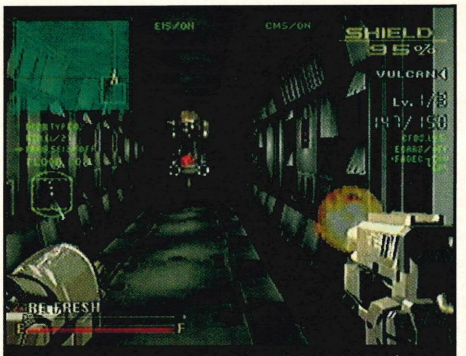
ROBOTICA

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

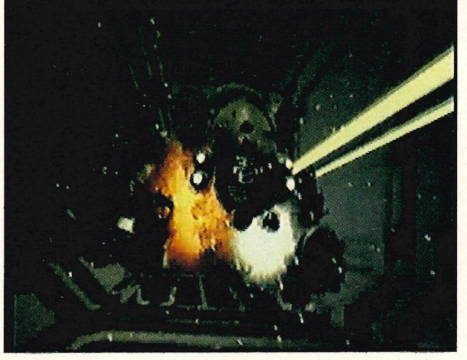
Robotica (or *Deadalus* as it was originally titled) has all of these, but throws plenty of fresh ideas into the pot too. Escape the early corridor levels and you can make use of a hoverpack that takes you high above the game. There's a laser gun to shoot, or you can choose to punch, and there's the ability to restore power, send out electricity bolts and zip forward at a phenomenal speed to make moving around less of a chore.



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



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



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

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

SATURN VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	In-house
RELEASE DATE:	Out now
PRICE:	£39.99
PLAYERS:	One
GENRE:	Shoot-'em-up
GRAPHICS:	84%
SOUND:	83%
GAMEPLAY:	85%
LONGEVITY:	87%
PRESENTATION:	82%

84 PERCENT

SHINOBI-X

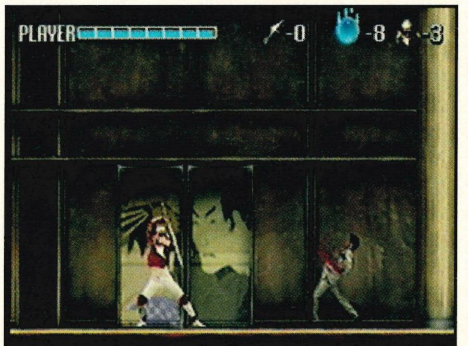
If you were asked to think of a Sega mascot then Sonic the Hedgehog would probably spring to mind. Well it might surprise you to know that the Shinobi games are just as much an icon of Sega as Sonic. There were platform beat-'em-ups starring Shinobi for Master System, Game Gear and Mega Drive so it's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

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

A fun, but limited, platform adventure.

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

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



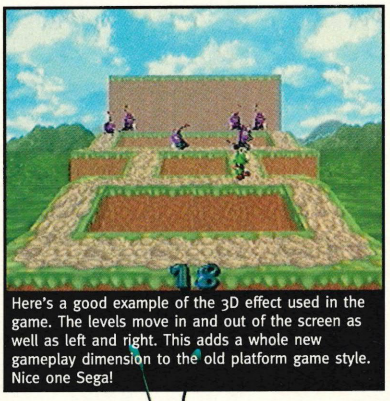
This is definitely not a game for the faint hearted. As Shinobi slices and dices his enemies, they simply fall apart at the seems, as this screen shot shows. Have you ever seen anything like this before? Nope – not even in an episode of Casualty! It's disgusting!

SATURN VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	In-house
RELEASE DATE:	Out now
PRICE:	£39.99
PLAYERS:	One
GENRE:	Beat-'em-up
GRAPHICS:	80%
SOUND:	81%
GAMEPLAY:	79%
LONGEVITY:	82%
PRESENTATION:	81%

82 PERCENT

BUG!



