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Alien Resurrection



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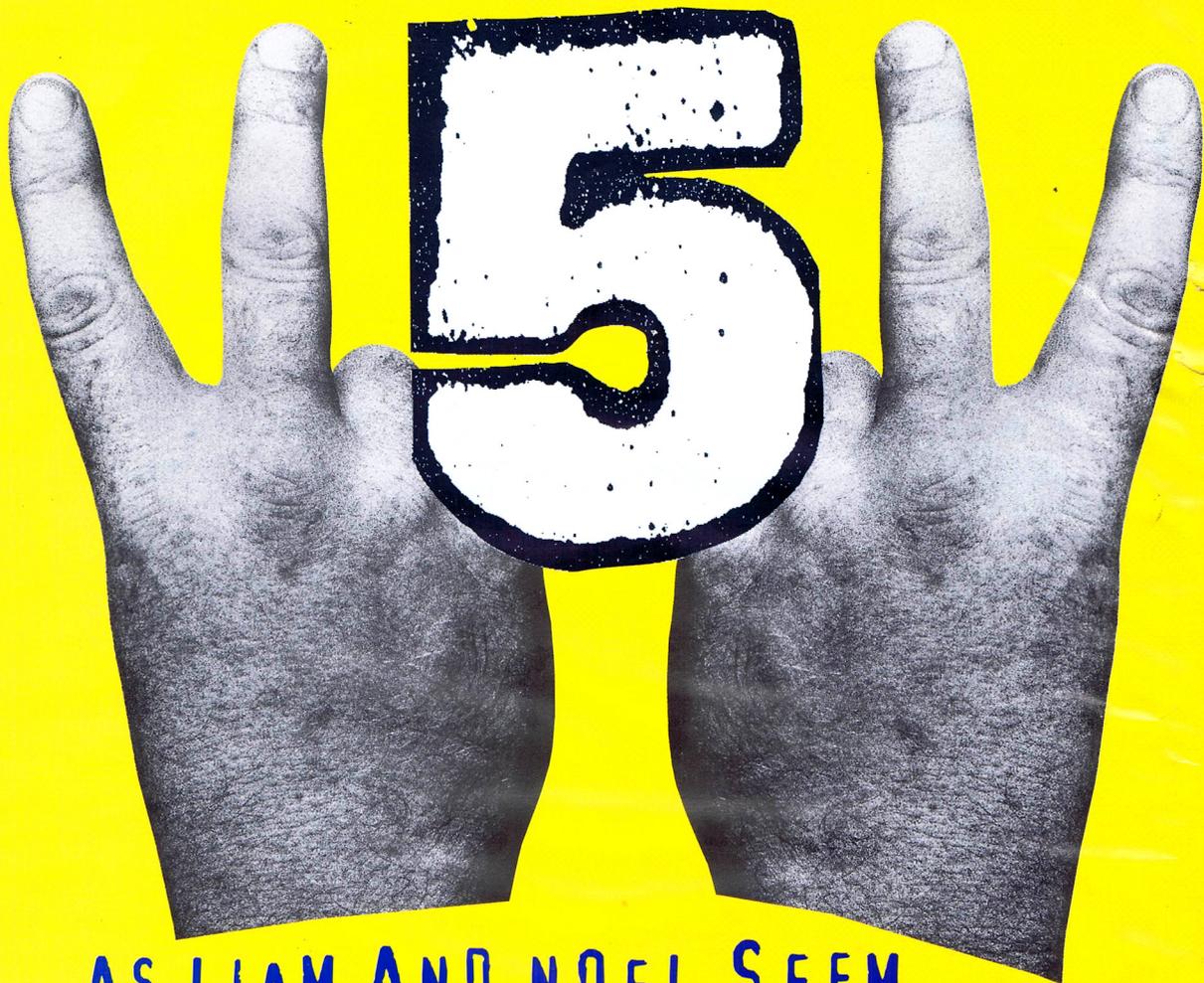
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AS LIAM AND NOEL SEEM
TO PREFER GESTURES TO WORDS,
YOU'D EXPECT THEM TO
LIKE THE STATION WITH LESS TALK.



STOP THE PRESS!

I'm afraid I have the most saddest of news to report this month... this issue of **Saturn Power** will be the last one to be published. After many months of praying and hoping for a miraculous change of direction in the fate of the Saturn, we finally have to admit that there just isn't a market for the machine and another magazine. This is obviously tragic as (speaking on behalf of the entire team) we've *really* enjoyed the past years on the mag and kept up the enthusiasm until the very last.

So, who's to blame? You already know that the market's drying up, the amount of software is virtually non-existent and that, coupled with the (to be perfectly honest) weak support by Sega themselves has done little to help our cause.

Sega Saturn Magazine will probably squawk like crows on E because of this news, but they were always going to be the best-selling magazine. They had the support from Sega (and let's face it, who else is producing games nowadays?) and a regular guaranteed CD; the official tag was never going to harm them, was it?

On behalf of the team, I'd like to thank everyone who's helped us over the years and, placing the cringy, beery, 'yer me best mate honest' hat on, you lot for all your letters, feedback and support. Hey, it was fun. Let's do it again sometime.

Dean Matlock

Dean Mortlock – Editor, *Saturn Power*

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Cover Story

Role-playing games are usually a pretty specialist area, with gallons of text and (usually) a plot and interest level hovering around the level they mostly reserve for Mills & Boon novels.

All hail to the masters of the graphical pap then, as Team Andromeda plan to give us something completely different with *Panzer Dragoon Saga*. Oh yes.



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Making it

After all your requests for information on just how we manage to create **Saturn Power**, we thought we'd give you the chance to find out how it's done. Iain was the one following us around with a camera.



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Licence to kill

Licensing is a slippery fish. You take a famous or authoritative figure and create a game neatly around it. Sometimes good, sometimes not so; here's the **Saturn Power** guide to all of 'em.



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Winter Heat

Using the same arcade board as the stunning *Athlete Kings*, *Winter Heat* looks just as stunning and with the hope that Sega could still introduce a four-player version, this could beat them all.

Frontline

Alien Resurrection confirmed for Saturn release, yet more gossip on Sega's next console system and the lowdown on Sega's 4MB RAM cart. Read on...

Alien Resurrection • Fox Interactive/EA • Confirmed for Spring

Alien Resurrection



Fox Interactive's small but impressive back catalogue features a trio of titles that represent three of the four facets of the movie tie-in – the missing fourth being "terminally shite". *Independence Day* is the ill-conceived, *Alien Trilogy* is the safe, generic coupling of licence and derivative (yet inoffensive, even enjoyable) gameplay while *Die Hard Trilogy* is the admirable: an off-beat collection of professional, well-produced games. But *Alien Resurrection* is, potentially, their finest game to date.

Mixing the strength of the *Alien* licence with Argonaut's 3D expertise will pay dividends for Fox, if early indications are anything to go by.

To date, the only *Alien Resurrection* pictures released by Fox are taken from a rendered short movie – possibly *AR*'s intro sequence. In fact, the pictures adorning this article are taken from that very source. In-game shots – due to be released to the press just after *Saturn Power* goes to print – wouldn't, however, be a disappointment. Most assuredly the opposite, in fact.

Features of *Alien Resurrection* we've discovered so far include the ability to control one of five different playable characters. Also, the game uses a third-person perspective – not entirely unlike

Tomb Raider – with a 'smart' camera moving to show the action in the best possible murky light. This is an *Alien* game, after all. It's rumoured that the game will consist of thirteen levels with, and we quote from Fox's press release here, "Staying calm is imperative as a clear head for selecting from a diverse arsenal of high-powered weapons and a lightning fast trigger finger are vital in fighting off attacks from hordes of vicious aliens." Which is nice.

Other intriguing snippets include the promise of fully destructible environments. We would imagine this phrase to translate, in game terms, as the ability to shoot the living daylights out of incidental scenery. Miss a shot on an alien? The bank of computers behind it explodes. With an *Alien* series game, *Saturn Power* would imagine the most



Hot Gossip

Facts, rumours and general tat – *Saturn Power* thrives on all three of 'em...

From the unusual Videodrome to Videogamedrome? Director David Cronenberg's new film has been announced, and the basic plot details are 'interesting'. Called *eXistenZ*, it stars Jennifer Jason Leigh as a VR game designer. One day she plugs into a virtual reality world and, would you Adam and Eve it, discovers a conspiracy. An underground 'realist' movement are apparently planning to – shock, horror – kill all game designers. Thing is, we at *Saturn Power* can see their poi... only kidding. We've no idea when *eXistenZ* will be released in the UK but, with a basic plot brief like that, you can almost certainly bet against a mainstream release. Straight to video, perchance...?

The Sega Channel, the world's first videogame cable service, is closing on June 30 and winding down its

business. Launched in 1994 as a joint venture with Time Warner, Sega's service allowed subscribers to play a rotating collection of Mega Drive games on a 24 hour basis. But the service was inevitably doomed, based as it is around the aging Mega Drive and a \$14.95 monthly charge. The Sega Channel had, according to *Saturn Power* sources, a potential audience of 20 million homes, but was only bought by 150,000 subscribers.

Dragon's Dream, a Netlink RPG, is due to be launched just after this issue of *Saturn Power* goes to press. Developed by Sega in conjunction with Fujitsu, it's an apparently dungeon-based game, with players fighting a traditional cast of adversaries. However, via use of chat, bulletin boards and E-mail, players can converse and co-



operate in quests. Naturally, there's a catch. And that's the cost. While the *Dragon's Dream* software is free to Netlink owners, there's a reported ¥10

Delay of the Dead

House of the Dead • Sega • Spring

Saturn Power took delivery of an early first-level demo of *House of the Dead* this month. So early, in fact, that entire sections lack textures, the gameplay mechanics aren't complete — you can't die, don't need to reload — and there's a certain amount of graphical glitching. Nevertheless, this early demonstration aptly illustrates the promise of *HOTD* as a Saturn game. But, understandably cautious, we emphasize the *promise*. However, you may have noticed that **Saturn Power's** sole rival has, this month, claimed a *House of the Dead* EXCLUSIVE. But what is that exclusive based on? Why, the very same early demo **Saturn Power** has in its possession. The **SP** team had thought that **SSM** would find it hard to top their *Quake* 'exclusive' — four pages based around two pictures — but, with their *House of the Dead* feature, they come pretty close. **Saturn Power** has decided to leave its planned *House of the Dead* preview until next month, when Sega release a more complete version. Because we're sensible like that.



important aspect of design would be to capture a degree of the atmosphere from the films. Such details contribute to that cause admirably.

Alien Resurrection is based aboard a spaceship called Auriga. With the help of 'Father', the on-board computer — and potentially against time limits of some description — players will have to complete set tasks and missions. This bodes well. While **Saturn Power** likes a basic shoot-'em-up as much as the next mag, the existence of grey matter taxation is always welcome.

Pencilled in for a Spring release, *Resurrection* is an immensely promising project. Movie tie-ins of old would often be developed with little of the film's plot or content known; a basic genre game with the film's name and characters bolted on at the last minute. *Alien Resurrection*, however, has been designed with express intent of staying true to the movie. We'll be covering its progress in development with further detail in next month's **Saturn Power**. Be sure to reserve your copy now...

Rumble in the jungle

Jungle Rhythm • Altron • Spring (Japan)

Developed by Altron — not a company many UK-based Saturn owners will be familiar with — *Jungle Rhythm* is a take on Sony's successful *PaRappa the Rapper*. Taking the role of Vanilla, a young lass, players guide the young mix through a series of stages. For those unfamiliar with *PaRappa's* much-publicised adventures, control of the main character doesn't involve any amount of fighting, driving or jumping. Nope, the aim of the game is to press certain specified buttons in time with music tracks. Tapping the right ones results in some kind of tuneful success, whereas wrong inputs lead to much blushing.



With six stages to play through, *Jungle Rhythm* isn't, on paper, the biggest game ever created. However, like *PaRappa*, the idea is to accrue larger scores though inventive 'freestyle' ad-libbing to the music. However, unlike Sony's game, Altron's female lead automatically has a no-restrictions section to each round, allowing players to perform their own dance routines without creative restrictions. There are also special 'combo' dance moves, no-doubt accessed though bewildering joydop moves.

With Rap, Reggae and Eurobeat (?) represented, a two-player mode and a practice option, *Jungle Rhythm* looks like a potentially promising diversion. We'll bring you some more news when we get a copy. But don't get your hopes up for a UK release...



charge for each minute of play, with a ¥500 monthly fee for 'data management'. For those who can afford it, the experience may be worthwhile, but we'll reserve judgement until we get a more detailed description of gameplay from one of our reliable Japanese sources. Don't hold your breath for a UK release — you'll turn blue and die. Finnish readers, however, could be in luck — the Netlink, strangely, has been licenced and released there by a Saturn-friendly company while a PC version hits Jap shelves this February.

Sega's performance worldwide has been rather disappointing this year — to say the least — so their investors are finding it hard to remain tolerant. Annual financial reports have revealed consumer revenue has dropped by over sixty percent, dragging overall revenues down 27%. The Saturn's poor performance in America has, naturally, been cited as a contributing reason. Saturn Power heard a rumour that Sega Enterprises' parent company, CSK, may replace the Japanese and American management in 1998.

In Japan, where the Saturn — lest we forget — enjoys considerably more success than it does in the West, *Virtual On* is rather popular. And, with a new Model 3 version being released in arcades, marketing men have jumped at the opportunity to produce a load of old ta... ahem, merchandising opportunities. Sega Enterprises have announced an initial batch of three different VO figures — namely VR Temjin, VR Raiden



and VR Viper II. Mean much to you? Us neither. Apparently costing in the region of £15-20 per figure, *Saturn Power* readers hoping to import one of these flash robot dolls should expect an inevitable mark-up on that figure.

Riven, the sequel to *Myst*, has been delayed for release on the Saturn. Sega now tell us it should arrive for around April. But that's not all. In the traditional round of schedule re-jigging that always seems to occur around Christmas, Sega have put *Cryo's Atlantis* 'on hold'. *Atlantis* didn't review brilliantly in the PC magazines, so SoE are considering whether an English language translation would be worth their while. However, with developers Cryo being French, a version written in the language of Gaul will be released in France over the next few months. So, it goes without saying, if you passed your French GCSE, you'll understand about... ooh, one word in twelve. But the option to buy is there, if you must. We'll have more news for you as soon as we get a copy.

4MB RAM cart – the facts

More memory! • Sega • Out now (Japan)

Launched with the superb *X-Men Vs Street Fighter*, Sega's highly-anticipated 4MB Ram cartridge is now available in Japan. **Saturn Power** took possession of a unit – along with Capcom's *X-Men* – before its release on November 24. We were, and are, impressed. If *X-Men Vs Street Fighter* can be regarded as a typical example of a cart-enhanced game, the add-on could do wonders for Saturn sales in Japan.

Your friendly neighbourhood importer will probably selling a combined *X-Men/RAM* cart package for in the region of £60. When you consider the mark-up a retailer typically adds to such games, this suggests the add-on itself costs very little. However, there's a catch for most Saturn owners. To run a Japanese game, usually either a 'converter' cartridge or a 'switched' Saturn are required.

Of the two, the converter cart is traditionally the most hassle-free option. Retailing at around twenty or so quid, they run practically any USA or Jap release. Granted, they 'shrink' the display, introducing huge borders, but for the casual gamer it has always been the simpler option. The 4MB RAM cart changes that. You can't plug both in simultaneously; ergo, you can't use the RAM cart with Jap games.

Getting your Saturn 'switched' isn't a difficult procedure, as there are a number of stores and individuals who can add the necessary dongle for a reasonable price. Not only does it allow you to play Jap and American games without any other hardware assistance, it also offers a PAL and NTSC switch. Believe it or not, this feature actually improves UK releases. *Steep Slope Sliders*, for example, can run full screen at the frame rate its Jap developers originally intended. The catch is, you need a TV compatible with NTSC signals to use the NTSC mode. A ten-year-old portable just won't hack it. Those without the luxury of a high-tech

telly can play games in PAL mode, but must accept the screen borders and reduced speed that entails.

One issue raised by many Saturn owners is backwards compatibility: will games designed for the older 1MB RAM cart work on the new add-on? Will they still be enhanced? Are there any new benefits?

The answers? Probably, not really, no.

Although the **Saturn Power** team haven't had time to try them all, we've been informed that *Cyberbots*, *Groove On Fight*, *Marvel Super Heroes*, *Samurai Shodown III*, *Waku Waku 7* and *Metal Slug* – all of which support the 1MB cart – work fine on the new model. But, when we tried our office copy of *Marvel Super Heroes*, we were surprised

to find that certain sound effects were missing, loading times were as awful as ever... essentially, it's worse than the Saturn-only version. **Saturn Power** heard that *King of Fighters '96* and *Samurai Shodown IV* also have problems running with the new cart. Our advice to new 4MB owners is to not rush out to buy an old 1MB games unless you've checked it *will* work. Unless, of course, you really, really want to.

Capcom's support for the new cartridge is assured, although their line-up has yet to be confirmed for Western release. Highlights include *Marvel Super Heroes Vs Street Fighter* and *Street Fighter 3: Biohazard 2* – *Resident Evil 2* in the West – is also pencilled in for Saturn release. It's perfectly reasonable to assume that Capcom could add routines to utilise the extra memory of Sega's add-on, but this is pure speculation.

When **Saturn Power** was launched, the Saturn industry was awash with rumours concerning a

possible upgrade cartridge for Sega's machine. Many felt such a peripheral would be essential for a conversion of *Virtua Fighter 3*. Opinions on the subject varied. Some were provisionally in favour of the idea, as long as Sega could keep the retail cost down. Others, however, recalled the gargantuan favour of the 32X add-on for the Mega Drive, darkly whispering of Sega's inability to learn from past mistakes.

The new 4MB cartridge may not offer increased

processing power, but the additional memory it offers, if put to good use, could be of great benefit to Saturn software. And, it goes without saying, a VF3 conversion. Consider, for a moment, AM2's *Digital Dance Mix*. The standard of animation on its single character uses a huge amount – if not all – of the Saturn's available resources.

But, with extra memory, is it not feasible that Sega could have two such dancers on screen at once? And, that accepted, is it mere fancy to imagine two VF3 characters? Plausible? In principle, yes. We await further news from Sega, but **Saturn Power** reckons that VF3 could only benefit from using the 4MB cartridge to boost its performance.

With only one game available to use with it at the time of going to press, the 4MB RAM cart is nonetheless still an excellent add-on for the Saturn. It's affordable, powerful, and comes packaged – at the moment – with the incredible *X-Men Vs Street Fighter*. What more could you want? A UK release, perhaps?

STOP PRESS! Sega Europe has just announced that they plan to release *X-Men Vs Street Fighter*, bundled with 4MB RAM cart, in the "first quarter of '98." Praise the Lord! Hallelujah! **Saturn Power** predicts a £45 price-point, given that the import version is retailing for £60.



Grand Theft of GTA

Theft of GTA games • Heh heh heh • December 1

DMA's controversial *Grand Theft Auto* was rumoured to be coming to the Saturn early in December, with BMG keen for maximum exposure for this much-lauded and offbeat release. Lamentably, plans for a Sega version have now been canned. "So why are you writing about it, then?" we hear you cry, but trust us... we're getting to the good bit.