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

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

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

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

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

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

SATURN VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	In-house
RELEASE DATE:	Out now
PRICE:	£44.99
PLAYERS:	One
GENRE:	3D platform game
GRAPHICS:	91%
SOUND:	90%
GAMEPLAY:	89%
LONGEVITY:	85%
PRESENTATION:	86%

89 PERCENT

STREET FIGHTER: THE MOVIE

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

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

Think of it as a kind of *Mortal Kombat*/*Street Fighter* hybrid. They're all here: Jean Claud Van-Damme, Kylie Minogue, Raul Julia – and they all move quite convincingly. The one thing that was missing from the movie was realistic special moves (well, as realistic as a fireball can be) but with the wonders of modern technology they are all in the game. Plus there's the added attraction of Kylie dancing around in a gym-clip – can't be bad eh? This is worth taking a look at if you're a 2D beat-'em-up fan.

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

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

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

SATURN VITAL INFORMATION

PUBLISHER:	Acclaim
DEVELOPER:	Capcom
RELEASE DATE:	Out now
PRICE:	£39.99
PLAYERS:	One or two
GENRE:	Beat-'em-up
GRAPHICS:	82%
SOUND:	79%
GAMEPLAY:	84%
LONGEVITY:	81%
PRESENTATION:	82%

83 PERCENT

VIRTUAL HYDLIDE

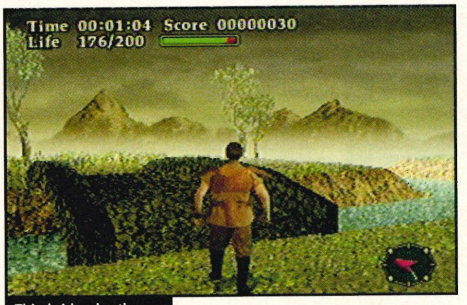
Over in Japan

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

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

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

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



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

SATURN+ VITAL INFORMATION

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

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

51 PERCENT

CYBER SPEEDWAY

When Cyber

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

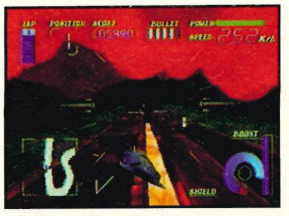
This game did away with the need for wheels by making all the vehicles hover instead. With futuristic race tracks and piles of texture mapping the scene was set for some top racing action. It's quite an enjoyable game too. Gameplay is fast and furious and the computer controlled cars really give you a challenging race. This was also the first racing game to incorporate a split-screen two-player option – something many thought would have saved *Daytona*. The level of scenery is dropped slightly to make the two-player game fast but it works really well.

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

Pick a car, any car. Now shuffle the pack!

Those warning signs have to mean something...

The graphics for *Cyber Speedway* really do look impressive. It's just that the gameplay lacks a little something special.



You can select from the usual collection of viewpoints – even in the split-screen two-player mode. The level of detail in the background is slightly less in this mode but you don't notice that when you're racing.

SATURN+ VITAL INFORMATION

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

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

86 PERCENT

SIM CITY 2000

Let's get serious.

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

Each building has its own screen showing the cost and amount of power it will take up. Choose wisely Mr Townplanner!

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

Quick! Call the emergency services, there's been an explosion at the old Roberts place! I bet that fire will spread and destroy the whole city – ha, ha, ha!

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

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

Yup! Told you it would spread. No-one ever listens to me these days.

Don't cities look magnificent from high up in the air? Lovely.

SATURN VITAL INFORMATION

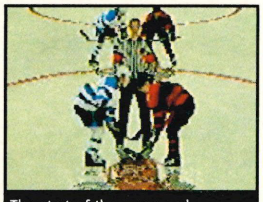
PUBLISHER:	Sega
DEVELOPER:	Maxis
RELEASE DATE:	Out now
PRICE:	£49.99
PLAYERS:	One
GENRE:	Strategy
GRAPHICS:	88%
SOUND:	82%
GAMEPLAY:	90%
LONGEVITY:	89%
PRESENTATION:	84%

88 PERCENT

NHL HOCKEY

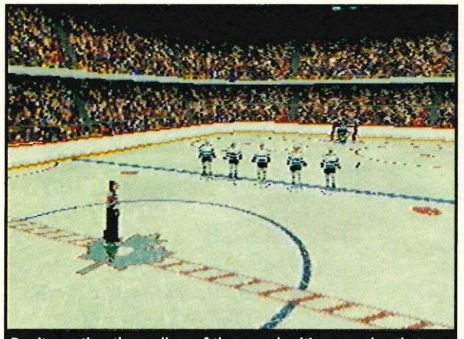
The Sega Sports

label is probably bigger than anything Sega do in the USA. There's a demand for sporting titles for the Saturn, but not all of them make great conversions to the UK market, although *NHL Hockey* works really well.