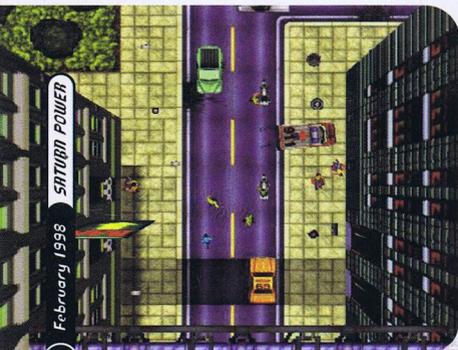
Between Monday December 1 and Tuesday December 2, a warehouse in the Midlands containing *Grand Theft Auto* stock was, get this, ram-raided. Thieves got away with roughly 18,000 units. Local police have, at the time of writing, caught one of the culprits, retrieving 700 copies in the process. But where are the other 17,300 games? The investigating force are, naturally, making enquiries.

Initially sceptical, the **Saturn Power** team rang BMG PR supreme Gavin White, who assured us in no uncertain terms that this was no cheap publicity stunt – it actually happened. And, in a curious (and equally ironic) twist to this tale, Kirsty – BMG's National



Account Manager, responsible for selling their games to stores countrywide – had her car broken into and her stereo stolen. The time of this break-in? Between December 1 and December 2.

Those worried about getting a PC or PlayStation copy of *GTA* – because we know many of you own other formats – shouldn't worry unduly. There are still plenty of units available for sale, and we just happen to know where. For further details, send an SAE to Mortlock & Price Enterprises, West Bromwich, The Midlands...



Caption competition

Just up the road from **Saturn Power** towers, there's a store called Games Exchange, part of a well-established chain of respectable videogame retailers. GE's delightful Katherine gave **Saturn Power** a call a few weeks back. "It's my birthday next week," said she, "and I'm going to get dolled up with a friend and get some photos done of us in the store. Can we have some free publicity, please?" It would have been churlish to refuse and, with the promise of revealing attire, **Saturn Power** decided that it was in the best interests of its almost exclusively male readership to report on this event. But, just to add some kind of point to this piece – besides championing Games Exchange's superb service, Saturn software selection and, (gulp), cleavage – we've decided to run a caption competition. Hell, we might even make this a regular thing if you lot can make us laugh.

Okay. Here's the picture. Think of a caption. Write it down. Put the following address on the envelope: *Caption compo #1, Saturn Power, Future Publishing, Bath BA1 2BW*. Combine the two. Put the result – a 'letter' – in a postbox. Games Exchange are offering the two funniest readers a game of their choice. And if you make us laugh, we might even chuck in some tat from the **Saturn Power** office to boot. It goes without saying that the Editor's decision, while subjective in this instance, is final.



DF returns

We like *Dragon Force* here at **Saturn Power**. With its curious fusion of RPG and simple (yet engrossing) strategy, we were delighted when Sega Europe released it in the UK. Its sequel, however – announced a few weeks back – is unlikely to be translated. And that could well be a great loss for the UK Saturn.

Dragon Force 2 takes place around fifty years after the original *Force*. To keep certain plot twists and characters familiar, its developers have cast the descendants of the original game in lead roles. Predictably, all are fighting to protect Legendra against ancient evils. **Saturn Power** had assumed that Wein gave the armies of darkness a kicking in the first game, but was evidently mistaken in thinking so...

Building on the simplicity of the original, *Dragon Force 2* adds

features such as alternative character classes and new formations. A big change, though, is the ability to use mixed unit armies. Thus, for the first time, it's possible to mix an attacking force of Dragons with a defensive line consisting of Archers and Cavalry. The various situations this opens up is astonishing. *Dragon Force* went 'by the book' with combat... quite literally. A chart in its manual detailed each unit's ability when fighting against an opponent. Having varied armies would make for more tactical and challenging battles.

One problem with the first *Force* game was its poor visuals. Although hardly terrible, they were nothing your average Super Nintendo couldn't cope with. *Dragon Force 2* gets a much-needed makeover, resulting in stills like those you see below. As soon as we get an import version, we'll tell you more.



Import update

With fewer Saturn releases, *Saturn Power* is bowing to the inevitable. There are many Saturn owners who play import games alone, getting games either earlier or exclusively, due to no UK release. And so, to guide our readers through the potential minefield that is the import game purchase, this regular column will give brief details on a selection of the better games to be released in Japan and, occasionally, America each month. This issue's top Jap games are...

BUBBLE BOBBLE SYMPHONY (OUT NOW)
Bub and Bob return in Tatoo arcade machine port.



BOMBERMAN FIGHT (OUT NOW)
Isometric *Bomberman* game. More info next issue.

SHINING FORCE 3 (OUT NOW)
First episode of three-game RPG. Beware: lots of Japanese text!

GRANDIA & GRANDIA SPECIAL EDITION (OUT NOW)

Our copy is on order. Our advice to *SP* readers is to wait for the English version, though.

TIGER 2 PLUS (OUT NOW)
A shoot-'em-up. And, unusually, we've never heard of it before...

SEGA TOURING CAR CHAMPIONSHIP (OUT NOW)
The Japanese version is apparently much better than the UK release. More news next issue...

VANDAL HEARTS (OUT NOW)
Konami's conversion of their PlayStation RPG/strategy hybrid. Lots of Japanese text... but as a UK release is unlikely, perhaps it's worth a try...

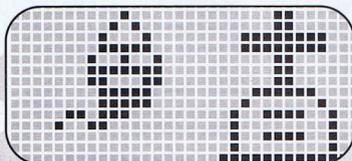
Our Man in the East



DEATH OF THE VIRTUAL PET

When the Tamagotchi first arrived in Hong Kong, everyone went crazy for them. People searched everywhere and in the mornings huge queues formed outside shops rumoured to have some in stock. Even more ridiculous was the price some were willing to pay for them – a staggering £210. Many people (with more money than sense) were not content with just the one pet though – some owned half a dozen or more, driving everyone insane with their incessant beeping. A few weeks later, other types of 'pet' started arriving, ranging from dinosaurs to triads (triad gangs being the Asian equivalent of the Mafia). This (quickly banned) pet needed to be fed alcohol and cigarettes to survive and caused a large amount of controversy in the short time it was on sale.

More recently though, things haven't been looking so good for the pets – they're in almost every type of shop imaginable, but no-one can sell any. This is most likely due to the huge numbers of cheap rip-offs coming over the boarder from China and, as a result, the price has dropped to only £3.75 in most places. Something else that hasn't helped is the banning of them from all government-run schools. Apart from the noise they made, things have also been looking bleak in Japan though, with sales of Bandai's latest Tamagotchi being poor. The fad has faded as quickly as a cheap pair of jeans – and perhaps deservedly so.



SUPER ROBOT WARS F

The game that everyone has been raving about recently, in both Hong Kong and Japan, is *Super Robot Wars F*. This is the latest installment in a long-running series of strategy titles, made popular by its use of robots (or mecha) from well known anime series. Some of the latest additions, including Eva-01 from *Evangelion*, are enough to convince people this is a must-have game. Any die-hard anime fan in Japan who doesn't go out and buy this would probably be considered out of his mind as all of the most popular mechs EVER (more or less) are included in this one title. To have a character appear in it is considered an honour for the creators, as well as great publicity.

Admittedly, the graphics are not up to much, looking decidedly 16-bit in many places, but to dismiss it because of this is to miss the point entirely – underneath lies a good, solid game. Also in keeping with the anime theme, some characters' special attacks are ridiculously powerful, something that should please all anime fans. Unfortunately, the game is unlikely to ever appear outside Japan as most of the characters involved are unknown outside Asia, stripping the game of its appeal. Also unless you happen to have a firm grasp of Japanese it is probably best to avoid an imported version as well.

Sam Maxted



Focus

If you're looking for what to expect in-store this month, this is the section to take a gander at. January's Saturn releases... at a glance.

The Charts

- 1** **Sonic R** Sega
96% • Top 100: 4 (NE)
- 2** **Touring Car** Sega
79% • Top 100: 70 (NE)
- 3** **WW Soccer '98** Sega
90% • Top 100: 10 (V)
- 4** **Duke Nukem 3D** Sega
94% • Top 100: 7 (V)
- 5** **Sonic Jam** Sega
92% • Top 100: 21 (V)
- 6** **Krazy Ivan** EA
73% • Top 100: N/A (NE)
- 7** **Tomb Raider** Sega/Core
95% • Top 100: 5 (RE)
- 8** **Die Hard Trilogy** EA
91% • Top 100: 12 (V)
- 9** **Soviet Strike** EA
87% • Top 100: 29 (V)
- 10** **Virtua Cop 2** Sega
92% • Top 100: 12 (V)

As always, in exchange for these charts, our special love parcels go out to Dorian Bloch at...

Game of the month

Street Fighter Collection Sega • 91%

Street Fighter Collection is a self-indulgent and perhaps tight-fisted release from Capcom. Why? Well, with only three games on the CD – *Super Street Fighter 2*, *Super Street Fighter 2 Turbo* and *Street Fighter Alpha 2 Gold* – the 'Collection' of the title isn't entirely appropriate. Where is the original *Street Fighter*? Or its *Turbo* update? Why include two versions of *Super Street Fighter* when one would surely suffice?

But, gripes aside, this is as much *Street Fighter* as any fan could hope for, short of *SF3* packed with RAM cart enhancements. *SFA2G* isn't a huge improvement over its predecessor, offering the odd extra move, Cammy's reappearance in the series and a few new modes. But *SSF2* and *SSF2T* are games from a golden age – the *Street Fighter* games of old, with no air blocking and the infuriating wonder of the 'cross-over' – the ability to jump over an opponent yet still hit, before turning for another unblockable blow. *SSF2T* even has early Super Combos, making it a halfway point between the *Super* and *Alpha* games.

The *Super* games may not boast

SFA2G's level of visual accomplishment, but they certainly play well enough. And play them you shall.

Saturn Power finds many of the *Alpha* characters lacking when compared to the well-balanced fighters of earlier *Street Fighter* games and, in *SSF2*, you get to play as and against them. With a few friends playing too it's horrendously addictive.

To Summarise...

The PAL conversion may be lacking – all three games are slower than their NTSC counterparts, with huge borders adorning top and bottom of the display – but it's still an essential purchase for *Street Fighter* fans. If you're not so keen on the series and own either of the *Alpha* games, we'd advise you try it out first. But, basically, the *Street Fighter* games are either titles you like or don't. As you read this you, the reader, already know if you intend to buy it or not. And if your decision's the former of those two, you won't be disappointed...

Buy it if you like...

Street Fighter games. It's as simple as that, really.



Most Wanted



House of the Dead

Sega • March

In a surprise announcement, Sega have brought forward the release of *House of the Dead* to March. And we can't wait. We're promised an arcade-perfect conversion, although Saturn-exclusive features may be dropped in the rush to get it in the shops.



Shining Force 3

Sega • TBC

One of three RPGs in our Most Wanted section, *Shining Force 3* looks very promising indeed. Scheduled for a December release in Japan, UK users can expect a decision from Sega on a Euro release some time next month.



Actua Soccer 2

Gremlin • TBA

Looks good, this one. The PC version we played was fast and demonstrated a great deal of promise. If Gremlin put enough resources into the conversion, this could be very good. But, apparently, FIFA '98 is looking good too...



Burning Rangers

Sega • Easter

Well, what can you say? Mystery Sonic Team game transpires to be *Burning Rangers*. Saturn owners the world over wait with bated breath. Now put back by a few months, expect to see this in the shops later in the year.

The best of the rest...

This month: crocodiles, hedgehogs, mutant wolves and apes, foxes... it's a veritable zoo, this issue's Best of the Rest section...



think carefully before splashing out your moolah.

Sonic R

Sega • 96%

Brilliant, simply brilliant. It's a shame there aren't a few more courses but, that aside, *Sonic R* is virtually flawless. It has everything – free-roaming exploration, a two-player mode, a Tag mode, fantastic visuals and a flying fox with two tails. And that fox is called Miles 'Tails' Prower. Geddit?

Sonic R is probably the best looking Saturn game ever

created – yet another feather to add to the growing plume on Travellers Tales' hat. Had it arrived two years ago, Sega's

console activities could be very different indeed.

If you can only buy one Saturn game this Christmas, *Sonic R* should be that choice. It's that good.

NASCAR '98

EA • 53%

Utter, utter pants. In the month we reveal the worst Saturn game ever, EA Sports see fit to release a commendably bad contender for its crown. Really, *NASCAR*

'98 is utter tripe. It has one of the worst 3D engines we've ever seen. The pop-up is atrocious, the murky, flickering textures awful. Why did EA approve this? Why didn't Sega tell 'em to sod off? Games like this can only worsen the Saturn's lamentable position. In America, where *NASCAR* has been on sale for a month or so now, SoA are still making a big deal about their 'no crap games' policy. And *Touring Car* is just about to be released over there, too. Heh heh heh...

Rampage World Tour

GT Interactive • 83%

Eating people, smashing buildings, fighting, demolishing landmarks... it could only be *Rampage*. This Nineties version isn't a vast improvement over the old 80s coin-op, which is why it's so good. Scrolling playfields, better graphics and the odd new feature or touch are the only real changes. *Rampage World Tour* is all the better for that fact. It's not the sort of game you'll still be playing a month or so after its release – its many levels get rather repetitive – but while the fun lasts, *Rampage* is worth every penny. Give it a try.



Croc

Fox Interactive • 80%

Despite varied reactions – including a certain amount of unfavourable reviews – *Croc* isn't a bad effort from Fox Interactive and Argonaut. But, with the amount of hype surrounding its development and release, it was always inevitable that many would make comparisons between *Croc* and *Mario 64*. And that's a great shame. *Croc* simply can't compete; in terms of game design, Nintendo's effort is light years ahead, in much the same way that *Sonic R* is far superior to *Street Racer*.

Croc is playable enough and sufficiently pleasant to look at, even if it does suffer from a touch of the ol' slowdown on occasions. But its control method and camera make it a frustrating game at times, with required pin-point jumps sent off course by unhelpful viewpoints. Persevere and *Croc's* a fun little fella to leap chasms with. But if patience isn't one of your virtues, you may want to



Grandia

Sega • Easter

GameArt's sprawling RPG – reputed to be the most expensive Saturn game ever developed – has been two and a half years in the making. Seen by many as the only challenger to *Final Fantasy VII's* crown, we're hoping this won't disappoint.



Panzer Dragoon Saga

Sega • March

Another RPG, but this time with a number of key subtleties. For a start, it's a continuation of the *Panzer* theme, but with a rock-'n'-role play twist. And it's visually stunning – the Jap version we have in is amazing.



Winter Heat

Sega • January

Almost a year after its release, *Athlete Kings* was still riding high in the Saturn charts. If this sequel doesn't turn out to be as popular, we'll eat Lisa's huge shoes. And then she'll eat ours. Shoes, that is.

In the shops now

Enemy Zero

Sega • 69%

Poor translation makes this WARP adventure a disappointing space adventure. Give it a try, but don't be fooled by the sumptuous graphics...

Quake

Sega • 92%

A brilliant conversion of the PC favourite. Lobotomy deserve many, many accolades for their brave efforts.

MK Trilogy

GT Interactive • 83%

The latest (and probably last) *MK* game to hit the Saturn. Lacking its old lustre; arguably tired and dated these days.

The Lost World

Sega • 60%

A platform game with tenuous links with the film of the same name. Promised much, delivered less. Not dire, merely average.

Formula Karts

Sega • 80%

Iain loved it, James and Dean remain unconvinced. Low-res in appearance and rather simplistic, *FK* will doubtlessly appeal to some.

Tennis Arena

Ubisoft • 69%

Semi-sequel to Ocean's *Break Point*, a game it shares several faults with. Playable as a multiplayer game, but it's decidedly flawed in design.

Duke Nukem 3D

Sega •

One of the best games available for the Saturn, an absolute gem of a shoot-'em-up. You must buy this game.

WWS '98

Sega • 90%

An acceptable update of *WWS '97*, with club teams and refined Saturn AI. It offers little in the way of real changes, but we like it. So there.

Bust-a-Move 3

Acclaim • 91%

Again, another game that offers a select number of new features but isn't much different to its predecessor. Still a superb game, though.

Marvel Super Heroes

Virgin/Capcom • 93%

An excellent beat-'em-up. *MSH* lacks the refinement of the *Street Fighter* games, but it's still an essential purchase for fighting fans.

Wipeout 2097

Psygnosis • 92%

An excellent conversion of the PlayStation original. *Wipeout 2097* is a challenging racing game... and you can blow people up, too.

Resident Evil

Sega/Capcom • 95%

Along with *Tomb Raider*, this is a must for any Saturn owner with a hankering for adventure. This isn't the uncut version Saturn owners were promised, though...

Warcraft 2

EA • 88%

An accomplished port of the PC favourite. Without a multiplayer option, it's not quite as impressive, but it's still a bloody fine strategy game.

Madden '98

EA Sports • 88%

Rugby, American style. Another update from EA and, typically, it's not at all bad. But if you on last year's version, the changes aren't all that significant...

Discworld 2

Sega • 80%

Unlike its predecessor, *Discworld 2's* puzzles are, by and large, logical. It's easily the best of its genre on the Saturn... but it has little in the way of real competition.

Sonic Jam

Sega • 92%

A compilation of the four Mega Drive *Sonic* games, complemented with all kinds of pictures, text and a superb (if short-lived) *Sonic World 3D* sub-game. Buy it.

Tetris Plus

Jaleco • 60%

Well, it's Tetris. Unfortunately, it's not a very good version of Tetris. However, the sheer quality of the original concept makes it enjoyable to play. But try it in the shop first, eh?

Winter Heat

Oh, very Foreign. Very Foreign indeed

There are eight athlete kings to choose from.

Rick



Mr Blade hails from the USA and is an all rounder.

Karl



He's German and is top at the alpine skiing. Niicee.

B.B



BB's a 23 year old Brit and completely skate-tastic.

Aleksei



He's a Russian who specialises in Nordic sports.

Joe



Joe hails from Japan and is quite multi-talented.

Johann



Mister Stetsen is a Nordic Ski-jump expert. Hurrah!



A Titan board conversion of one of Sega's popular coin-ops? Sound familiar? Get yer skates on for *Winter Heat*.

As part of the growing interest and mild resurgence in sports based and athlete-inspired videogames, Sega unleashed their very fine *Winter Heat* into the arcades. This has also proved to be a big success on the Saturn and shares its arcade heritage with the other Saturn Titan port *Athlete Kings* which was successful in part to its addictive gameplay and humorous touches. Note the increasing slope of the interest curve in the following few statements. The *Winter Olympics*. Fine. The Titan board? Interesting. A Titan board conversion following in the successful footsteps of *Die Hard Arcade* and *Athlete Kings*. Intrigue of a chin-stroking magnitude. *Athlete Kings* was created over a year ago and *Winter Heat* uses the same game engine, but unlike this year's *Winter Olympics*, there's no snowboarding! You'll have to nick a few crates and get down the local hill for that one yourselves.

The most difficult sport on this early working version although we haven't tested them all is the speed skating one and for sure, the ski jumping one is the most fun.

Sega's third party R&D department have taken a long hard look at the sports that'll be shown in Nagano in 1998 and picked

Ellen



Miss Reggiani is the 21-year-old French skier.

Li



She's just 17 and skates like a demon from Japan.





1 Bye bye Saturn Power. 2 "Anndd nowww, the end is neeeceer..." 3 Hey, this final curtain's a bit grubby, isn't it? You'd have thought Fred would have had it dry cleaned. 4 The last caption I'll ever write for Saturn Power. Thank you for reading our magazine. See you at the Saturn 2 launch...

eight of them which were best suited to the button-mashing, finger-crunching style of the Decathlete game. These are: Cross Country Skiing, Speed Skiing, Ski Jumping, Downhill Skiing, Short Track Skiing, Slalom Skiing and Speed Skating.