The start of the game and everyone's still got all their limbs attached.

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

Fans of ice hockey might even consider buying the game for the brilliant history of ice hockey tour that comes with it. Select it from the main menu and you're treated to an FMV guide through the American Ice Hockey museum complete with a great helmets of the ages section. Gripping stuff!

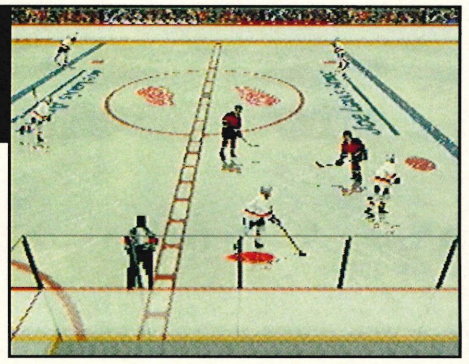

Don't mention the realism of the crowd – it's gameplay that matters in these Sega Sports titles. *NHL Hockey* will be a big hit with all hockey fans.

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

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

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

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



SATURN VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	Sega Sports
RELEASE DATE:	Out now
PRICE:	£44.99
PLAYERS:	One or two
GENRE:	Sports simulation
GRAPHICS:	82%
SOUND:	84%
GAMEPLAY:	89%
LONGEVITY:	90%
PRESENTATION:	87%

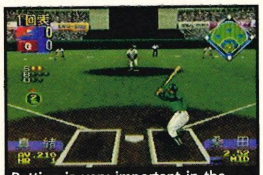
88 PERCENT

WORLD SERIES BASEBALL

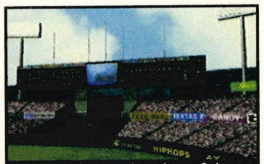
What sort of a country has Rounders as its national sport? I used to play that on the school field when I was ten! Well, if they have to blow the game up to monstrous proportions I suppose you can't blame Sega Sports for converting it to the Saturn.

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

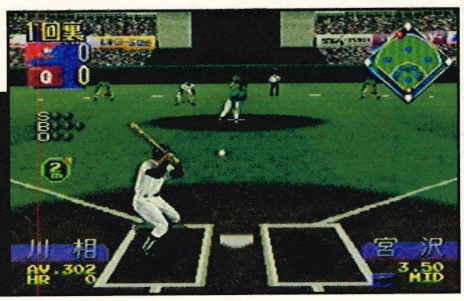
With photo realistic players and a technically superb game engine Sega have done a fine job with *World Series Baseball*. I'm not sure what the level of appeal is for a baseball sim in this country, but this one is looking like a top cookie if you're up for a game.



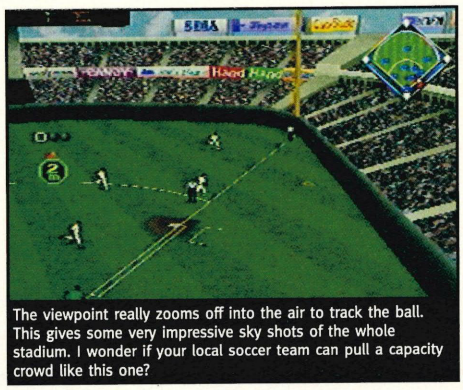
Batting is very important in the game of baseball. Without it the ball would never go anywhere!



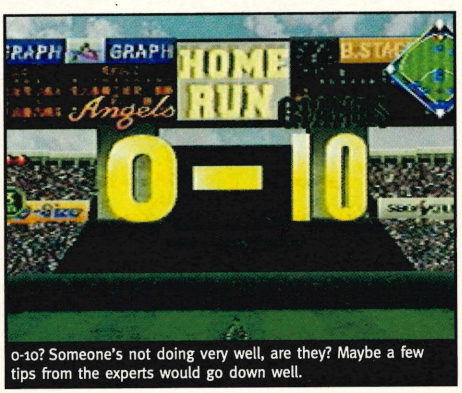
This isn't just a nice view of the stadium. There must be a ball out there somewhere.



Sega Sports have been busy on the Saturn so far. They produced *Daytona USA* for the initial batch of titles and now they're back with top conversions of ice hockey in *NHL Hockey* and *World Series Baseball*. These all go down really well in the States and I'm sure they will find their place in this country as well. Anyone for a game?



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



0-10? Someone's not doing very well, are they? Maybe a few tips from the experts would go down well.

SATURN VITAL INFORMATION

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

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

84 PERCENT

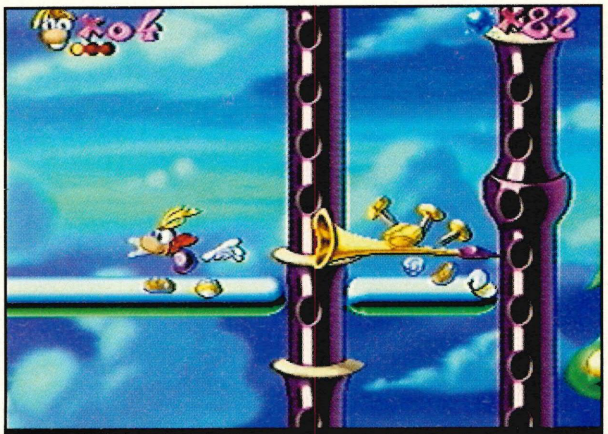
RAYMAN

This little fella has done the console rounds over the last couple of months. Appearing on Jaguar, PlayStation and now Saturn with a highly colourful game full of cute characters and fine gameplay.

It's a platform game, if you hadn't realised that already, but this guy has one major difference – he has no arms and legs, just hands and feet that bob around his body! This isn't as strange as it sounds, it's just a unique way of animating a console game character.

Levels are packed full of tricky situations and obstacles and the difficulty setting is near perfect with new abilities for the hero introduced as you play, and the bosses becoming more ferocious.

An added bonus is that all the game data saves out to the Saturn's internal memory so you don't have to start from scratch each time you play. Excellent stuff, I can't wait for a sequel!



The many levels have lots of tricky sections to master if you're going to get anywhere in the adventure. These little trumpet characters blow when Rayman walks near, sending him flying off in the opposite direction. You can use their wind to fly to higher platforms.

By the size of that saxophone I would wager that it was an end-of-level guardian. Rayman has the ability to build up the power of his fist and then throw it at his enemies and perfect timing is needed to dispose of one this big. Remember – practice makes perfect!

SATURN VITAL INFORMATION

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

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

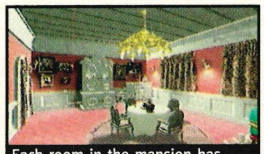
91 PERCENT

MANSION OF THE HIDDEN SOULS

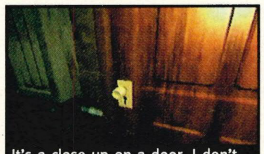
Here's another game that has been given a new lease of life, this time from a Mega-CD original. *Mystery Mansion* was a big hit all around the world with its spooky visuals and weird storyline. The new Saturn game takes all this and remixes it with a whole host of new features.

It's an adventure that uses rendered visuals of the inside of a huge mansion house. Unlike *Myst*, this game moves from location to location smoothly, not abruptly with a collection of postcard scenes. There are characters to meet and greet along the way and objects around the house can be interacted with to discover clues and items to use.

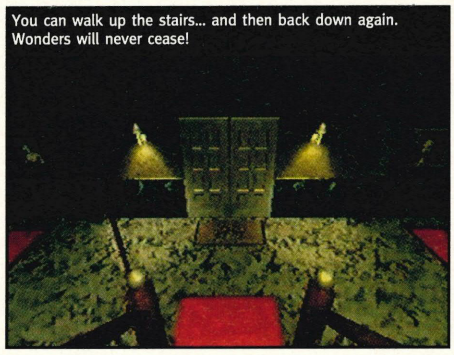
It's one of those games where every nook and cranny must be explored to get a complete picture, and stand any chance of completing the adventure. Perfect if you fancy whiling away a few hours each night with a relaxing adventure game.