There are eight funky characters on offer, two new ones including a German with flowing blonde locks some of whom are good all rounders and some

experts in their chosen field. Nice one. To the slopes, then. *Winter Heat* doesn't let down its arcade heritage, even though the version we tried was an early one with only three sports available, the conversion is smooth, polished and professional looking. The graphic quality of the Saturn-based ST-V arcade board original have translated very faithfully indeed.

But its the unique tweaks which give *Winter Heat* a tongue in cheek character and what will prove to be its most enduring quality – humour.

Each character has a selection of victory taunts and many unique vocal styles, I mean different voices (Oops, padding becomes apparent. Hell, done it again) and these squeaky dippy girls sounding at times like so many repulsive and distorted helium snorting Teletubbies, always seeming to fall head over heels in speed skating like helpless amateurs.

Ah yes. This is all part of *Winter Heat's* unique charm. The German alpine skier Mister Vain, an irritating mechanical twig with a beaky nose, obviously loves himself and never misses an opportunity to boast how easy the events are for him or to preen his lycra relentlessly. But lest we forget, not all Germans are like that, Sega have just taken the worst cultural features and emphasised them for a laugh. Take for example the young Slav Speed skater, who is the typical eastern waif on skates even down to the babydoll costume. Bless.

But hey, it's not all doom and gloom the cos-

Speed Skating

it's a bit like running, but A LOT more dangerous.



Tension mounts as the count-down begins. Left. Right. Left...



Here's a move we learned from Wayne Sleep. Graceful, non?



You put the left leg in, you put the right leg out. In, out, in, out...



Shake it all about. Oh damn. that's the hoaky-cokey.



The action is at times furious. Bandage your thumbs, kids.

Ski jumping

Step into Eddie the Eagle's boots on this slippery slope.



Just the wrong moment to realise that you've left the gas on. Bugger.



Hell, this isn't such a good idea after all. I need the toilet really badly. NOOOOO!!!!



AARGGH!! If men were meant to fly, God would've given 'em wings.



Flying through the air with the greatest of ease. Fun? Yes. Scary? You betcha.



tumes and animation are first class and once you've mastered the relatively simple control method all the joys of the winter events shall be yours. Except, that is, snowboarding.

So how does Winter Heat shape-up in the gameplay stakes then? Well, in the working version at present in our office there are only three accessible tracks these being the ski jump (great fun, easy to get into), speed skating (frantic stuff) and last but by no means least the downhill slalom (Bloody difficult, if the truth be told.)

Not surprisingly, it's great fun. A cheery, cheeky international Japanese accent announces your chosen event with a crescendo and campy upward lilt a bit like our Graham who used to introduce Blind Date. "Skiii Juumppping!!" he goes. Fantastic. Oh yes. And the control method is really very straightforward. Take the ski jump for example. To kick away from the blocks wait until START has popped up then start pressing the B button for all you're worth. This has the desired effect of building up your speed to a maximum before take off. Next you press and hold the A button as a small changing icon in the bottom right-hand corner shows the launch angle, release it when you get to the optimum value - about 42 degrees. Your character will yelp bravely (or with fear,

who knows?) as he or she is launched unceremoniously into the sky. The camera changes to a slightly higher side-on perspective as the jumpers make their descent and the final obstacle to be overcome is the landing manoeuvre. Tricky. Just press the trusty yet familiar A button at the last possible moment to plant

your're quaking boots back on terra firma. Congratulations! Speed Skating is even easier to get to grips with. The basic tactic here is to hammer the run button for all you're worth not forgetting to slack off in those tight corners lest you land ungraciously on your buttocks. Again the camera pans in and out of the action and the winners/losers have some unexpected face pulling and gesticulation (sic) duties to fulfil. Which they do, every time.

If you're a casual fan of the multiplayer sports sim or even just a massive fan of *Athlete Kings* then start saving now for *Winter Heat*. The nights may be cold, but *Winter Heat* could well make you go all warm inside. Yet another Titan board conversion with enormous promise...

Iain White



Salom

Bloody impossible this is. Where's me patience gone?



This is what it looks like for real. A sport for the brave and insane.



There's no turning back now. Say your prayers. Trickier than squirrels™



If you get one of them thar posts between yer legs, you may cry...



...for a very long time indeed. The control method is really simple...



...but the trick is to time the twists and turns perfectly.



You might just end up arse over tit like this fellow. DOH!!



Ah, terra firma. How I've missed ya. Absence make the heart grow fonder.



The final victory stances are really excellent. It's been a rocky ride. Oh, yes!



1 Ski select features a spooky Michelin Man made of tyres. 2 Who's the man? Are you Jimmy Rae? Who wants to know? 3 Looks a bit painful f!atron. 4 The bobsleigh track is anything but bobbins. 5 Flight. 6 Landing. 7 I'm going to miss you Dean, James and Lisa.



Panzer

Enter the mythical splendour of a preindustrial world and interact with over fifty characters in a living breathing RPG universe. It's not an offer you get every day, is it? Sounds too good to be true, eh? You betcha! *Panzer Dragoon Saga* takes the look, feel and plot of its predecessors and infuses a quantum leap of creativity and adventure. Fancy hitching a ride?



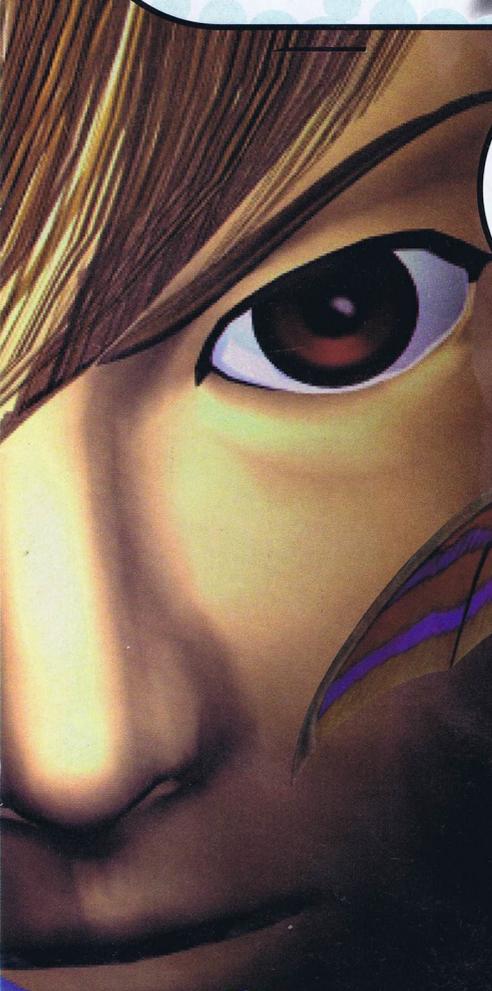
1 The visuals are simply staggering and the animation breathtaking. 2 Edge and the dragon gain access to another area...

Intro



Dragoon

Saga



Just like in *Star Wars*, the saga continues. And continues. Sega's *Panzer Dragoon* has returned, this time sprawling over a whopping four CDs, mixing stunning visuals, an innovative combat system and role-playing elements together to create one large seamless whole.

The story begins to unfold deep in the mists of ancient Earth, with Earth's population now on the verge of extinction. Experiments in genetic engineering have gone badly wrong. Instead of humanoid clones, the scientists have accidentally created many hideous and aggressive monsters. One country has risen to power, simply known as The Empire, and in an attempt to regain some



Take The Lead

Come and meet three main characters from PDS world.



Edge (15 years old)
The hero of the story. Edge is a 15-year-old boy belonged to a hunting party lead by Kreimen (see below) whose speciality is hunting fierce animals.

Now, he pursues all of Kreimen's group on a with the sole purpose of killing them.

However, since he's so young, the player must also take on the responsibility to raise him into a man. Edge is heroic, brave and a bit of a visionary,

but also has the ability of getting himself into many a sticky situation.



Kreimen: The Empire's Elite (48 years old)
While he was the Empire's army elite, Kreimen rose against it and is now the leader of the Rebellion. He's an ex-inspector of the imperial army, had a wife and daughter, but they have since died in the war.

Kreimen plundered an important excavated artifact containing 'Azel,' and has since made off with it. He isn't a cold-blooded person, but, he does hide his own feelings which makes his motivation difficult to ascertain.



Demi-Human Azel (12-15 years old)

A demi-human from the Old Times. She was excavated from the historical ruins and was awakened by Kreimen's hand. Demi mistakenly believes Kreimen to be her father because he was the one who woke her up. She's a demi-human created in the past age and like many teenage girls is apt to

analysing situations and then act on calculated judgements rather than impulse.

Demi thinks Edge is the Enemy to begin with, but as is always the case in RPG land, soon things begin to change.



of the order of their previous civilisation have began excavating ruins of the old century cities, picking up useful items such as guns and a sacred 'relic' which possesses mystical powers. The setting for the start of the game is around the site of one such excavation. Here, our young hero, a 15 year-old boy called Edge, is standing guard over the excavation site while he and several other hired mercenaries come under fire from an aerial attack by the natives.

Edge narrowly escapes with his life when the baddies throw him down a deep shaft to his certain death, whereupon he's rescued by a passing dragon whom he befriends... and upon which we follow him

start the free roaming 3D adventure of a lifetime! The history of PDS is linked with that of Panzer Dragoon and Panzer Dragoon Zwei, and much of the story will be revealed through acres and acres of gorgeous FMV. This might go to explain why PDS comes Enemy Zero-like on four CDs.

Did we mention the oodles of non-linear gameplay and potential for free-roaming rampant in PDS? We did? It provides a massive evolution in

terms of atmosphere and really goes a long way in transporting the player into a living breathing world. As combatants progress through the Panzer Dragoon universe, special points are earned which can be allocated by the player to certain areas of the game changing its overall design. Depending upon how players assign points the game will alter its appearance in real time. This 'custom evolution' feature also goes a long way to increase player's interactivity with the interface. For example, add points to your dragon's





3

Is that a dragon in your pocket or are you just pleased to see me? 2 All the costumes have a pleasing retro look. 3 It might look like a giant cauldron, but it is in fact a settlement. 4 Hero, our Hero gets some timely advice from the local bearded-weirdy. 5 "And don't ever touch the fish!"



4



5

agility and the wings become slimmer as its tail elongates. Quite simple really.

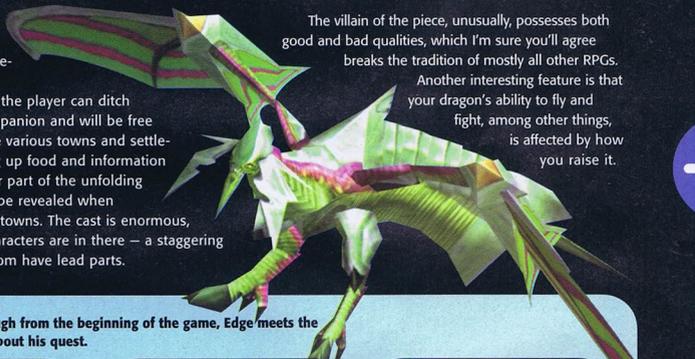
Team Andromeda's latest *Panzer* title adds a new dimension to the world it originally created, quite literally! Players will be able to fly from one town to the next on their dragoon, and of course fight along the way. The fighting in *Panzer Saga* will be turn based, as in traditional RPG's, not real-time as in past *Panzer* games. Players can choose between four attacks when facing an enemy, these being berserk, gun, homing laser, and item. As your character becomes more experienced throughout the course of a game, your dragoon will be able to lock

on an increasing number of enemies.

Once landed, the player can ditch his flying companion and will be free to explore the various towns and settlements picking up food and information and the major part of the unfolding storyline will be revealed when exploring the towns. The cast is enormous, some fifty characters are in there – a staggering twenty of whom have lead parts.

The villain of the piece, unusually, possesses both good and bad qualities, which I'm sure you'll agree breaks the tradition of mostly all other RPGs.

Another interesting feature is that your dragon's ability to fly and fight, among other things, is affected by how you raise it.



Walkthrough

Here's a walkthrough from the beginning of the game, Edge meets the Dragon and sets about his quest.



1 Edge has just recovered from being thrown down the deep shaft...



2 Time for a little exploring, methinks! Ah, these look rather interesting.



3 Each stone plinth must be activated in turn for the hidden lift to operate.



4 The ground levitates like in *Raiders Of The Lost Ark* as the plinths recede.



5 Edge has recovered from the depths but more strangeness is to come.



6 This is what happens to your parents if they don't pay their TV licence on time.



7 The strange horde of Satan's beasts swiftly and surely meet their demise.



8 Just, whatever you do, don't sneeze, or I'll never walk properly again!





The control system in-game is slightly complex, due to the fact that you control both Edge and the dragon, but the interface is well thought out, providing logical options when in the exploring mode (Edge) or the battle mode (dragon). Interaction between characters and objects is further simplified by a 'Lock-on Communication System' that automatically targets a neighbouring person or item.

"Interaction between characters and objects is simplified by a 'Lock-on Communication System' that automatically targets a nearby person or item."

All the battle graphics are presented in realtime and a further interface, the 'Active Chase System' adds a further strategy element by high-

lighting danger areas and allowing players to change their position accordingly before the enemies next attack wave. As mentioned before, the dragons developmental path can be altered in the course of a game making it more suitable to the various battle scenarios adding a

strategic element to the gameplay. Team Andromeda have really pulled out all the stops with *PDS* continuing with the graphic splendour of the earlier titles and have also added a very

healthy 1500 pages of text to keep the adventure afloat. All in all, *Panzer Dragoon Saga* looks to be another million-plus seller, following successfully on the coat-tails (and dragon tails for that matter) of its predecessors. *Iain White*



1 The gameplay is decidedly non-linear and paths to other parts of the world open up when you least expect it. 2 This conduit transports the player into another secret area populated by the Empire. 3 It feels, looks and even smells like another alien world. 4 + 5 Next some tunnel trouble... 6 ...and then a soaring finish!



Battle Stations

Edge and his flying companion first engage the enemy in the following scenario.



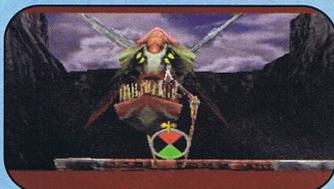
The positioning of the dragon and enemies in PDS...



...are done entirely in realtime, which is thrilling.



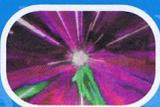
The dragon's normal attack locks onto the nearest...



...target, but some enemies have a deadly warning zone.



Inside its boundary, the dragon can be attacked.



IF IT MOVES... BLAST IT!



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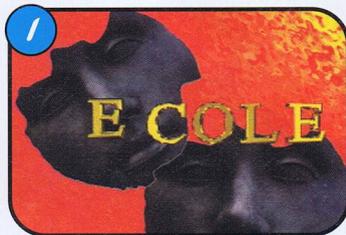
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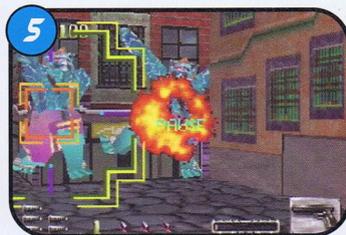
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Attract Mode

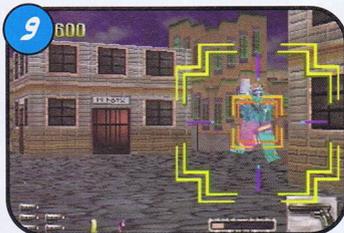
By way of a special treat for you this month, dancers of the *Power Collective* brave the icy winter gusts and frozen limbs that ARE walking to work in the mornings in a tutu to bring you this fearless and accurate account of the troll under the bridge of light-gun games – *Death Crimson*. Officially the worst light-gun game in the world ever, EVER, here it gets a *Daily Star*-style exposé, its many boils bursting with pixel-puss, all cruelly bared to the nation in our naughty but nice nudey walkthrough known only by the codename Attract Mode... don't take it too seriously.



1 Ecole and two spooky masks. This is where *Death Crimson* begins and where it usually ends as each new game has to be accessed through this front end. Weird and creepy. And weird. Did I just say that? Or is it me?



5 This is where you start a monster-shredding series of light-gun shenanigans. Targeting is initially quite simple but its repetitive sub-Dixons keyboard music which really grates.



9 So the whole worlds gone to war and not even the smallest glimpse of the war-crab. There's another gun somewhere which gives increased firepower and auto-targeting. But. I. Couldn't.



10 Find. It. Hey! Variation! Blonde Germanic Chino Man™ pops up, but be careful kids, this is the bit known as 'don't shoot the tourists.' Hells bells! Note the identical character poses. Nasty.



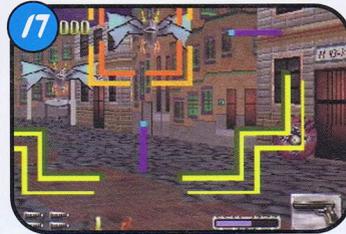
11 Black Grape play their last gig of the German Tour. Kermit's special 'dietary regime' means he's sprouted wings and gone completely blind – daft bugger. Winter is cold, don't you agree?



15 And here's the continue. Masochists need only apply. Did you like those lyrics? They're by Nick Cave from his album *The Boatman's Call*. It's much more exciting than this toss. For sure.



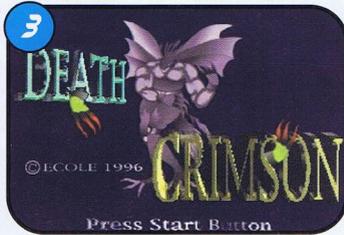
16 Heavy. Really heavy. Intense. Bang! Bang! Bang! Squeal! Squeal! The bats. The crockery. Time for my medication doctor. May. I. Have. Another? Entertainment? We think not. Fun? No way.



17 The plates return. And the bats. Really if you've made this far without having an involuntary brain aneurysm then you are indeed blessed with the luck of many saints. It's a beautiful world, really.



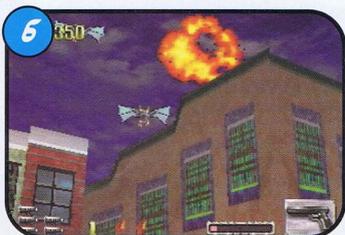
2 Marc Almond in Soft Cell. He used to cut about in a costume a bit like this in the early eighties and it's YOU in *Death Crimson*. Creepy, weird and a strangely unwholesome affair.



3 Reminiscent of the *Altered Beast* front end of yesteryear, Ecole have gone for disembodied hands flailing nastily in the logo type of affair. And it works. Well, sort of. If you like that sort of thing.



4 We didn't want to spare you any of the atmospherics, so included is this giant, pointless angry robotic crab. He snaps his jaws like an alligator and waves his tiny clawed hands in frustration...



6 The view swings drunkenly 'round *Virtua Cop*-style and soon you're shooting bats on the rooftops which explode like grenades when hit. Notice the imaginative colour scheme.



7 Back to the main strip for some casual carnage. Dishing out death in *Death Crimson* is as easy as sneezing and that blokes camouflage ain't much cop neither. Wait 'till the dinner plates appear.



8 No dinner plates yet, just more camouflaged aliens to mow down in a relentless and gratuitous fashion. Take this blighter, for instance. You'll need to put some ointment on that mate, for sure.



12 It's the plates. The plates. The dinner plates from Jeremy Beadle's kitchen. And they're HUUUUUUUUUGGGGGGGEEEEEEEEEEEEE! There's one of Xena's breast plates on the bottom left. Steady.



13 The bats may look easy targets but they are in fact complete swines to kill. And here's two of them. One on the left. And one on the right. And a wall for a bit of variation. Value? No.



14 Out of sorrow entire worlds have been built, out of longing great wonders have been willed. They're only little tears darling, let them spill. And lay your head upon my shoulder...



18 Don't fancy yours much. We could weep for the many unborn children of the videogaming nation with utter, UTTER tripe like this doing the rounds. Cobble streets always gave me a headache.



19 Get *Casino* out on video. It's got Sharon Stone in it. Or go to the movies and watch *Alien 4*. On no account should you ever have a shot on this. Life's too short and beautiful to be squandered.



20 This is as far as any of us got and if you look at the number of piss-poor baddies on the screen you'll realise why. *Death Crimson* starts badly, then goes downhill with a vengeance. Game Over.

Giving Power

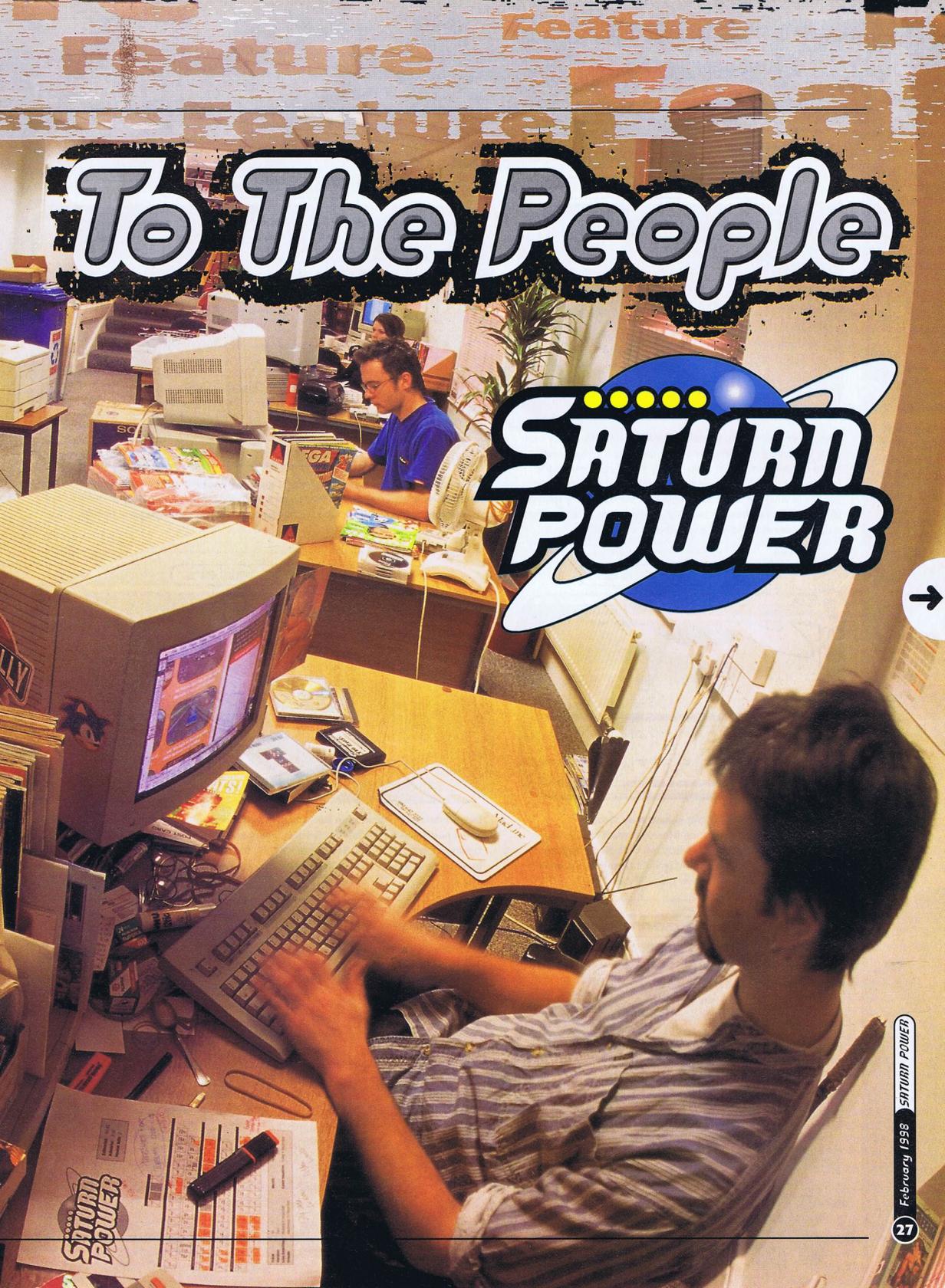


Remove all sharp objects from the room and take off your shoes. You're about to spend three weeks in the company of the kids from *Saturn Power* as they work like a collection of demons to put together the beast that was issue number nine...

Feature

To The People

SATURN POWER



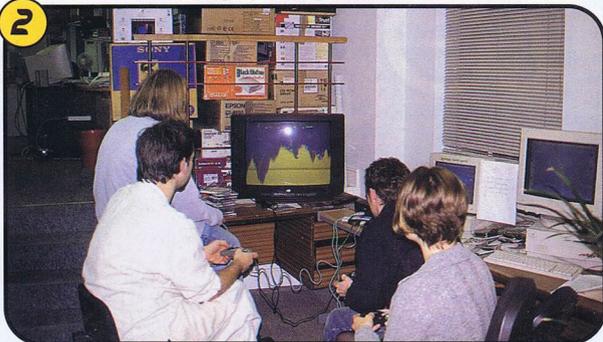
SATURN POWER

The beginning...



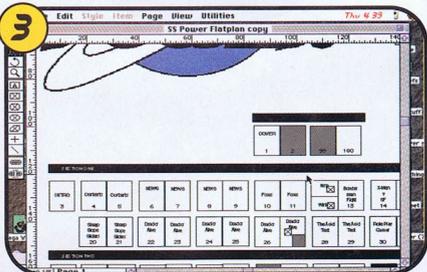
1 Wheeeeeeeeeeee!! Ah, the calm after the storm. The freshly born issue is sleeping comfortably in the corner. Blood-pressure returning to normal limits, Team Power enjoy a brief respite from the hard end of publishing as we all adopt the foetal position and indulge in what has come to be known in the trade as 'a spot of chilling.' Other remedies include *The Sunday Show*, *The Simpsons*, a close personal friend and a well-chosen video.

Playing games



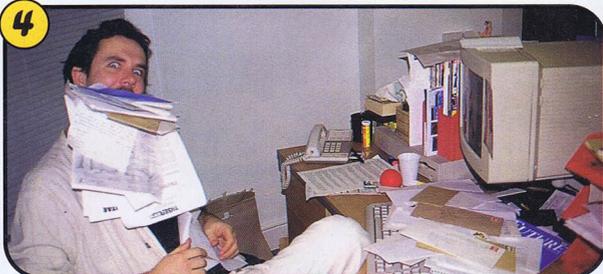
2 Being a game-based magazine, you'd expect the odd bit of game playing to go on... does, too. Before the frantic world of Saturn Power once again rotates in our orbit, we tone up our collective game-playing muscle with the odd game of something relaxing and friendly... like *Death Tank*, for example.

The flatplan



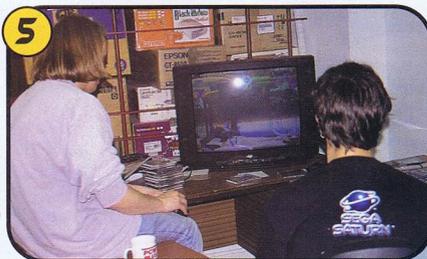
3 Organisation. Dedication. Quake at lunchtime. Ooops. In between the endless flowing red wine and cream cheese bagels, Dean creates the flatplan for the new issue. As pieces of paper go, it's more important than the Magna Carta as it details what goes where and when in the new issue. All clear?

Writing letters



4 Our faithful readers send us in stacks of post by the day. Future have had to have the floor in the post room reinforced. This is where your letters go through the censoring and processing sieve of our Editor. Naughty one's go in the bin, one's with money in them are fought over and the rest go in the magazine. Simple really.

Getting games in



5 Well, it's kind of what we get paid for. The new software arrives in the post, either for preview or review and we wade through the gold discs dutifully playing them all within an inch of their lives. And then playing them some more.

Making tea



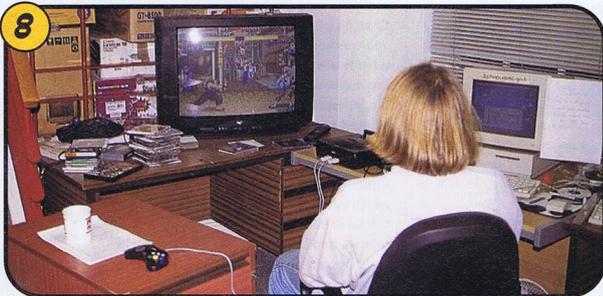
6 The humble bag of sugar has become such a precious commodity, it's become essential to hide your own personal supply from the eager prying workmates. *PC Gamer* are typical culprits. A nice cup of tea refreshes and provides a welcome break from the incessant beating of *SP's* adrenalised heart.

Reading CTW



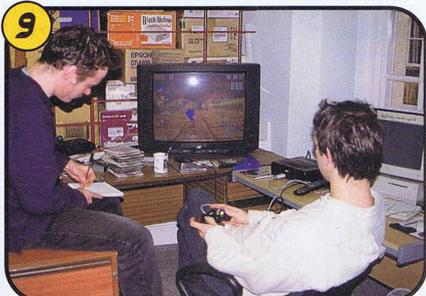
7 All the business news is contained within these hallowed pages and 'tis essential to give it at least a cursory look first thing on Monday morning. It's *CTW* (*Computer Trade Weekly*) and market shares, charts, opinion and FACT and pressed lovingly into its pages every week.

'Doing' a review



So, games are sent in and, in the natural scheme of things, they have to be reviewed. Dean, being the Editor, naturally gets all the best stuff, James gets nearly all the Capcom beat-'em-ups (because he is, in his own words, the best *Street Fighter* player ever – now THERE'S a challenge, Rich) and Iain, poor love, gets whatever's left over. Here's James doing the business on *Street Fighter Collection*; a review that, apparently, needed that week of playing to perfect – well, that's his excuse and I believe he may well stick to it.

Getting a second opinion



"Are bananas fruit, vegetables or the world's largest herb," we hear you ask. No, not that sort of opinion, silly. One of informed, disinterested indifference. One gleaned from years of videogame knowledge and, equally importantly, experience of life itself. You'll find the results of this endeavour in the second opinion box in any of the reviews.

Getting the screenshots

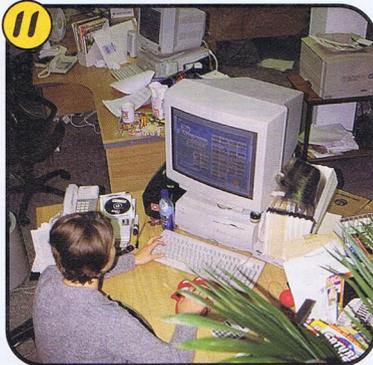


An essential and sometimes tricky part of the job. We plug the Saturn straight into a Macintosh and, with the aid of a program called

Mediagrabber, take 'snapshot' images of the game – it's these pictures that appear in most of the reviews, previews and tips. Skill is essential with a deft switching of leads from the TV to the grabbing mac at the appropriate moment. Top work. It's a good 'un.

Once the written copy has been physically removed from the hands of Mortlock, Price and White, a rough print-out is carefully forwarded to the Art Editor (Lisa or Laura), the grabs are copied over and the page is created 'on the server.' All this means is that our esteemed Art Editors can work their magic and design and lay the page out. Don't ask me how it all works, though, I'm just in editorial.

Laying it out



Quake at lunchtime



On the seventh day God created death-match *Quake*, and the people were most excited. Every street in every village in our shallow isle was filled with the excited jeers of the congregated throngs. Especially when it was converted across to the Macintosh and we at **Saturn Power** quickly started to realise that we didn't really need to eat any food at lunchtimes.

Subbing it



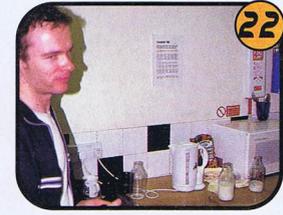
This is an essential and immensely important part of shaping the copy and includes italicisation of game names, the removal of widows and orphans (single words at the beginning or end of paragraphs) and general grammatical tidying. Excess or missing words also need to be filtered or added at this point. And swearing removed.

Ringling people on the phone



"No, a TANNER on Mister Tibbs in the 2.40 at Doncaster." The software houses have special people to deal with the denizens of the press like us known by the title of 'Public Relations' or 'Marketing Manager'. They liaise between software publishers and developers presenting a coherent picture of forthcoming releases and supplying us with early and finished versions of pre-release software. 'Cos they're nice. And sweet. And never moan about review scores. Honest.

Making tea



More tea anyone?

Getting the issue back



A freshly born publication is a thing of immense beauty (well, it is in our case anyway), to be sure. A new issue of **Saturn Power** will sit there, all helpless and naked looking, gurgling sweetly. A general feeling of parenthood infuses the office, people uncontrollably weep with joy. And doesn't it look like it's mother? It's father? Forgotten in a stream of relationships past. Wheeeeeeeeeeeeee!!! Ah, the calm after the storm...



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Back in issue seven, we promised you a bunch of screenshots from two of Sega's latest coin-ops, *Virtua On 2* and *Scud Race Plus*. This month, we deliver those goods, together with a round up of rival Japanese titles and some rare coin-op news from the good old US of A. Yehaa! Etc, etc..

slot

Coin



5 *Quake* – soon to appear in an arcade near you 6 with a much higher resolution than this we hasten to add



1 Giddy-up! 2 ...But pace yourself or the horse tires 3 The starting line-up: a tense moment 4 And its Desert Orchid, by a nose!



Sega Sequel Shocker

Although Sega graced the recent JAMMA show with three brand-spanking new titles

(*Water-Ski*, *Ski-Champ* and *Winter Heat*), they weren't putting caution entirely to the wind. Amongst their wares at the September event were no less than four sequels or updates of familiar titles – perhaps proving Tony Mott's point in issue six that developers would rather play safe and rake in the cash than try anything new and exciting.

Grumpy huffing and puffing aside, *Virtua On 2* (or, deep breath, *Virtua On Oratorio Tangram* as it's officially known) was a major JAMMA crowd-puller and it looks

absolutely lush. There are now twice as many battle droids to choose from, plenty of new weaponry and, of course, some incredibly detailed visuals courtesy of that miracle working Model 3 board. AM2 has also made a few much-needed tweaks to the gameplay, proving this isn't just an exercise in cosmetic surgery.

Scud Race Plus was another show favourite capitalising on a successful name. As reported in *Saturn Power 7*, the game features an entirely new beginner's level based in a children's playroom which allows you to race four new cars, including a bus, a tank and a, erm, cat. The colourful cartoon-style visuals add to the playful nature of the circuit brilliantly, but isn't this whole thing just the arcade equivalent of those awful two part CD singles (i.e. a dodgy scam to get you to part with more cash)? Whatever the case it's something we're beginning to see a lot more of – *Lost World Special* and *Virtua Fighter 3 TB* make similar microsteps forward...

SNK Away!

1997 famously saw Sega's Model 3, Namco's System 23, Konami's Cobra and Taito's Wolf come to fruition, but cult company SNK also got in on the hi-end arcade board act with its Hyper Neo Geo 64. Unlike all the other recent technologies though, HNG 64 has been designed with 2D as well as 3D performance in mind – no doubt due to SNK's strong heritage in the 2D beat 'em up world.

The two titles chosen to premiere the product have so far received a mixed reception in coin-op circles. *Round Trip* (or *Road's Edge* as it will be known in Europe) is a racing game in the off-road mould featuring a force feedback steering wheel and a collection of rugged 4x4 trucks. Rather like Konami's excellent *GTI Club Cote D'Azur* there are a few route deviations available taking the player over





different road surfaces, and there are some beautifully drawn background landscapes. The game does make an effort to move away from the *Daytona* school of flashy urban racers and it boasts a few new ideas (some circuits end with a loop so you have to double back and drive through the racers behind you) but many have found the action too slow to compete with the likes of the aforementioned *GTI*.

Samurai Spirits 64 is a more promising prospect, representing a 64bit update of one of SNK's most famous beat-'em-ups. Here, the visuals have been converted to 3D, but the characters and overall fighting system have been retained from the original game, giving veterans an intuitive introduction to the new title. A few gameplay additions have been made (including a new combo element) and the graphics are detailed and stylish, so this could be the one to watch for when the two premiere in the UK sometime this year.



Microsoft invades the arcade!

As if they weren't already making enough cash, last year Microsoft decided to try and break into the lucrative world of the coin-op. They believed that the Pentium 233 — together with the, ahem, awesome powers of the Windows '95 operating system — would make the basis for a brilliant arcade machine, and so set out to find gullible souls who would build such machines and develop games for them. Later on, realising there might be plenty of money to be made in this hair-brain scheme, Intel got in on the act, setting up the Open Arcade

10 SNK's *Road's Edge* uses great big 4x4 trucks instead of sleek sports cars to give the game a more off-road feel
11 The backgrounds are more rugged. And have airships going past them.



Architecture forum — basically a group of companies who thought that PC games would make great coin-ops and that someone should do something about it.

Well, now someone has. Id software, Quantum 3D and Hyperware have all got together to produce an arcade version of *Quake*, using a P266 and a high-end PC graphics accelerator board. The game can be enjoyed by a single player, or by four taking part across linked-cabinets — the developers are even hoping to link players in different arcades, allowing huge multiplayer blasting sessions to take place.

And that's not all. An arcade version of *Duke Nukem 3D* is apparently also planned, and various other companies are getting involved with bringing PC-based games to the coin-op market (including Taito and Namco). The question is, can PC developers like Id beat the likes of Sega and Konami at their own game? Naturally, we're not so sure...

Feeling a little horse

It's easy to get the impression in this country that Japanese gamers are completely obsessed with beat-'em-ups and car racing titles, but this wouldn't be entirely correct; they also have a strong penchant for horse racing sims. Usually, these games involve a strong management element, but recently Namco

took the theme and turned it into a full-on arcade action romp with three courses and a selection of horses to choose from.



8 *Sega Touring Car* with its new 'real cars' cabinet. The women in the orange top isn't part of it by the way
9 *Scud Race Plus* boasts a brand new beginners level. Its a mad one.
10 *Virtual On II*: new robots, new danger

Yes, *Final Furlong* requires you to sit on a scaled down plastic horse and rock backwards and forwards to make it go forwards. Pulling on the reigns steers the beast and pressing the action button whips it to gain an extra ounce of speed. Apparently the sight of grown business men getting together in groups of four and humping away at *Final Furlong* is one of the most hilarious sights in Tokyo. It sounds barely legal, really — and it probably is, but only just.

Look, real cars!

Sega has recently unveiled a custom version of *Sega Touring Car* which features two life-size vehicles from the average racing title. Lucky gamers at Tokyo's Joypolis theme park can get in the hydraulically powered cars and feel the realistic vibrations as they zoom through each of the game's tarmac circuits. Rumours that Namco are developing a special version of *Ace Combat 2*, featuring a life-size jet fighter and authentic nuclear pay-load are unconfirmed.

Keith Stuart



Role Play

While American RPG fans are lamenting the loss of Working Designs, life in the UK is somewhat better, what with Sega Europe's commitment to converting the cream of Jap RPGs. Hurrah!

NEWS

Working Designs cancels Lunar?