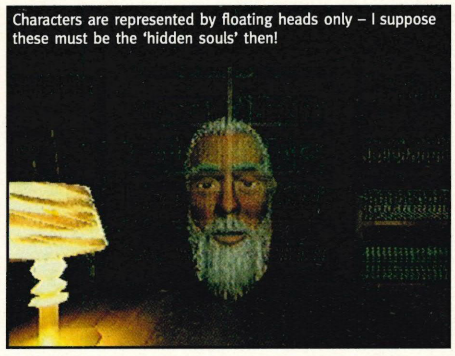
Each room in the mansion has been painstakingly rendered creating some of the most impressive graphics yet.



It's a close up on a door. I don't really know why, but I'm sure it has some major significance in the game.



You can walk up the stairs... and then back down again. Wonders will never cease!



Characters are represented by floating heads only – I suppose these must be the 'hidden souls' then!

SATURN VITAL INFORMATION

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

GRAPHICS:	83%
SOUND:	80%
GAMEPLAY:	78%
LONGEVITY:	76%
PRESENTATION:	77%

79 PERCENT

CLOCKWORK KNIGHT 2

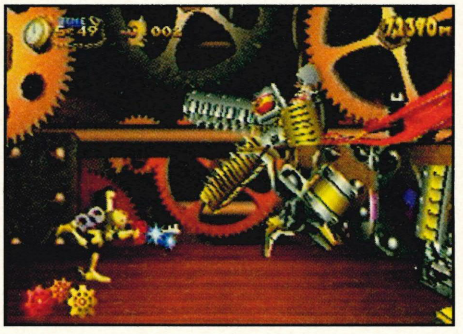
If you've completed the original *Clockwork Knight* already, then this has to be your next purchase. It's effectively the second part of the adventure (the first being rushed out for the Japanese market unfinished) and continues from the last boss of the first game.

The programmers have tried a few new tricks in these levels with a neat ride on a donkey/basket/bottle creature called BaroBaro and levels that rotate through 90°. Of course, being later into the *Clockwork Knight* story the bosses are bigger and meaner than ever before. In fact the whole game has been toughened up after the original received criticism for being a doddle to complete. Along with more brilliantly rendered intro sequences and a jolly sound track this creates a perfect follow up to *Clockwork Knight*.

Well worth checking out as a fun platform sequel.

This strange donkey/basket/bottle creature is called BaroBaro and you can throw its head at any unsuspecting enemy. It makes a brilliant high speed chase stage though with junctions in the track and lots of roller coaster style humps and bumps.

Meet the gang! The intro sequence shows off all the characters and brings you up-to-date on the Clockwork Knight story. If only they'd put both games on one CD – it would have been great!



SATURN VITAL INFORMATION

PUBLISHER:	Sega
DEVELOPER:	In-house
RELEASE DATE:	Out now
PRICE:	£39.99
PLAYERS:	One
GENRE:	3D platform game

GRAPHICS:	89%
SOUND:	84%
GAMEPLAY:	81%
LONGEVITY:	80%
PRESENTATION:	84%

86 PERCENT

TrackBACK

You never need to walk into a software shop and not know what you're buying again. In this unique buyers' guide to Saturn software we give you every game ever reviewed by SATURN+, along with the name of the publisher, issue the review was in, short comment, original score and a revised score. The revised score is decided upon after playing the game again and comparing it to new software on the market, and discovering new aspects of gameplay. You won't find a more useful buyers' guide than SATURN+ TrackBack!