In a recent announcement on the Internet, head of Working Designs Victor Ireland expressed doubts as to the viability of releasing *Lunar Silver Star Story* on the US Saturn. Nothing has been confirmed as yet, but it seems translation work on the game may be halted in favour of

upcoming PlayStation releases that are as yet uncompleted.

Those of you who have been following the articles and updates on this much-anticipated RPG will know that a cancellation of *Lunar* could spell the end of the Saturn's reputation as a good console for the RPG fan. Lunar hails from GameArts, the same team who are responsible for the blockbuster *Grandia* – which is

said to be the only game to rival *Final Fantasy VII*. And *Lunar* itself is a masterpiece, one of the best RPGs on the next gens – in fact the Saturn release is arguably one of the best games of all time. We awarded the Japanese version 96% when it was reviewed in December 1996's *Sega Power*, a score which still applies as there hasn't been anything to better it since. *Lunar* fans number hundreds of thousands in Japan

Jap News

More information for *Lunar* fans now, as we can report that *Lunar Magic School* is now out in Japan. This is the Saturn update to the quirky Game Gear side story to the *Lunar* legend, and while simplistic, is an enjoyable aside to the larger adventures. This game will never be translated, so those wanting to import it had better get hold of it now.

Arcana Strikes should also be out by the time you read this. This is Takara's sequel to their rather lacklustre Super Nintendo game *Arcana*, and like its predecessor features odd combat methods whereby you select your spells using a deck of arcane cards. You build up the deck yourself from

the different spellcards found throughout the adventure, and must employ certain strategies in choosing the right ones in a battle. This should be an interesting purchase for fans of fantasy card games. And even though the original wasn't up to much, in looks at least *Arcana Strikes* takes things a step further.

After a long delay, Hudson's *Farland Saga* is finally on Japanese shelves. We reported that this game was in development quite a while back, and indeed, it should have been out before now. However, Hudson can be excused this one misdemeanour – *Farland Saga* is quite a nifty little *Shining Force*-style wargame. Those of you who aren't keen on the new 3D perspective taken on by *Shining Force III* will be pleased to learn that

Farland Saga is a bit more simplistic in its use of traditional sprites and backdrops. This is another game that stands no chance of translation, so look out for it on import if you think you can tackle the Japanese menus.

Another game that should be of interest to wargame fans is *Black Matrix*, a strategy RPG from NEC that is in development at the moment. We'll try to get some more information on the combat styles employed in *Black Matrix* for a future issue, as it isn't too apparent from the screenshots. This is definitely one to look out for, as NEC have licenced a lot of excellent RPGs in the dim and distant past and so should have an eye for quality.

Lastly, *Falcom Classics Collection* was also released recently in Japan. This is the package containing the three classic Falcom RPGs *Ys I*, *Xanadu* and *Dragon Slayer*. It's a collector's piece only sadly, if you're not already well acquainted with these 10



1 *Arcana Strikes* will be available by the time you read this. 2 This appears to be a scene from the intro, with the *Shining Force* logo coming in behind the fighting characters. 3 The 3D effects in *Shining Force III* are lovely. 4 Battles will be planned using an overhead map, as in the previous games.

Gamer



RPG

and the West alike, so it looks as if there's going to be a lot of disappointed Saturn owners if Working Designs decide not to do their translation.

As you will no doubt have guessed, Working Designs have lost a lot of credibility since the posting of this speculation, with the Internet rampant with criticism of the company. It's



4 **Lunar Silver Star Story: will we ever see it in English? How complete is it, one wonders...**

not their first error either, Working Designs are now renowned for their delays – Magic Knight Rayearth has, as expected been pushed back to a 'first quarter '98' release date after we reported last issue that it would be out any minute. This considerable ambiguity with release dates points to a lack of regard for Saturn titles, however even WD's PlayStation projects have suffered their fair share of delays.

It's now high time that this problem was addressed. Working Designs are well known for listening to the concerns of their customers, so if you would like to contact them yourself as part of a petition, they can be reached at the address below.

Working Designs, 18135 Clear Creek Road, Redding, CA 96004, USA.



year old games then it's probably advisable to leave well alone, especially considering the difficulty involved with playing games in pure Japanese. However, if you're a retro fan or an avid RPG player you might get a lot out of this release – these games really were the best of their kind at the time. Unfortunately, it turns out that the Saturn update of Ys 7 dispenses with the anime interludes seen in the original PC Engine version – which I would've loved to see in decent FMV.

Shining Force Update

You will no doubt be aware by now of *Shining Force III's* release in Japan, as the first disc in the collection should be available on import as you read this (the proposed release date was December 12). The final two scenarios will follow separately. Before you rush out to get your copy, bear in mind that Sega are considering an English translation – also that it might be expensive to collect the set in Japanese! For now, we'll furnish you with some more background to Scenario One, the first disc.

Shining Force III's storyline will revolve around the domination of an evil empire, and the rebellion that arises to bring it down. This breaks the mold set by previous *Shining Force* games, as they all follow a familiar plotline of kings being cursed by evil deities to take over the world. The hero of Scenario One is Symbios, the son of a nobleman, who abandons his heritage to lead the resistance against the evil



5 **The graphics in Black Matrix are of the usual high quality we've come to expect of late.**



6 **The heroes of Black Matrix visit a town. 7 A battle scene from Shining Force clone Farland Story.**



Testonia Empire. Travelling with him at the start of the adventure is his childhood friend Dantales, who is a centaur (and a formidable fighter), and his father's servant Masculin, an Elf girl and also a competent magician. Other characters include Grace, another servant who is half woman, half wolf – this should be a treat for fans of *Shining Force I's* Zylor – and Medion, a prince who was cut off from the Royal Family of Testonia because his mother was a commoner. As in the previous *Shining Force* adventures the army is made up from whoever you persuade to join along the way, and in *Shining Force III* it will be even more of a challenge to find some of the many secret characters. However, most of those who join you will form part of the plot and therefore be mandatory, though it's also been revealed that certain outcomes in the story of this game will be determined by the player. Apparently, the

overlapping scenarios system employed by *Shining Force III* was influenced by *Chrono Trigger*, an old Super Nintendo RPG from Square, though looking at the proposals for each of the parallel scenarios, it seems to be more reminiscent of Climax's *Dark Saviour*. Indeed, Sonic Software Planning have close ties with Climax – the original *Shining Force* was a joint effort between the two companies.

Shining Force III is yet another title being considered for UK translation, alongside *Grinding Gear* and *Panzer Dragoon* (the latter is certainly being translated), so even considering the Saturn's decline in the West, we're looking at a great season for RPGs. We'll keep you posted on the developments concerning the next two chapters of *Shining Force III*, as it looks as if this is the epic to keep RPG fans going over the next few months.

Rachel Ryan

Sports games, television, books and films... they all have one thing in common: none have escaped the frantic wavings of the software company's chequebooks...

THE SIMPSONS Licence

Picture poor Fox Interactive. You'd think that a company like them should be spoilt for choice with such a wide selection of films and television to choose from as licences but imagine how completely gutted they were when, having secured the deal for *Die Hard Trilogy*, they had to

then release the game without any reference to Bruce Willis whatsoever. "It would have worked out too expensive to include him," said a Fox Interactive insider. "We obviously wanted his image and voice in *Die Hard Trilogy* but he was asking a six-figure sum for the privilege. At the end of the day, we created a

similar-looking sprite and had an actor 'do' his voice - the end result was very close. It was a shame, though."

Licences in games have always been a wobbly platform. Through the years, it seemed that the company with the biggest chequebook had the rights to snap up the rights to every film under the

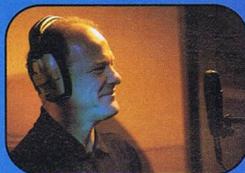
Desmond, John and Andy, too



But what of the licences themselves? Just over a year ago we had interviews with John Motson, Andy Gray and Des Lynham about their roles in *FIFA '97*. Here's what they had to say...

SP: John, did having a second commentator add to the atmosphere of the game?

John Motson: Certainly. It brings a new perspective to the game. It's more like the real live broadcasts with two commentators.



Andy Gray: The beauty is that you can offend people without fear of someone chinning you. Whereas in a real game, if you upset someone they could confront you. Not that I like upsetting people, though.

SP: Des, mate, what's it like appearing in a computer game?

Des Lynham: I never thought I'd be involved in a computer game. I've never played one or owned one, yet after seeing *FIFA '97*, I was really amazed at how close to the real game it is."

SP: Is it easier to commentate on a computer game rather than a live match?

JM: Obviously it's easier, but the recording is not as easy as it seems. Having to repeat the phrases and saying over and over again is very monotonous and you need to try to keep your concentration.

SP: Andy, how does commentating on a computer game differ from the real thing?

SP: Did you prefer the FIFA '97 experience to TV?

DL: If live TV goes wrong, you have to cover up, which is usually pretty hard. But with this kind of work, if you get it wrong you can simply do another take.

In their own words

Sometimes it's all natural and that but occasionally, just occasionally, celebrity types have their arms twisted so far up their backs for a pleasing quote about their work on a game that they look like they have fingers growing out the tops of their heads. Here are a few mixed ones... and see if you can tell the difference.

Terry Pratchett (on *Discworld 2: Missing Presumed...*)

"I got very involved in the first *Discworld* game because, well, it was the first one. I was rather more relaxed about *DW2* because they [Perfect Entertainment] had done the first one so well. I more or less restricted my involvement to

some 'polite suggestions', such as getting the bugs out [of the PC original] before it went on sale and doing a fair amount of work on the script. In sort, I was much more prepared to trust people."



Jill Conniff of Luscious Jackson (on her role in *Enemy Zero*)

"I was excited about this project because it gives me a chance to stretch my performance abilities to convey all the terror, frustration, anger and surprise found in the game."

Pop Will Eat Itself (on their *Loaded* soundtrack) "[When asked how they felt about their music being put into such a violent game] If the game was about

picking flowers then I don't suppose it'd sell too many, would it? For some reason violence appeals and I know censorship boards and the like would have you believe that things like this are going to make you go out and kill somebody. But if you're an average well-adjusted person then I don't think that shooting people on a screen is going to make you want to go out and do it in real life. It's probably a really good outlet."





to kill?

sun and produce a dull computerised version of it. In the Spectrum/CG4/Atari ST/Amiga days it was Ocean and, with the rise of the consoles, that changed to Acclaim. With every *Batman*, *Judge Dredd* or *Robocop* film that arrived, you could rest assured that a token platform game (complete with an enormous marketing spend to go with it) would flop onto the market, sell far more than it actually should and end up in the bargain bins after a few months.

Recently, though, that's all changed for the better. Sure, there's still the odd turkey to deal with but, more often than not, a licenced game tends to be a better game – with even Acclaim doing something original for the latest *Batman* game.

"The usual complaint about licences is that money spent on them is money not spent on development," remarked EA's David Wilson in a recent edition of the computer trade newspa-

Trumpton

Now this is getting silly...
No, trust me. It'd be a classic. You could send in the fire brigade at every given opportunity (remember? Hugh, Pugh, Barley Magrew, Cuthbert, Dibble and Grub) and you've got all those weird women in dresses that look like they're on castors (especially the old woman with the Yorkshire terriers). Younger SP readers should ask their folks about this...

I'm not convinced
Two words... Windy Miller.
I rest my case.



per, CTW. "They also add to the pressure on deadlines – they have to be released to maximise the potential of the licence." Now we know (with *Euro '96* being the classic example) that a rushed game has all the hallmarks of disaster, but when it comes to time sensitivity, the odd corner or two has been known to be cut.

Sports games, though, have always been the biggest source of licencing, simply because of the enormous amount of sports stars that have endorsements and sponsorships coming out of their vitamin

Worzel Gummidge



Who hell he?
The simple scarecrow from the ancient TV show. Also featuring Una Stubbs as Aunt Sally.

Why why why?
All those interchangeable heads, see? It'd be brilliant. A different head for a different mood and you get bonus ones, a *Doom*-style level with a killing head and so on and so forth. You could pick up Crowman icons for extra health.

How likely?
None whatsoever. It seems I'm the only person left in the world who remembers him fondly.

Licensed People

- Top cat: John Motson (FIFA)
- Wassit all about? Rhona Mitra (of *Tomb Raider* fame)
- Alan Green (*Olympic Soccer*)
- Alan Shearer (*Actua Soccer 2*)
- The Andretti family (*Andretti Racing*)
- Andy Gray (*FIFA/Striker*)
- Barry Davies (*Actua Soccer*)
- Blur (*FIFA '98*)
- David Ginola (*FIFA*)
- Des Lynam (*FIFA*)
- Eric Idle (*Discworld 1/2*)
- Gary Bloom (*Worldwide Soccer*)
- Jack Charlton (*Worldwide Soccer '98*)
- Jill Cuniff (*of American band Luscious Jackson*) (*Enemy Zero*)
- John Madden (*Madden '97/'98*)
- John Motson (*FIFA*)
- Jonah Lomu (*Jonah Lomu Rugby*)
- Michael Owen (*Actua Soccer 2*)
- Peter Aliss (*Actua Golf*)
- Pop Will It Itself (*Loaded*)
- Rhona Mitra (*Tomb Raider*)
- Stiff Little Fingers (*Pro Pinball: The Web*)
- Terry Jones (*Blazing Dragons*)
- Trevor Brooking (*Actua Soccer 2*)

We wish...

The people with the money are bound to miss out a few gems from time-to-time and dotted around these three pages are five of the licences we think simply **MUST** have a game written for them. And now would be a bloody good idea.

THE SIMPSONS



The Simpsons

Isn't there one already?
There were several on the 8 and 16-bit formats and Fox Interactive have just released *Virtual Springfield* for the PC and Macintosh but, with the exception of the last one, they've all been a bit knob and a complete failure in trying to copy the style of the cartoon. Which is a shame.

How it should be done
Homer loses his mind, Bart does a succession of Moe phone calls, there are loads of Smithers' horerotic references, Nelson the bully going 'Ha-haa' and Mr Burns being, well, Mr Burns. A brilliant idea.

Sport

- You must own:**
Worldwide Soccer '98
You must avoid:
WWF In Your House
- Andretti Racing**
Euro '96
F1 Live Information
FIFA '96
FIFA '97
Jonah Lomu Rugby

- Madden '97*
Madden '98
Manx TT
NBA Action
NBA Action '98 (Sega)
NBA Live '98 (EA)
NHL '97 (EA)
NHL '98 (EA)
NHL All Star Hockey (Sega)
NHL Hockey '97 (Sega)

- NHL Hockey '98 (Sega)*
NHL Powerplay Hockey '97 (Virgin)
Olympic Soccer
PGA Tour '97
Sega Touring Car Championship
WWF In Your House
WWF WrestlingMania
World Series Baseball 2
Worldwide Soccer '98

Doctor Who

Go on, convince me.

Any game that can have the Daleks in it has got to be worth it. Just think about the possibilities. A *Doom*-style game, you've got a simple shotgun and a small length of rope, you turn around a basic corridor and you come face-to-face with half-a-dozen of the pepper pot-esque buggers. With Stavros at the front of the lot of them.

Surely you mean Davros?

Oh yes, sorry. Got carried away a bit. Nice idea though, wouldn't you agree?



and mineral-enhanced arses. Take a racing car, for example. Every square inch of metal, from the fins at the front to the spoilers at the rear is emblazoned with all manner of advertising. The simple fact that you haven't a clue what they say as the cars fly past you at speeds of around 200mph hasn't got anything to do with it, they're on there and you can bet your last Rolo that some company's paid handsomely for the privilege. It doesn't stop there, though, even the driver's leathers, the car he drives, the fags he smokes, the booze he drinks and even (possibly) the toilet paper he wipes his endorsed arse with has got some company's logo on it. Sponsorship and licencing is big business and hey, business is good.

It's natural, then, to extend this endorsement theory over into computer games. The biggest criminal of all, interestingly enough was a company called US Gold (who were snapped up by Eidos... you may have heard of them). Back in 1986 they secured the licence for the Mexico World Cup and, realising that they'd never be able to produce a game of their own in time (I presume that's what happened,

anyway), they snapped up another one released a couple of years previously by a company called Artic and, after tweaking it slightly, released it themselves. It was bad. No, bad (containing only the three letters) is far too short a word for it. Distressing (with 11 letters) is getting closer to the truth. They bundled it with a wallchart, a fancy box and a ridiculously high pricepoint and, sadly, a lot of people bought it. *World Cup Carnival* was its name.

That example nicely illustrates the seedier side to licencing. Taking a dodgy product you know is unlikely to sell and lump a character/film or celebrity onto it and the chances are it's going to sell like earplugs and sleeping pills at a 24-hour Spice Girls concert.

Think about it logically: companies spend a lot of money licencing

characters and they wouldn't do it for no good reason, would they? For example, what better way was there for Gremlin to highlight the pedigree of *Actua Soccer 2* than getting Alan Shearer in on the act. Take a few pictures with him wearing a Gremlin shirt, some time fine-tuning the game

and there you have the perfect endorsement... one of the best football players in the world.

"At the time we felt our game (*Actua Soccer*) was clearly the best out there and we created a franchise for it," commented Mark Mattocks, the marketing manager at Gremlin Interactive, in CTW again. He continue, "But by the time *Actua 2* was ready we needed something extra because the market had changed. That's when we brought Alan Shearer in." The fact that *Actua Soccer 2* would have sold bucketloads anyway, even without the Shearer licence, shows the sort of risk that Gremlin took with the title. Spending a large amount on a licence is a risky business, but does bolting a known figure onto a sub-standard game really help the game's sales that much?

Mattocks again, "You could give six soccer games to the average gamer and they wouldn't be disappointed with any. Standards are very high now. You need something to make your product visible and that's where the licence comes in."

So, in their words, it would seem that quality of product is now not enough to sell a game. Now, before Gremlin start ringing me up, I know that *Actua Soccer 2* is very good... one of the best in fact but it does seem that there's still, after all these years, a little too much reliance on a character to sell a game rather than the contents of the disc. Looking through the multi-format games charts (on November 3), though, only three titles were licenced directly from a recognised product, so maybe there's still hope for us all, eh?

Dean Mortlock



Films

You must own:
Die Hard Trilogy
You must avoid:
The Crow: City of Angels

Alien Trilogy
Batman Forever
Casper
Congo
The Crow: City of Angels
Die Hard Arcade
Die Hard Trilogy
Frankenstein
Independence Day
The Lost World

Oddities

You must own:
Marvel Super Heroes
You must avoid:
Space Hulk

Discworld
Discworld 2
Marvel Super Heroes
Space Hulk
Spot Goes to Hollywood
X-Men: Children of the Atom
Street Fighter
Vs X-Men

Bagpuss

A cat, right?

Bagpuss was an old, saggy cloth cat. Baggy, and a bit loose at the seams. But Emily loved him.

Any other reasons?

You could have a series of objects that have to be mended and given back to their rightful owners. Oh, and there's the scary characters.

Sorry?

Madeline the rag doll gave me nightmares, Gabriel the toad was positively frightening and the mice... well, I shiver just thinking about them.

Most likely to include...

A "We will fix it, we will fix it" mantra of some description.



Presents

Virtua Fighter 2

Ah, that blessed feeling of warm currency in your pocket. Go on, take out your wallet, open it now and look at those crisp notes... a tenner from Auntie Beryl who's forgotten her own name but never forgets to slip you a wodge at Christmas. The money from your Uncle Bertie who always says 'Well, I never know what to get young people nowadays, so buy yourself something nice' - at least he didn't buy you a Tamagotchi and, probably, a bit of extra cash from the odd distant relative or two, but what do you spend it on? Superb buyer's advice now follows...



...and if you're stuck

We've printed a move guide a couple of times (once for the game and once more for *Fighters MegaMix*, but here's a few other 'oddities' that might interest you.

Play as Dural - At the character select screen press Down, Up, Right, A + Left. You might have to highlight Akira first.

Play as Gold Dural - At the character select screen press Down, Up, Left, A +

Right. To get this cheat to work you might have to highlight Akira first.

Alternate Clothes and Colours - To change uniforms, press Up + C or Up + A when selecting your character.

Dural Movie - To watch the Dural movie, beat the entire game without losing a round on the hardest difficulty level. The easiest way to do this is to turn 'Player 1 no damage' on, and change the ring size to 48m.

That was then, this is now...



Virtua Fighter 2 was always a good game and will surely remain so. The graphics remain suitably impressive to this cynical reviewer and the fact that it's still played in most Saturn owners' homes is testimony to the sheer loveliness and warmth the game creates.

Sure, things have moved on. *Fighters MegaMix* is an obvious improvement (and quite a large one) and *Dead or Alive* improves on it in both graphics and gameplay... but only just and it's still unsure as to whether that title will make it to these shores or not. If you've not got the budget for *MegaMix* and want a classic piece of arcade history, then I can still recommend this highly - especially at 15 quid.



It wasn't until *VF3* and *Fighters MegaMix* that I began to appreciate the *VF* series. By then, the original *VF* was terribly dated and *VF2*... well, I never really have been a huge fan of *VF2*, brilliant as it undoubtedly is. In Saturn circles, this makes me a bit of an outcast. I mean, it's not that I mind being

chained in the basement underneath the *Saturn*

Power office, but when Dean throws the rotting hunk of meat down once a day, the rats have the weight of numbers and... but I digress. *VF2* is a technically superb conversion of a classic coin-op. But *MegaMix* is better.



Then: 96%
Now: 89%



Price check

Not quite as cheap as we'd hoped for, you should still be able to pick up the game for something in the region of 20 quid if you shop around in the shops - if you live in the Westcountry, it's worth giving Games Exchange a ring, they stock loads of Saturn games and they're pretty reasonable. And nice.

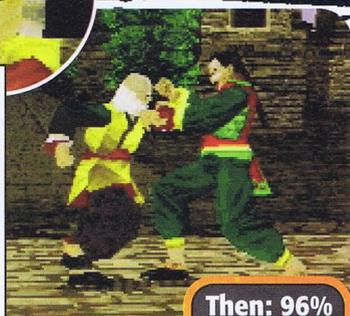
Electronics Boutique - £19.99

(new) / £14.99 (pre-owned)

Game - £24.99

Video Games Centre (01202) 527314

- £25 (pre-owned)



Then: 96%
Now: 84%

Star Challenge

More high scores and best times. Seems like you Saturn owners out there never tire of shaving a tenth of a second off a *Sega Rally* or *Athlete Kings* time. And why not?

Athlete Kings

100 Dash: 7.41secs Jason Draper
Long Jump: 9.86m Jason Cain
Shot Put: 28.88m Anthony Weir
High Jump: 2.66m Jason Cain
400m Race: 40.07s Steve Tully
110m Hurdles: 10.87s Jason Draper
Discus Throw: 82.90m Jason Cain
Pole Vault: 6.54m Joules Williams-Johnson
Javelin Throw: 98.86m Jason Draper
1500 Race: 3.17.64s Jason Draper
11,982 (Arcade mode) Jennifer McCann
12818 (Decathlon) Kyle Patterson

Alien Trilogy

Finished in 26 minutes
Chris Wharmby (Death), Nottingham

Baku Baku Animal

206354 points Sami Somero
148 blocks/time Sami Somero
6 chain reactions Liisa Somero

Euro '96

England vs Holland
19-0 -
Chris Biadon

England vs Italy
0-0 (ha ha haaa!) -
Glen Hoddle



0'30"68 stage expert Sami Somero
69 blocks in 1 min 15 secs Ben Angel
222 blocks in 2mins 28secs Jack Austin
191391 Stephen Heaps
All clear in 13mins30 secs Stephen Heaps

Bomberman SS (Mastergame)

455,780 (photographic evidence) Chris Haig
1,380,000 Tom Jennings

Christmas NIGHTS

9,999+ in the Link option Nathan White
486 links Steven Tebbutt
0'08"743 in Time Attack mode Reuben Holmes
1472 in Link Attack John Freeman
0'08"935 in Time Attack John Freeman

Command And Conquer

Everything to 100%, level 24 in 34 minutes
James Smale

D

Completed in 35 minutes Lee Hammond

Daytona USA: CCE (Time Attack)

Three Seven Speedway 0'12"46 Matthew James
2'02"34 (eight lap total) Matthew James
TSS Endurance 24'58"00 David Cutler
National Park Speedway 0'30"20 Frank Parry
NPS Endurance 30'88"00 Ricky Wood
Dinosaur Canyon 0'40"87 Frank Parry
Sea-Side Street Galaxy 1'29"60 Frank Parry
SSG Grandprix 9'13"48 David Cutler
Desert City 0'38"60 Frank Parry
DC Grandprix 9'04"36 David Culter

Destruction Derby

2:09.54 in Total Destruction Chris Haig

Die Hard Trilogy

81,187,600 on the first game Joe Young
65,387,750 on the second game John Ogilvie
72,296,012 on the third game John Ogilvie
All hostages saved in <i>Die Hard</i> Keith Owen

Diehard Arcade

Completed in 14mins 55secs Tim Ward

Hardcore 4X4

Best laps

All by Thomas Docherty	
Sun Baked Gulch: 1.15.38mins Joe Young
High Camber Pass 1.22.14mins
War Zone 1.27.90mins
Dunne Forest 1.34.58mins
Devil's Kitchen 1.31.80mins
Pack Ice Scramble 1.33.18mins
All by Thomas Docherty	

Mass Destruction

298420 - Michael Noto

Need For Speed

City 6:53.1
Coastal 7:56.0
Vertigo Ridge 1:35.6
Rusted Spring 0:35.7
Alpine 9:42.0
All by Gerrit Jan Kuipers	

Pandemonium

Completed with 6 hearts and 10 lives
Brian Lennon

Panzer Dragoon Zwei

Hi-score 846250	
EP2:100% EP3:100% EP4:100% EP5:100%	
EP6:100%	
Best Dragoon Rank: Winged Death	
Total time 69:36
Cleared game number 23
Play number 368
All by Sami Somero	
Best Shoot Down Ratio 96.4%
Simon Stubbs, Wellington, New Zealand.	

Pro Pinball - The Web

1,572,557,070 Jason and Robert Pierrepont
865,724,870 Three balls only. Paul Kingley.

Resident Evil

1 hour 38 minutes (Jill) Russ Smith
2 hours 14 minutes 28 seconds (Chris) Iain Roberts

Sega Rally - Time Attack

(Specify your car)	
Best laps. Photographic evidence required	
Desert Track in Celica GT4 49"64 Matthew Weiner
Desert Track in Lancia Stratos 51"43 P Bond
Forest Track in Celica GT4 1'09"78 Nathan White
Mountain Track in Celica GT4 1'06"23 Dean Abbotts
Lakeside Track in Celica GT4 1'07"49 Nathan White
Arcade (one lap) Celica GT4 MT 3'16"62 Dean Abbotts
This month's tricky bend award to: Ken McCue.	

Reckon you're tasty?

Search through the depths of your memory cartridge and, if you think there's anything worth showing to the general public, pop it down here, get verification from a mature citizen... and send it to us.

Game Score/time

Name
Address

I can honestly say, cross my heart hope to die if I should ever tell a lie, that I have verified the scores shown above. And I am sane. Thank you.

Signature

Send to: *Star Challenge*, Saturn Power, 30 Monmouth Street, Bath BA1 2BW.

Fighters MegaMix

Survival Mode 3 mins, 22 wins . . . John Freeman
7mins, 49 winsDerek Triplett
15mins, 110 wins with Rentahero . . .Steven Icke
Play time 98 hoursSteven Icke
4190 gamesSteven Icke
2557 gamesRon Staples
1257 gamesRichard Caughey



One Player Course

A: 2'08"87 Jason Knowles
A: 1'38"13 Sami Somero (All times with Janet)
B: 1'32"61 Derek Triplett
B: 1'24"93 Sami Somero
C: 1'47"30 Janice Hamilton
C: 1'54"44 Sami Somero
D: 2'34"83 Christian Hill
D: 2'00"06 Sami Somero
E: 2'14"25 Neil Thomson
E: 1'58"89 Sami Somero
F: 2'56"45 Owen Dale
F: 1'47"87 Sami Somero
G: 3'04"68 Neil Thomson
G: 2'06"45 Sami Somero
H: 2'12"16 Neil Thomson
H: 2'00"06 Sami Somero
I: 2'59"36 D Riley, Salford
I: 2'10"60 Sami Somero

Sonic 3D

431,281 Karl James Ullger
First stage in 30 seconds (w/gem) . . . Gary Pickup
All emeralds: 742,898 Sian Phillips

Sonic Jam — Sonic The Hedgehog

Act 1: 0'24"41 Eric Park
Act 2: 0'17"71 Carlos Scattini
Time Attack: 3"14 Richard Langworthy

Sonic Jam — Sonic World

20 Rings: 0min 18secs 11 Thomas Henderson
3 Red Points: 0min 20secs 52
50 Rings: 0 min 35secs 62
Richard Leshon, Bridgend

Touch Miles: 0min 02secs 78
100 Rings: 1min 31secs 88 Kyle Patterson
5 Blue Points: 0min 39secs 04
7 Secret Cards: 0min 53secs 87
3 Balloons: 0min 42secs 17 . . . Adrian Batour, London
Jonathan Dumbleton: Silver Medal Award.

Hit 3 restart points: 0min 41secs 42
. Graham Langworthy
Hit 5 restart points: 1min 15secs 04
. Graham Langworthy

Collect 20 rings: 0'36"84
Hit 3 restart points: 0'47"86
Collect 50 rings: 0'50"70

Touch Miles: 0'08"34
Hit 5 restart points: 1'17"88
Find seven secret cards: 1'22"40
Burst three balloons: 1'04"28
Collect 100 rings: 2'03"98 . . . All by Sharan Der Jain

Street Fighter Alpha 2

Survival mode as Ken: 3'01"26 Darren Howe

Tilt

Star Quest table: 16,458,989,030
Monster table: 1,509,459,670
Funfair: 1,543,987,550
Myst and Magic: 2,223,620,350
Roadking: 1,013,034,213
Gangster: 1,772,962,422
All by Neil Cook, Merseyside.

Ultimate Mortal Kombat 3

13 minutes 10 secs Graham Alexander
UMK runner-up this month Lee Hammond

Victory Boxing

50 fights, 50 wins, 49 TKO, 1 KO, rank first.
Neville Millin

Virtual On

Ranking one attack: Captain 234118
Ranking all attack: Master Sergeant 3864730
Paul Chettle

Virtua Cop 1

12,054,700 on beginner Joe Young
736,600 on rank mode Stuart Rose
All 3 stages: 12,002,800 Matthew Fisher

Virtua Cop 2

42,400,900 in Virtua Cop 1 mode . . . Daniel Smith
706,104 in Virtua Cop 2 mode (boy) . . . Andy Taylor
610,468 in Virtua Cop 2 mode (girl) . . . Fleur Taylor
682,030 in default mode Peter Bridekirk
Champion of Virtua City (1st) Thomas Duke

Virtua Fighter Remix

Completed in 42 minutes . . . Christopher Wharmby

Virtua Fighter 2

Completed on expert mode in 1'32" . . . Keith Owen

World Series Baseball

Homerun Derby
best 3 — 506, 498, 496
Home runs — 20/20 Stuart Rose

Worldwide Soccer '97

136 goals David Hendry
106 goals: England vs Brazil Mark Garner
47 goals in 12minutes . . . Chris Wharmby, Nottingham.

NIGHTS

Spring Valley: 666,960 Nathan White
Mystic Forest: 565,420 Nathan White
Soft Museum: 967,295 Philip Range
Twin Seeds: 157,040 Nathan White
Stick Canyon: 423,540 Nathan White

Wipeout

Best laps — Rapier Class
Altima VII: 01:01.3 Alexander Graham
Karbonis V: 0:36.6 Alexander Graham
Terramax: 0:38.2 Alexander Graham
Korodera: 1:01.8 Alexander Graham
Arridos: 0:57.1 Alexander Graham
Silverstream: 0:47.3 Alexander Graham
Firestar: 00:44.8 Adrian O'Toole

Best laps — Venom Class

Altima VII: 1:07.1 Clint Wilmott
Karbonis V: 0:42.0 Adrian O'Toole
Terramax: 0:43.1 Neil Pugh
Arridos: 1:04.0 Adrian O'Toole
Silverstream: 0:54.2 Clint Wilmott
Firestar: 0:52.3 Neil Pugh

Wipeout 2097

1:51.3 Vector Course Ben Luke
Demo: 2 laps 1'12'07 Joe Young
Sagarmatha — Rapier Class.
(all by Richard Ewan Jones)
lap 1 — 0'33"3
lap 2 — 0'36"2
lap 3 — 0'33"4
lap 4 — 0'35"4
Total — 2'18"3

X Men: Children Of The Atom

2569800 Wayne Poppleton

Worldwide Soccer

94-0 (England vs Brazil) Neil Pugh
29-0 (Italy vs. Portugal) Stuart Rose
37-0 (England vs. Brazil) Mark Garner

Won all matches on Hardest playing
every team against England Stuart Chapman
World Cup on Hardest Karl Skott
15-0 Scotland against Denmark on Hardest and a 3
min game
1,284 Goals in 30 minutes C
Wharmby (Death)

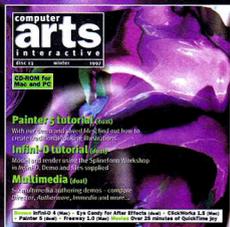


Frozen Bell: 826,100 Nathan White
Splash Garden: 563,340 Nathan White
Links — 1:403 (Splash Garden) 1:379 (Frozen Bell)
1:370 (Soft Museum) Nathan White
Bosses - Reala (107 secs left) Jackle (104 secs left)
Wizeman (78 secs left) Claws (100 secs left)
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158 links on Stick Canyon 1 David Wilkinson
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Next Month

Cold isn't it? Colder than the blackened heart of Sony themselves; and we've seen it. It beats rhythmically in a basement in a barren warehouse on the outskirts of London. True, that.



SATURN POWER

With so much talk flying around about the 'Dural' system, we'll be picking the fresh flowers of truth and throwing away the rumour weeds. All next month.

Spring-like treats heading your way include...

Alien Resurrection

The film's not bad and the game's shaping up nicely too. Read all about it first next issue.



House of the Dead

We've been fiddling around with an early version and the fruits of our muddling will definitely appear next month.



FIFA: Road to The World Cup

There's a strong possibility that the game will be out before our review (blame Electronic Arts, not us) but we're looking forward to a review.

Winter Heat

A early look in this issue, we'll be topping that up with a far more in-depth gander in issue 11.



...and, with a bit of luck:

Burning Rangers
NBA Live '98
NHL '98

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The Acid Test

Part five: Role-playing games

The History

Western developers have shaped and refined many videogame genres, but credit for the evolution of the RPG can only be awarded to the Japanese. Enix's *Dragon Quest* series was, for a considerable time, the most popular set of RPGs in Japan. The now-dominant *Final Fantasy* came later.

While in the West the term 'arcade adventure' was used to describe arcade-oriented games involving limited exploration and/or puzzle solving, the Japanese were creating role playing games of considerable quality. Western 'adventures' are, in many respects, quicker-fix games by comparison. Culturally, it seems that the Japanese are far more inclined to immerse themselves in complex plots, intrigues and battle modes.

Western attempts at producing RPGs are often laughable, pale shadows of the Japanese titles they imitate. Perhaps one of the most noteworthy examples of this was Square's *Secret of Mana* semi-sequel, *Secret of Evermore*. The Jap-developed *Mana* was proportionally more successful in

America than in Japan, so Square's USA office decided to create a Yank-tailored adventure. Its plot – involving a small boy, his dog, a professor and a portal into another world – was, quite frankly, cringeworthy. Using the *Mana* engine it, like so many other Western RPGs, lacked the character-led plot progression that makes Eastern RPGs so significantly better. While these often suffer in their occasional translation to English, don't be fooled – the Japanese are significantly ahead of Western developers in the creation of complex, plot-led games.

The Saturn has its fair share of RPGs, both available now and due for release next year. But, in many ways, it can't compete with the PlayStation's 'dream team' of *FFVII* developers Square and *Dragon Quest* creators Enix. Both are defections from the Nintendo stable, and both are significant notches – among many others – on the Sony bedpost. But GameArts' *Grandia*, *Panzer Dragoon Saga* and the new *Shining Force III* series are enormously important releases for Sega in Japan, where the Saturn still enjoys a considerable amount of success. Those hoping for a Western RPG to rival any of the titles mentioned above are in for a very long wait. And, with Britsoft concentrated almost solely on arcade games and strategic fare, it won't be from the UK...



Three of the best

Dark Savior

Sega • Top 100 position: 26

A mysterious fruit and no mistake. Programmed by the same talented team who kindly furnished the RPG-barren Mega Drive market with the outstanding *Landstalker* – although many have since argued that that game is far more of an



action game than an actual RPG – *Dark Savior* takes a lot from its older brother. Its combat is fairly basic, you walk around as you would do in a platform game, but the interaction, plot and time-sensitive scenario puts it comfortably above most other games of its type. Maybe too action-based for hardcore RPG-ers, but a very fine well-rounded game, nonetheless.

Dragon Force

Sega • Top 100 position: 31

Another strange choice for a RPG (and thank The Lord that there's a few people around who are willing to try original ideas, eh?) in that you control an army, zipping between different castles and towns, with the sole aim of taking over everything in your path. There's much less emphasis in *Dragon Force* with the usual puzzle/spell/wandering around the town nonsense that populates most RPGs and it's straight down to the fighting. Huge sprawling battles soon occur, with you sending in regiments left, right and centre. The Pincer movement? It'll be second nature within a week, guaranteed.



Ah, now I remember these games. If the truth be known, Dean probably has slightly more experience of role-playing games than the rest of the team, as it wasn't unknown for him to delve into the sweaty world of *Dungeons & Dragons*, *Tunnels & Trolls* and the odd spot of *Traveller*. Ask him about them now, though, and you'll get a completely different response. "Role-playing games?" he muttered, "the domain of the sad, lonely and socially-maladjusted." So much bitterness in one so young...

Best

The rest



Shining the Holy Ark
Sega • Top 100 position: 39
 Another game with an excellent pedigree. *STHA* is an update of the superb *Shining in the Darkness* game for the Mega Drive. Mostly a standard role-playing game (viewed from the first-person perspective), *Shining in the Darkness* contained some very neat touches with the inclusion of loads of realtime 3D mazes, complete with many varied hamsters (I'm sorry, that should say 'monsters'). *STHA* retains the 3D dungeons (albeit now in glorious texture-mapping) and the new ability to wandering through any location. The battles, though, are the game's one low point...



Up 'n' coming

Panzer Dragoon Saga
Sega • February

A superb idea for an RPG. Take the story-intensive shoot-'em-ups *Panzer Dragoon* and *Panzer Dragoon Zwei* and place them in a role-playing game setting. The game keeps the flying sequences (with a noticeable improvement on the graphics) and added point-based combat (although it's all in realtime and very quick) and some impressive-looking town levels where you're given complete control of your movement in a well-designed 3D environment. Check out the feature this very month.