Title	Publisher	Origin	Issue	Comment	Original score	Revised score
Sports simulations						
Cyber Speedway	Sega	UK release	Issue 1	A fun futuristic racer, but nothing outstanding.	86%	82%
Daytona USA	Sega	UK release	Issue 1	Not a great conversion, but fans may like it.	82%	80%
F1 Live Information	Sega	Import	Issue 1	The best Formula One game on the Saturn.	88%	88%
FIFA Soccer '96	Electronic Arts	UK release	Issue 2	There are better soccer games coming.	81%	–
Hang-On GP '95	Sega	Import	Issue 1	Wait for the official release – it'll be better.	73%	70%
Hi-Octane	Electronic Arts	UK release	Issue 1	A straight PC port-over. Nothing special.	61%	61%
King the Spirits (High Velocity)	Atlus/Cave	Import	Issue 1	Not a bad Ridge Racer rip-off. Try it out!	88%	88%
NBA Jam Tournament Edition	Acclaim	UK release	Issue 2	The best conversion of the arcade ever.	88%	–
NHL Hockey	Sega	UK release	Issue 1	The only hockey game available and not bad.	88%	88%
Pebble Beach Golf	Sega	UK release	Issue 1	Why are most golf games complete crap?	69%	60%
Sega Rally	Sega	UK release	Issue 1	Simply the best racing game ever created.	95%	95%
Victory Boxing	JVC	UK release	Issue 1	A slick boxing sim, but it's starting to grate.	87%	84%
Victory Goal	Sega	UK release	Issue 1	Sega give soccer games a bad kick off.	74%	70%
Virtua Racing	Time Warner	UK release	Issue 1	Sega Rally has blown it away. Fans only.	85%	80%
Virtual Golf	Core Design	UK release	Issue 2	Probably the best golf sim available.	81%	–
Wan Gan Dead Heat	Atlus	Import	Issue 2	A dodgy Japanese perv affair – avoid.	62%	–
World Series Baseball	Sega	UK release	Issue 1	Again, baseball fans don't have much choice!	84%	84%
Platform games						
Bug!	Sega	UK release	Issue 1	The cute little critter does his best in 3D.	89%	89%
Clockwork Knight	Sega	UK release	Issue 1	The original, but not the best. Simplistic fun.	85%	82%
Clockwork Knight 2	Sega	UK release	Issue 1	Put both games together and you're there!	86%	84%
Rayman	Ubi Soft	UK release	Issue 1	Challenging but occasionally annoying.	91%	89%
Beat-'em-ups						
Guardian Heroes	Sega	Import	Issue 2	If you fancy a six player brawl – look no further!	90%	–
Mortal Kombat II	Acclaim	UK release	Issue 1	A perfect arcade conversion. Nuff said!	90%	90%
Shinobi-X	Sega	UK release	Issue 1	The first 32-bit Shinobi, but not brilliant.	82%	80%
Street Fighter Zero	Capcom	Import	Issue 2	Capcom certainly are king of the beat-'em-ups...	93%	–
Street Fighter: The Movie	Acclaim	UK release	Issue 1	...except for when they try movie tie-ins!	83%	79%
Toh Shin Den S	Takara	Import	Issue 1	The first PlayStation port – and a great effort.	80%	82%
Virtua Fighter	Sega	UK release	Issue 1	Faulty polygons glitch about, but play fine.	82%	80%
Virtua Fighter Remix	Sega	UK release	Issue 1	The best version of the original game.	90%	85%
Virtua Fighter 2	Sega	UK release	Issue 1	You want Virtua Fighter? Get this – it's the best!	98%	96%
X-Men Children of the Atom	Capcom	Import	Issue 2	Another great arcade conversion from Capcom.	89%	–
Shoot-'em-ups						
Darius Gaiden	Acclaim	UK release	Issue 2	A simplistic shooter that plays well.	84%	–
Firestorm: Thunderhawk 2	Core Design	UK release	Issue 1	These guys sure know their helicopters!	91%	90%
Galactic Attack	Acclaim	UK release	Issue 2	Not up to the *Darius* standard, but playable.	72%	–
Ghen War	Sega	Import	Issue 2	Sega 3D shoot-'em-up with smart gameplay.	85%	–
In the Hunt	Sega	Import	Issue 2	Dodgy *Hunt for Red October* rip-off.	55%	–
Off World Interceptor	Crystal Dynamics	UK release	Issue 2	It's the 3DO game on the Saturn!	71%	–
Panzer Dragoon	Sega	UK release	Issue 1	Unique, enjoyable, but the sequel's coming!	90%	87%
Parodius Deluxe Pack	Konami	Import	Issue 2	Fun shooting action with a strange twist.	85%	–
Robotica	Sega	UK release	Issue 1	The empty corridors are beginning to annoy.	84%	79%
Virtua Cop	Sega	UK release	Issue 1	Get the gun – then this is the best 3D shooter!	91%	91%
Wing Arms	Sega	UK release	Issue 1	If only you didn't bounce off the sea!	68%	68%
Unique games						
Deadly Skies	JVC	UK release	Issue 2	JVC try a unique mix of game styles.	70%	–
Adventure						
Mansion of the Hidden Souls	Sega	UK release	Issue 1	Spooky adventure using 3D graphics.	79%	79%
Myst	Sega	UK release	Issue 1	A collection of static postcard screens – naff.	68%	60%
Virtual Hydlide	Sega	UK release	Issue 1	If you like pixellated trees this is the game for you.	51%	51%
Strategy						
Sim City 2000	Sega	UK release	Issue 1	One for all the egg-heads out there.	88%	88%
Theme Park	Electronic Arts	UK release	Issue 2	An excellent sim game with a fairground theme.	89%	–
Worms	Ocean/Team 17	UK release	Issue 1	Classic two-player fun with wriggly worms.	91%	90%
Arcade						
Baku Baku Animal	Sega	Import	Issue 1	Strange Sega arcade game but great fun.	91%	91%
Digital Pinball Last Gladiators	Sega	UK release	Issue 1	One for pinball fans only – it'll bore you to death!	62%	60%
Puzzle						
Hebereke's Popoitto	Sunsoft	Import	Issue 2	The Japanese go wild for these games, we don't.	60%	–
RPG						
Mystaria	Sega	UK release	Issue 2	A 3D role playing game with plenty of meat.	83%	–