Grandia
Sega • April
 Just released in Japan, the

they're not actually very good and far too frequent.

Swagman
Core • Top 100 position: 36

Now you may argue that *Swagman* isn't actually a role-playing game but more of an arcade adventure and, to some degree, you'd be right. But at the same time it's worth remembering that there are many puzzles to be solved in the game and if you start questioning the admittedly wide borderline between role-playing games and the rest of the world, then what about *Dark Savior*, eh? *Swagman* contains digitized characters, a brilliant Danny Elfman-inspired soundtrack and some moderately-pleasing gameplay. Worth looking at... if you can ever find it.



Mystaria
Sega • Top 100 position: 48

Although *Mystaria* is certainly one of the older Saturn RPGs, it's definitely one that you shouldn't overlook - especially as it's available for something around 20 quid. *Mystaria* scores points for being a far more 'traditional' RPG. The puzzles are ingenious (sometimes almost to the point of despair) and the graphics remain pleasant to this day. The finest feature of *Mystaria*, though, is an area that is usually a large sore point with *Saturn Power*, the battles. Where in some games it is, to be frank, a pain-in-the-arse when another ten-headed monster pops up, *Mystaria* has a 3D battle scenario where players have to be placed and then have an attack assigned to them.

Saturn's answer to *Final Fantasy VII* may lack some of the graphical polish of that other game but, from initial impressions from the *Saturn Power* team and others who've played it, it's almost definitely set to be the finest RPG you're likely to play on the Saturn. There's a huge amount of levels to explore (including the now customary minecart level) and, instead of the static levels of *FFVII*, you can view the game from almost any level.

Shining Force 3
Sega • TBA

Another eagerly-awaited title is the first *Shining Force* outing on the Saturn. Better late than never is one way of looking at this game as it appears to take the basic *SF* Mega Drive design and improve on it in every possible way. The game will be appearing in three separate 'episodes', with the first one just released in Japan. We're still awaiting a release date in Europe but it's one that's almost definitely bound to come across to these shores.

Don't bother with these



Story of Thor
Sega • Top 100 position: 93

Well maybe it's not all bad, but it's certainly one of the worst of the bunch. An unconvincing attempt to merge the playability of, say, *Zelda 3* on the SNES with *Streets of Rage* (Eh? James) left us with a game that well, didn't cut the mustard. Buy it for a tenner but neatly avoid it if anyone asks you much more than that for it.

Shining Wisdom
Sega • Top 100 position: N/A

The first attempt by Sega to try to replicate the success of the Mega Drive *Shining* games ended, sadly, with this rather dull and poorly-translated (you should read some of the dialogue, it's hilarious) game. The basic game was solid enough for an RPG but that's all that the game really was... solid. The graphics could have been taken from the Mega Drive and it was only the bizarre cameo appearance of *Sonic* in a deckchair that gave us any real interest in the game.



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This month: the 'import' on trial. What is it? Is it legal? How much does it cost? And so on...

From before the time of the Roman Empire and up until a hundred years ago, the Western economy was strained by the purchase of luxury goods from the East. Asian nations — in particular China — would only accept gold or silver in return for spices and silks. The English used to peddle opium over there too, but that's another story. Traders would pay huge amounts for such goods, before selling their in-demand acquisitions on... with a subtle profit margin for their labours, of course. Thus, the import market was born.

Video-game imports made their debut 'proper' with the introduction of the Mega Drive and SNES. With consoles installed in many homes, the number of enthusiasts — using the term in a sense that says: Sucky, has hobby, has cash, will spend cash — grew. Many game stores caught on to the fact that, with pre-release hype growing as media coverage of the software industry increased, they could make a financial killing. With many major releases making their debut in Japan months before their UK release, many were willing to pay the price in order to flog the delay.

Ask any console owner about import games and they'll doubtlessly spin you a few yarns about extortionate sums spent on big-name games. A popular subject of such tales is *Street Fighter 2*. **Saturn Power** heard a tale that one SNES owner went as far as to spend over three hundred pounds to obtain a copy of Capcom's beat-'em-up classic the day after its JP release. The importer he contacted named the price: he paid it without question. The definitive 'enthusiast'? The definitive twat, if you ask **Saturn Power**.

Buying import games isn't merely a case of obtaining a future release a few months earlier. There are a number of games that simply don't get released in the UK. Reasons for the non-appearance of Saturn games are many and varied. Sega's criteria is simple. Is it any good? How much will it cost? How much translation does it require? And, most importantly of all, how many copies will it sell? Those four main points — along with other con-

siderations — are things Sega, as a business, have to consider. So, while Sega move heaven and earth to get the likes of *Burning Rangers*, *Grandia* and *Sonic Jam* in UK stores, they'll not worry too much about the likes of Hudsonsoft's *Bulk Slash* or Jaleco's eccentric shoot-'em-up *The Game Paradise*. So, if that sort of release tickles your fancy, then an import shop is the only place to visit.

Prices vary, but fifty or sixty quid for a new Japanese release is the sort of sum you should expect. You can pick up older games on the cheap — with stores keen to clear out old stock — but before any **Saturn Power**-reading import virgins rush out to pick up an early copy of *Dead or Alive*, consider the following. To run Japanese or American games you either need a 'converter' cartridge — the Blaze brand manufacture a perfectly serviceable unit — or a converted Saturn. The latter involves having a 'switch' fitted to your Saturn that allows users to flick between NTSC and PAL outputs. The converter cart only puts out a slower PAL signal with large borders.

But wait! Before you consider getting your Saturn switched, you should check whether your TV is equipped to take an NTSC signal. If not, an ugly, slightly distorted black-and-white picture is all you'll get. It's possible that any would-be import buyers will have to spend money on a Saturn conversion and a new TV before they can play the games. Expensive? Yes. Worth it? Well, many think so. Of course, it pisses Sega off, but just think "This one's for selling me *Touring Car*, you bastards!" as you clutch your brand-new copy of *Dead or Alive*... **Saturn Power 11** will include an authoritative feature on how and where to buy import games, plus how to get your Saturn converted. And, of course, cheaper alternatives...

The Judge

Import games. For so long an enthusiast-only purchase, many stores are offering unavailable Saturn games for high, but affordable prices. Are they worth the effort and cash? Read on for an informed opinion...



The Judge's Conclusion...



Imports? Lock them up! Throw away the ke... oh, not those imports. Himm. Strikes me that buying games direct from Japan is an expensive hit-and-miss gamble unless you check a title's pedigree first. Seems I'm going to have to recommend

Saturn Power readers buy the next issue to find out all they need to know about import releases...

Verdict: Buy Saturn Power issue 11



1 With *Dead or Alive* still unconfirmed for UK release, an import purchase is very tempting indeed. 2 *Grandia* gets its Japanese release on December 15, a few months ahead of its English language version. So, unless you read Japanese...

Mail Bonding

Dear Saturn Power

Not a bad month for letters, really. Thrown into the melting pot with the usual digs at *Saturn Magazine*, enquires about Sega's next system, letters of adoration for Lisa, the same moans about *Tomb Raider 2* and the gripes about the lack of Saturn development is the odd sensible and well thought-out prose. Well done you lot, we'll make perfectly functioning human beings of you yet. Send yer blah to... **Mail Bonding, Saturn Power, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.**

Look back in anger?

Apologies for not sending this via the post, but I thought I'd do it this way to save time and effort. I just thought I'd put down a couple of my thoughts.

In this month's issue (SP09), someone suggested a behind-the-scenes article about your mag and you said if you get a decent response, you'd do it - well that's why I'm writing - to say I'd be interested too.

I would also like to congratulate you for your constant honesty on the Saturn scene - unlike *SSM* who, unsurprisingly, hype everything up and make every game seem fantastic and

every news item rose-coloured!

At least your magazine has the balls to say honestly what a game is like (*Touring Car & Enemy Zero* are two fine exam-



ples from this month). I am grateful for this because I was interested in both - especially *Enemy Zero*, but after your reviews, I'll probably steer clear of them.

I have had my Saturn since the beginning of the year and chose it over the PSX & N64 because of Sega's arcade conversions and the promise that it was going to pick up and become the true gamer's choice. I'm a bit disappointed that it has not taken off here and that it has pretty much lost any chance of establishing itself against the PSX now. I don't understand why Sega have not pushed the Saturn more - it seems like its games and powers are only known to the 'insiders', whereas a good marketing campaign could have shown it off more.

Anyway, I've got that off my chest! Keep up the good work - you are keeping the flag flying for us Saturn followers!

Michael.WEBSTER@natwestuk.co.uk

PS Another suggestion I agree with is a 'look back' at

Touring Car - Don't believe the hype!



Answer Me...

The essential selection

I have a few different questions which I hope you can answer:

- 1) On *WWS '98* is the ref on the pitch and do you see the subs come on or do they just appear from out of the blue as in *WWS '97*?
- 2) I am currently waiting for *Premier manager '98* which I ordered from Special Reserve in July and they told me it would be out in September, then October and I'm still waiting. Can you sort this out for me?
- 3) What is happening with the Saturn version of *F1*?
- 4) Are any of you going to the 'Essential Club Country Live Mix' in Bournemouth on November 8 (Radio 1 and MTV are there)?
Ben Selcoe, Bournemouth

- 1) Exactly the same. Sorry.
- 2) The golden rule with mail order companies is to never order anything until the game has actually been released. In the case of *Premier Manager*, Gremlin

aren't sure when the game is coming out but I'd be surprised to see anything until Spring of next year (if the game ever does come out). It might not be a bad idea, therefore, to try to get your money back as soon as possible.

- 3) Nothing.
- 4) No, we missed that one... was it good?

Rest in peace

I have a few questions for you and will not rest until you answer them for me.

- 1) How many events will there be in *Winter Heat*?
- 2) Will Jeff or any of the *Athlete Kings* characters be involved in the game?
- 3) How many courses will *Sonic R* and *Sega Touring Car* have?
- 4) Any news on *Scud Race*?
- 5) What about the sequels to *Daytona* and *Sega Rally*?
- 6) Will there be a fully 3D Saturn Sonic game like *Mario 64*?
- 7) What's your web address?

Robert Kerr, Basildon

- 1) A total of eight.

Freaks!

In your last magazine I noticed a few mistakes on page 16 in the bit about temco you said 'As were led to believe that acclaim could well be bringing the console version over to europe thats only a COULD thing for us as far as were concerned' you should of said thats only a GOOD thing and in your feature of *Enemy Zero* you numbered some of your comments wrong I sure 4 more than once other than these small mistakes your magazine was exerient. Please can you give me a game please.

Thomas Duke, Ilford

I'm very nearly speechless... no, really, I mean, how you've got the cheek to send us in a letter moaning about a small detail or two and then not an educated adult read it before sending it out is, frankly, beyond belief. If you want a childish battle then... TAKE A LOOK AT YOURS! By the way, you're not related to Lee Nutter are you? It's just I thought I recognised the style of writing. (Why those mistakes, by the way? There are worse, if you look... JP)

- 2) Yep. Six come straight from the old game and there's two new ones.
- 3) Both of those games have five tracks (including the hidden ones).
- 4) Well, it's a bit boring (no, really, it's nothing special). Anything else you want to know?
- 5) Still in development, apparently.
- 6) Sega aren't ruling out the chances of another *Sonic* game for the Saturn and, if they do, it would seem sensible to make it a 3D platform game.
- 7) www.futurenet.com.

Load of old blah

This is the first time I have written to a mag BLAH, BLAH, BLAH! Would you answer my questions please.

- 1) I've heard a rumour that *Tomb Raider* is to be released for the Saturn in 1998.
- 2) Why does the PlayStation have games like *Croc* released before the Saturn?
- 3) How much do you think Sega's 'Black Belt/Dural' will cost?
- 4) Can computers go higher than 64-bit?
- 5) Which is best - *House of the Dead*, *Virtua Cop 2* or *Resident Evil*?

some of the games from your top 100 – now that the Saturn is becoming less popular, those of us who still want it, should be able to get cheap games in shops and second-hand etc. It would be nice to know more on some of the classics which we may have missed – some of the more obscure ones though, not just *Virtua Fighter* and so on – there are loads of third party games which I don't know anything about, but look interesting.

PPS Do you know where I can get Baku Baku Animal as I've been trying to find it since I first saw it on the demo disc that came with the machine! It's one of the few games that my girlfriend would like to play (and consequently might allow me to put it on instead of *EastEnders*).

Thanks Michael, we've always said that we try to produce the finest magazine that's humanly possible and, without the safety cushion that an official licence gives you, we think we've managed to do that. Part of that, though, is always coming up with fresh ideas to make the mag even better and we're never too proud to take ideas from you lot.

This month we've actually done the 'behind the scenes' feature – hope you enjoy it and remember, if any of you lot have any other ones, then please send them in (no matter how ridiculous they seem)... you never know.

As for the 'look back' idea, we do something similar with SP Presents... and that, coupled with all the information in the Top 100, should give anyone (even newcomers) the perfect Saturn gaming buyers advice.

The bore wars

I've noticed that the *Official Saturn Magazine* has printed, on a regular basis, digs at your fine organ along the lines of, and I quote, "We feel a tad guilty kicking a cripple when it's down". Okay, so I admit that most rival magazines contain a small amount of rivalry from time to time but the problem with them is that they simply have no reason to criticise. Here's why:

1) They constantly harp on about the fact that they sell more than you. Of course they do, they're official.

We all know the licence on the front of a magazine will sell it regardless of the content.

- 2) Most decent games come out through Sega now, they get them first and, sadly, a lot of people won't wait for you to do them.
- 3) They get the official disc every three months or so.
- 4) Have you read it? (*Traid so – Dean.*) It's one of the most badly-written magazines I've ever seen.
- 5) They simply can't match you for your range of content and variety... your Top 100, Star Challenge, Role Play Gamer, news, it all beats them hands down.
- 6) I'm sorry, but the biggest criminal of all is Lee Nutter. From the start he's been completely venomous towards you without any initial reason (although I believe you might have retaliated since) and for a 'pup' new to the magazine world, he doesn't appear to me to have a great future ahead of him.

I must admit to buying *SSM* on a fairly regular basis (mostly for the odd feature and demo CDs) but, before they dismiss my letter as the idle rantings of a bored youth, I should say that I've been playing games since I launched my first fanzine for the ZX81 and am still today. I have a Saturn, PlayStation and an N64, so I'd like to think I know what I'm talking about.

So to Dean and the team, they may sell more than you but I prefer you to them by miles – just as I prefer *PlayStation Plus* and *Play to the Official PlayStation Magazine* and *N64 Magazine* to *EMAP's* other poor official effort... keep up the good work, eh?

Andrew Nightingale, Brighton

The odd spot of rivalry was always going to be on the cards when you have two magazines in such a tight market, and we'll be honest, we're not in a circulation fight with the Official Saturn Magazine – their discs and official tag will always, sadly, give them the edge. But we do agree with every point you've raised Andrew and know that if a reader truly wants the best all-round package for their Saturn then our magazine really is the only one to choose.

We're both working in an incredibly tight market

6) Could you please say hello to my friends Gaz, Luke and Craig?
Daniel Hayes, Leicester

- 1) Wasn't it actually released last year? Hmm? WELL ANSWER ME!
- 2) Because it smells.
- 3) Hopefully not too much. Sega know from experience that releasing a piece of hardware that's too expensive will just price them out of the market.
- 4) Oooh, definitely.
- 5) *Resident Evil*, says I.
- 6) HELLO.

These are good

I have a few questions which need answering.

- 1) What is happening about that fine-looking game 'Lunatik' by Pure. Is it still coming to the Saturn or is it another damn PlayStation-stolen exclusive?
- 2) Any news on *House of the Dead*?
- 3) What are Lobotomy working on

Saturn after *Quake*?

- 4) Are Fox doing a Saturn game based around *Allen Resurrection*?
 - 5) Is there absolutely, definitely no chance of *Tomb Raider 2*, *Fighting Force* or *Ninja*?
- I Allam, West Sussex**

- 1) Good questions, that. Eidos seem to have frozen all their Saturn development so I guess the answer is that we'll never see it now.
- 2) Coming out very shortly now. Oh, and it's looking good.
- 3) Nothing planned yet.
- 4) Yes, and we'll have an exclusive peak at the game next month.
- 5) N – bleedin' – O!

They're sad, we're glad

1) Do you think that Sega's *Panzer Dragoon Saga* be any good?

- 2) Will *Sega Touring Car Championship* be anywhere near the arcade version in terms of graphics?
 - 3) Are there any plans for *NIGHTS 2*? I love the first one, but I know about *Christmas NIGHTS*. It's shite.
 - 4) Why is *Firestorm* so damn hard?
 - 5) Do you like Oasis's new album?
 - 6) Is *Tiger's Game.Com* any good? Thanks for your time, keep up the good work and don't take any shit off *Sega Magazine* 'cause their mag is sad.
- Danny Winter, Leicester**

- 1) I would've thought so, but it's more of an RPG than a shooter.
- 2) Closer than you'd have thought... shame about the gameplay, though.
- 3) Not that we know of.
- 4) Because it works out.
- 5) Oasis? Their music's shite it keeps me up all night.
- 6) Utter, utter rubbish.

More games needed

I'm writing concerning Sega Europe and their reluctance to bring the RAM cartridge and various import games to our shores.

After reading through various *Saturn Power* magazines, I have noticed in the 'Mail Bonding' section that many questions are queries on how to either get your Saturn converted with NTSC switches/how to get a cart and use it, or if Japanese/USA imports are coming out over here. Surely Sega Europe aren't blind to this. I know you aren't the official Sega Magazine, but these queries have also been raised in that magazine.

The market research should be easily understandable from your magazine, so why don't Sega just realise that all Saturn owners want are the best games for their console, and looking through both magazines it is obvious that us gamers have turned/or are turning to the imported selection of games for a little extra quality that would, if officially released, practically push us beyond any level that the PlayStation has produced thus far.

If Sega Europe listened to what the consumers wanted, quality games (RAM cart using games such as *Metal Slug*, *Waku Waku 7*, the perfect version of *Marvel Super Heroes* and non-CART using games such as the unbelievable *Thunderforce V*, *Salamander* and *Rockman 4*), this would make the Saturn the ultimate games console to own because the RAM cart is the only way forward!

I'm sick and tired of people trying to tell me the PlayStation is the superior machine when I know with Sega Europe's co-operation in releasing the RAM cart, and releasing the import games of a high standard over here that the Saturn and Sega would rule the world!!!

Neil Mackie, Hull

PS Please print this as Sega Europe need a kick up the backside, also I love you Lisa but don't tell my girlfriend!!!

Ah, the perfect letter. We personally think that any self-respected Saturn owner simply has to start looking at the import scene to find the best games around. Next month we'll be giving you more details on how you can get your Saturn switched to play import games but, for now, enjoy our increased amount of import coverage starting in this very issue and keep an eye out for future developments.

W.H.A.T.'S.B.E.S.T?

- 1) What should I get next out of these games: *Olympic Soccer* or *Bug Too*?
 - 2) Which is better out of these games: *Battle Monsters, Loaded* and *Pandemonium*?
 - 3) What games should I get from this lot: *Loaded*, *Sega Rally*, *Blazing Dragons* and *Daytona USA*?
- Richard Taylor, Lancs.**

- 1) *Olympic Soccer*.
- 2) *Pandemonium*.
- 3) *Sega Rally*.
- 4) Oh, you didn't ask a fourth question.