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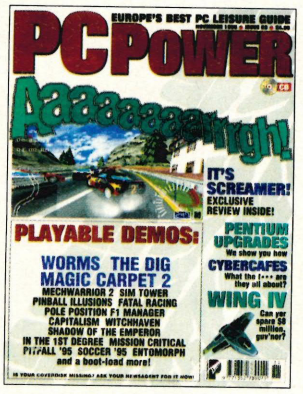

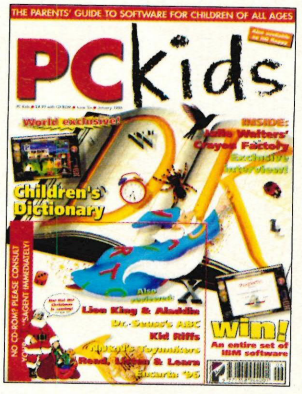

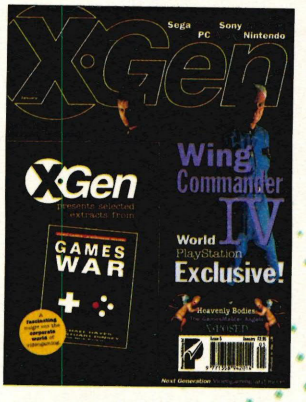

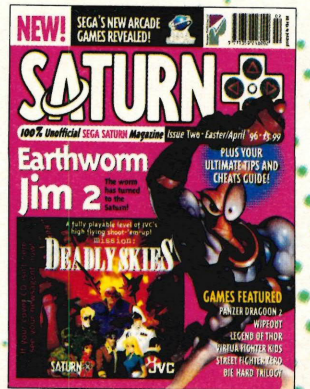

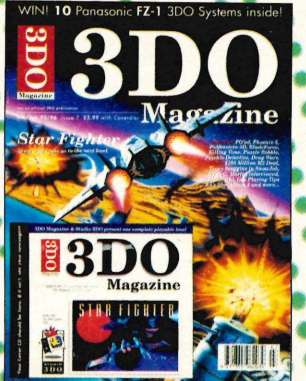

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Next issue

Saturn meets PlayStation head on! We unveil all the Saturn conversions from Psygnosis!

Racing away into the next generation

SATURN+

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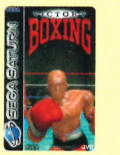

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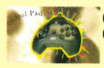

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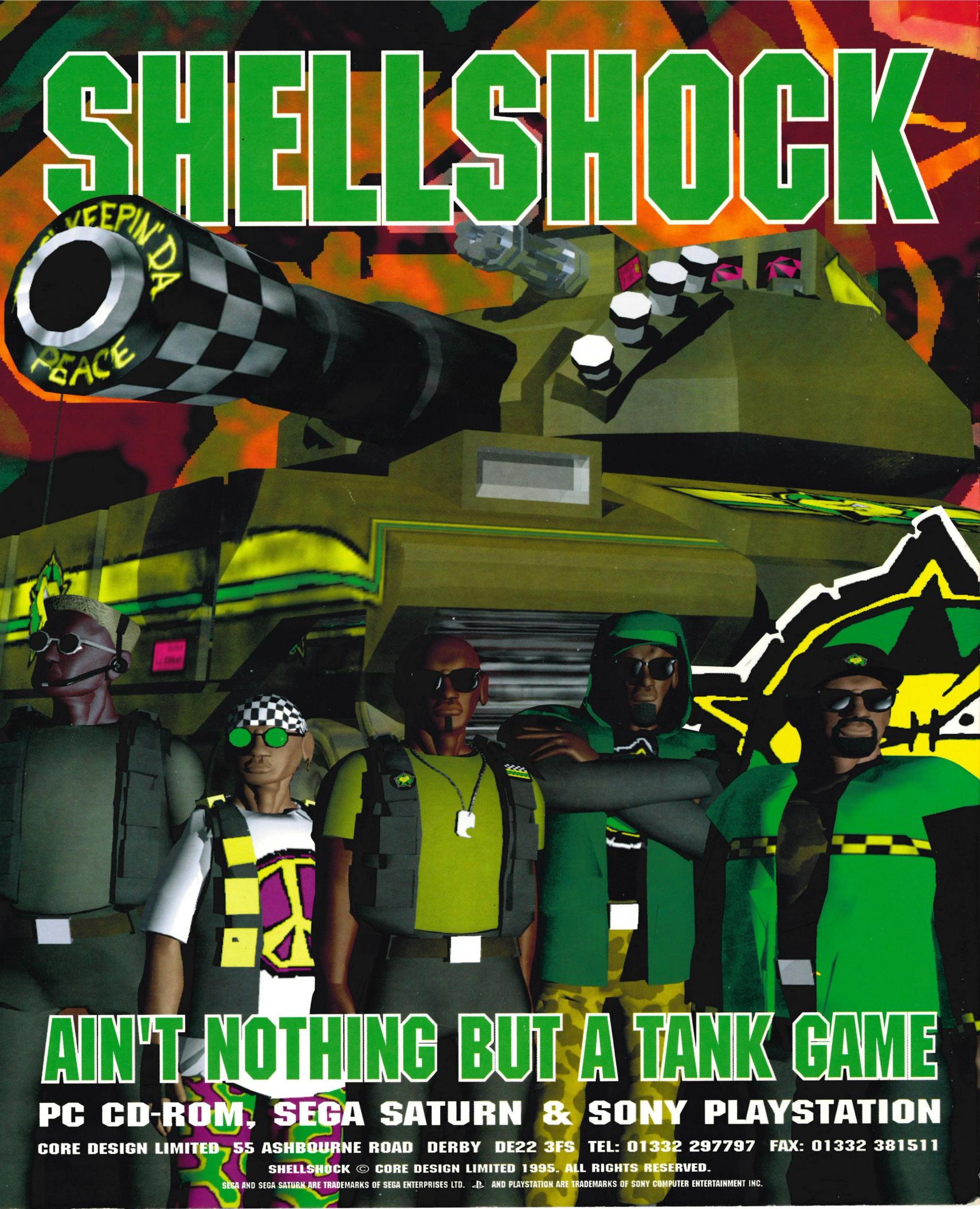
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