Snippets

Is Lisa related to Cindy Crawford?
Neil Pinnell, Didcot

If Sega develop a mouse for the Saturn will it be called a 'Sega Rat'?
Robert Green, Norwich

If I was a limpet crab, do you think my chances of pulling would increase?
David, Plymouth

I bloody hate Sony. They're crap!
Stephen Frank, Liverpool

and Sega's blindness to the magazine market will mean that a lot of product will be seen in the other magazine first but you can rest assured that we'll be fighting them every step of the way (if that's the way they want to play it) to get you that very latest information on every Saturn game around.

Oh, and our disgust for Mr. Nutter was only increased when we read his comment about kicking 'cripples' when they're down... make a habit of it do you, Lee?

You can keep your Tomb Raider 2

While flicking through issue seven I came across the letter by David Grocott. Although I agree the game was a big success (*Tomb Raider 1*, that is!) I feel that *Tomb Raider 2* would find it hard to improve upon it.

I also think he's a SAP for thinking that it was because the Saturn couldn't handle the graphics (does Sony, Core, Eidos and cash in brown manillas rind bells?) but who gives a toss when we have two better games in the form of *Quake* and the most amazing game ever (or just before *NIGHTS Burning Rangers!* Both are in a class of their own.

I hope that this puts him in the real world not just Sony, Eidos, Core, Fantasyland.

Neil Pinnell, Oxfordshire

From what we've seen of *Burning Rangers*, then you're certainly in for a treat and you shouldn't worry too much about *Tomb Raider 2*. Sure it's a good game but like you said, we still have excellent versions of Quake (plus Duke Nukem 3D and Sonic R, don't forget) to keep us busy for the next few months.

Show some appreciation

First I'd just like to say what an excellent magazine this is and it's the only mag I appreciate.

What I'd like to talk about is racing games. I am a big fan of racing games and I am a proud owner of *Sega Rally* and, depending on how good it is, I will probably purchase *Touring Car*, paying close attention to your review.

But despite these excellent games out, I am disappointed in the lack of *Formula One* games that are decent for the Saturn. I realise there may not be a high demand but there are a few of us who would appreciate a good F1 game. Looking at the PlayStation's *Formula One* I thought, despite it being a rival brand, that it was brilliant and that would a conversion be possible or at least one decent F1 game.

Or should I give up hope?

Glenn Chase, Lowestoft

Hell Glen, you're not the only one. We've been hoping for something along the lines of an F1 game for ages now and it would appear that the only similar game knocking around at the moment is EA's NASCAR '98 - which you'll find a review of in this very issue.



Questions, questions, questions

Thanks for printing my first Q and A letter (issue 7) but as times change, so do questions (1) Why does Game.Com get *Indy 500* and us Saturn owners get now?

2) Will Dural/Dragon/Black Belt/whatever be compatible with Saturn games?

3) How about Sega putting *Streets of Rage 1, 2, 3* conversions and a Saturn special 3D *SOR4* all on one disc?

4) Why doesn't Sega build a booster cartridge for the Saturn and licence it out to all the third party developers? Then the Fony GayStation will probably go under as 90% of the world prefer graphics over gameplay.

5) Any chance of *ISS Pro* or *Premier Manager '98* for the Saturn?

6) Some, well most of my friends own PlayStations or N64s and they all reckon that Sega sold the rights to Sonic to Nintendo. Well, I didn't hear it on the news (what they claim) or

is it just jealousy because Sonic is more original that crappy boring @! *\$%E@ Tat ES! *B%£%! Mario?

7) What is the chance of a Saturn conversion of an old Acorn game called

Exidus as it's bloody good?

8) Why does the PlayStation get *Red Alert* and *Exhumed 2*?

Dean Russell, Unknown

1) Don't worry too much... it's not very good - the arcade game's very dated now and the Game.Com version's bloody awful.

2) That would be nice, wouldn't it?

3) Blimey, two good ideas... one after another.

4) Bugger! There's another one... quick, hire this man.

5) *Premier Manager* is still on the cards but I don't recommend holding your breath for *ISS Pro*... because you'll die.

6) They're talking out of their collective arse, and it's a large one.

7) Now what do you think?

8) Just because, really.

Heard it all Before

Now you have the ability to put your mind into a favourable gear before writing to us or wasting our oh so valuable time on the phone.

Scanning quickly through this list of the most common questions we get asked constantly should eliminate a lot of the duplication we unfortunately receive... okay?

Can I have a cheat for...

No. Bit of a phone one, this. Writing in will obviously help you loads as we promise to answer as many questions in the magazine as space and our brain will allow, but we refuse to answer any questions over the phone that start with 'I need some help with *Tomb Raider*'. Ever.

What's best: PlayStation or Saturn?

Neither. Both have an excellent range of software available for them and both are owned by millions of people. Now we'll have no more said about it, eh?

I tried to get your cheat for *Mutant Headrush/Pantflap and the Dishwasher Trilogy/Whatever* to work and it doesn't.

It does. All our cheats are checked to make sure they work before we'd even dream of printing them. If you can't get one to work it's because you have sausages for fingers and creamy old mashed potatoes for brains.

When's Saturn 2 coming out?

For a start, stop calling it Saturn 2, the code-name still appears to be Dural. The latest news we have is that it's down for a release in January 1999.

Will they release a polygon *Virtua Fighter* on the Mega Drive like they did *Virtua Racing*?

No. You've got *VF2*, what more do you want? And we've stopped taking letters and phone calls about Mega Drive stuff because there isn't any.

I've got 'insert game of your choice here' and you said it was rubbish. I think it's good...

Arguing about review scores (unless we clearly have missed some important aspect of the gameplay, but that's highly unlikely) is pointless. We all have different tastes and reviews are just there for a guide.

Is my Mega Drive really dead?

Yes, and we finished all that guff off in the last issue of *Sega Power*. Sorry, and all that.

My friend says I'm a spaz because I own a Saturn...

No, your friend is a spaz and probably a jealous one at that. He was almost-certainly picked on for years ago because he had a Spectrum when all his trendier friends had a Mega Drive and he tried to convince them that it still had a pulse. Now he's decided to take it out on you. Please ignore him.



POWER TIPS

Two conclusions this month, in the form of *Duke Nukem* and *Enemy Zero*, solutions *Saturn Power* began last issue. Missed either of them? It's off to the Back Issue page for you, my friend. Remember, all the tips information we have is contained in these here pages. If you get any strange ideas about giving us a call to ask for game assistance, remember this: we won't. NO TIPS CALLS! Write in!

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There was a young fellow called Dean,
Whose brief was cruel and mean.
"Get the best tips, or I'll staple your lips,
to somewhere completely obscene." Boom, Boom!
Thus, this month's Power Tips was born...

Cheats and Hints

UK Duke Nukem 3D



Stage Select menu

While you are at Duke's main menu press: X, Y, Z, Z, Y, X, Y, Z, Y. The words 'CHOOSE STAGE CHEAT ON' will appear at the bottom of the

screen to acknowledge that the cheat has worked. After choosing a skill level, you will go to the menu allowing you to start from any level you like.



No Monsters Cheat



In the Select Skill Menu enter: Z, Z, X, X, Y, X, Y, X, Z. A new 'NO MONSTERS' option will appear at the bottom of the screen for you to select if you want to totally wimp out!

God Mode

At any point during a game press START to pause the game. With the game paused press: X, Z, Z, X, Y, X, Y, Z, Y. A message saying 'GOD MODE: ON' will appear at the top of the screen. From this point onwards, Duke will take no damage from either the monsters or other hazards.



Give Everything

At any point during a game press START to pause the game. With the

Can you help?

Off World Interceptor Extreme
Do any of you gaming gurus have any help for a game that was recently given to me called *Off World Interceptor Extreme*? I know

it is quite old and a little obscure but any tips or general advice would be appreciated as I'm finding it terribly hard!
Elliot Tuftall, Sandringham

game paused press: Z, X, X, Z, Y, Z, Y, X, Y, X. A message saying 'GIVING EVERYTHING' will appear at the top of the screen. You will now have all the weapons and full ammo for each as well as all the items and pickups. If at any point you run out of ammo for any of the weapons, pause the game again and repeat the Give Everything cheat for a top up.

(Doom-style N64 game). Note: This code requires an analogue controller. The new controller functions are:

- Analogue pad: View direction
- A: Action
- X: Item
- B: Move back
- Z: Move forward
- Y: Slide left
- C: Slide right
- L: Weapon
- R: Jump
- D-Pad Up or Down: Item select
- D-Pad Left or Right: Weapon select

Turok-style controls

At any point during a game press START to pause the game. With the game paused press: Y, Y, Z, Z, X, Y, X, Z. The message 'Jeavons Control: ON' will appear at the top of the screen. This will change the control set up to that of one similar to the *Turok Dinosaur Hunter* controls

Resident Evil

Battle Mode – The Easy Way
To be able to activate Battle Mode



Wipeout 2097

Patrick Cerand of Islington has sent in these rather hot and horny cheats for *Wipeout 2097*. Verily it has been decreed that he shall receive a spanking brand new copy of something rather good on the Saturn for his efforts.



Buttons and Down while at the team select screen, then quickly press: A, X, B, Y, C, Z. You will now be able to select the mega fast Piranha Team vehicle.

Play as Cartoon Animals

As soon as you switch your Saturn on and *Wipeout 2097* starts loading, press and hold



All Tracks Per Class
Press and hold LEFT AND RIGHT COLLARS BUTTONS and DOWN while at the class and track screen then quickly press X, X, Y, Y, Z, Z. You will now be able to play on all the tracks.

Play as Piranha Team
Press and hold LEFT AND RIGHT COLLARS



the LEFT AND RIGHT COLLARS BUTTONS and DOWN. All the vehicles will now be cute cartoon animals including pigs, snails and bees. If you access the Piranha team (see above) the vehicle will be represented by a cool looking shark.

Easy way to Phantom Tracks
Press and hold LEFT AND RIGHT COLLARS BUTTONS and DOWN while at the class and track screen then quickly press: A, A, B, B, C, C. You will now be able to select all the Phantom tracks without all that com-

ing first on all the tracks nonsense!

Play in Wireframe mode

During the game press START to pause the game, then press



and hold LEFT AND RIGHT COLLARS BUTTONS and DOWN. Now press Z, Z. This will activate Wireframe mode.

Add Machine Guns

During the game press START to pause the game, then press and hold LEFT AND RIGHT COLLARS BUTTONS and DOWN. Now press X, X. This will add machine guns to your

craft with limitless ammo!

All Weapons

During the game press START to pause the game, then press and hold LEFT AND RIGHT COLLARS BUTTONS and DOWN. Now press A, A. You will now have a limitless supply of weapons.

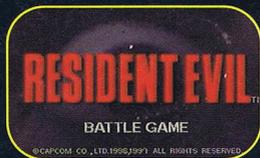
Energy top up

During the game press START to pause the game, then press and hold LEFT AND RIGHT COLLARS BUTTONS and DOWN. Now press B, B. This will top up your craft's energy to the max.

More Time

During the game press START to pause the game, then press and hold LEFT AND RIGHT COLLARS BUTTONS and DOWN. Now press C, C. This will give you extra time.

Cheat of the month



(for easy kills and none of that nasty gore.)

Play as the Human Prey
Password: YYYZYZZYXY

Play as the Hunter
Password: YYYZYZZYXY
Play as the T-Rex
Password: AYYXXXYZZY.

Play as the Velociraptor
Password: ZXYYZXYYXY.

View All Dinosaur Galleries
Password: XZYYXXYZXY.

View Compy Gallery
Password: AYYXXZXZZY.

Import

Silhouette Mirage



Continue

To access a continue mode, all you need to do is while playing is die, then select the second option on the menu (the 'end game' one). When you go back to the title screen, press START and there is a continue option. It brings you back to the beginning of the level you died on, with all the stats you had.

Cheat mode

Press X + B + Z + START at the Treasure logo. An option menu with level difficulty, debug mode and sound test selections will appear. Enable debug mode and begin game play for level selection and unlimited gold. Pause game play in debug mode and press LEFT COLLAR BUTTON or RIGHT COLLAR BUTTON and A, B, C, X, Y and Z to access other screen options.

Dead or Alive

Extra Images
This one is only of any use to

Send in questions and we will provide the answers. Oh, please try to make them relate to games in some way. We really aren't qualified to speak about much else really.

Q+A

Street Racer

I would really like some help for a game called Street Racer. Now please don't say "duh, we printed those cheats a little while ago dumb ass" because I only got my Saturn two months ago and have only recently

discovered the joys of Saturn Power. So be nice, huh!

Tito Singodio Bradford

Don't sweat it Tito we always have plenty of time for new readers. Just to prove it here are some great cheats for Street Racer that you so badly want:

Silver cup:
Enter the options screen and highlight the cup pass word option. Enter TRAFIK as a password to access the Silver cup.

Gold cup:
Enter the options screen and highlight the cup pass word option. Enter NEJATI as a password to access the Gold cup.

Platinum cup:
Enter the options screen and highlight the cup pass word option. Enter DOUGAL as a password to access the Platinum cup.

Secret driver, hidden level, advanced options:
Enter the options screen and highlight the cup pass word option. Enter TURGAY as a password. A secret driver (Rabbit), level, and advanced options will be accessible. Isn't that just what you wanted?

WWF In Your House

Please help me out with any tips and cheats for the brilliant and sadly underrated WWF In

Your House. I love wrestling, don't you mate?

Neil Longman Stockport

No, I think it's a load of crap actually, but someone has to support out of work actors and washed-up sportsmen. Anyhow here are a couple of cheats for WWF In your Mum's Laundry

Random wrestler:
Press Start + UP at the wrestler selection screen.

Automatic super-pins:
Pause the game and press DOWN, DOWN, DOWN, DOWN, DOWN and LEFT. The code may be entered again to return to normal.

the easy way. You must have at least one previously saved game. Plug in a controller to port two and at the 'PRESS START' screen press and hold X, Y, Z and press START on it. You'll hear "Resident Evil." Then hit START on controller one. There should now be an option for Battle mode. By accessing Battle mode you will start playing from a saved point through timed battle scenarios against legions of monsters, but with access to lots of weapons and power ups.

Sega Touring Car Championship

Change Colour of Car

On the Car Select Menu press UP or DOWN on the controller to change the colour of your car

Hidden Tracks (Global Net Event)

To make the following cheats work you have to change the date of your Saturn's internal memory. To change your date, go into the Saturn System menu. Then start your game, go to the Saturn Side and you will find a new option Global Net Event.

Access Winter Holiday track

Change your date to 1/25/1997 to get a special Winter Holiday track

Access Hit and Run mode

Change your date to 2/13/1998 and the 3 standard tracks will change into the Hit and Run Derby, where you must hit every cone.

Access April Foul Track

Change your date to 4/1/1998 to get a special April Foul Track. You have to drive in the wrong direction and must avoid crashes with the other cars.

Jurassic Park 2 - The Lost World

Access All Levels

Password: XAXYYYYYXY

Child Mode

Enter the password: XXXXXXXXXXXX



those of you who have access to a PC I'm afraid. Put the CD in your PC drive, and open up the folder marked 'Omake'. You should now have access loads of brilliant bitmap images to use on your desktop!

See Replays Over & Over Again

After a fight, hold buttons A + C until the replay screen comes on. Press B to rewind replay and release to forward.

Clean Pause Screen

Press X + Y + Z on the pause screen to get rid of the annoying 'pause' icon.

NHL All-Star Hockey '98

Third choice Jersey Cheat

This only works for NYR, ANA, CHI, TB, and BOS... and only if they are the home team. After selecting your teams, hold down A + Y + C while the 'Loading' bar fills up. The home team will show up in their 3rd jerseys and the visitor will have their home jerseys on. Completely useless but fun nevertheless!

All Japan Pro Wrestling Featuring Virtua

Sound test
Hold LEFT COLLAR BUTTON +

Sorted!

Myst

Waaaay back in issue five Simon Fielding asked for some help getting through the baffling Myst. Well Tania Symmonds of Exeter has sent in this advice for Simon and duly won herself some charmed Saturn Power tomfoolery:

"In issue five Simon Fielding asked what he was supposed to do when he reached the Ship in Myst. Well first he should go to the planetarium, turn the lights off (the switch is next to the door), sit on the chair, and click on the control panel. Set each of the dates from the clue (Oct. 11, 1984 10:04 AM, Jan 17, 1207 5:46 AM, and Nov. 23, 9791 6:57 PM), and map the constellation shown to one of the constellations in the Stoneship book. Go to the pillars at the mall, and click on the appropriate symbols (leaf, snake, and bug). The book is in the now resurfaced ship. I hope this comes in useful for him."

RIGHT COLLAR BUTTON on controller two and select single player mode with controller one. Controller two may now be used to start various sounds during gameplay. Weird huh?

G-Vector

Bonus credits

For bonus credits press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, C at the title screen.



THE DARK SECRETS OF...

Duke Duke

Welcome back to the second and concluding part of our sensational guide to all the secret areas in the Saturn action game of the year, *Duke Nukem 3D*. Let's rock!

Level 13

DARK SIDE

(6 secrets)



SECRET 1



SECRET 1



SECRET 2



SECRET 3



SECRET 4



Level 13

Secret 1

After leaving the first lift, walk towards the map in the central hub of the area and press the action button (C). This hides two health atoms.

Secret 2

Turn left after collecting the stuff from behind the map in secret one and go into the transporter area. There's a cracked wall by the entrance to the transporter room. The cavern behind the wall contains a Devastator and two small medi packs as well as some slimy face hugging aliens.

Secret 3

The second map that is in the middle of the area that the two walkways leads to, contains some trip mines and a Shrinker.

Secret 4

The silver panels in both medical bay rooms lead up to a ledge where you can get into the water tanks, which contains the chaingun cannon and the Shrinker gun.

Secret 5

After you get off the central transporter go down the open sided elevator and take the vent right in front of you down to a red glowing sludge pit. Turn to the left after leaving the vent to find a cracked wall. Blow up the wall to find a cave containing loads of Pipebombs.

Secret 6

Go through the door to the right of the vent that leads to secret five, blow up the wall on the right to reveal a secret cave with some shotgun ammo in it as well as some alien scum for you to dispose of.



SECRET 2



SECRET 3



SECRET 4



SECRET 6



SECRET 5



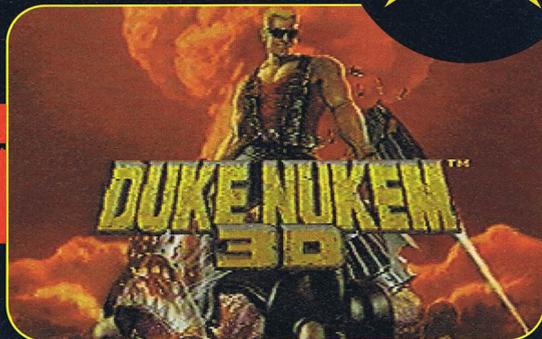
SECRET 5



SECRET 6

Part Two

m 3D



Level 14

OVERLORD

(2 secrets)



Level 14



SECRET 1



SECRET 1



SECRET 2



SECRET 2

Secret 1

Under the control centre in the main pool area (where the insert level starts), there's a secret cavern with several power-ups. From the water line, swim to the red hand mark on the wall and press it. The false walls will open behind you to reveal a health atom.

Secret 2

After dropping the reactor shield, jump onto the reactor spindle where the Freezethrower is. You'll hear a grinding noise. This is a door opening in the small round pillar directly across from the wall vent. It's only open for a few seconds, so hurry up as you only get one crack at it!



SECRET 1



SECRET 1



SECRET 2

Secret 1

Go through the doors of the dining booth opposite the 'Exotica Tonite' poster and the floor will give way to reveal a secret area that contains some steroids as well as a switch that opens a room further on down the hall.



SECRET 2

Secret 2

Blow up the crack in the wall of the last dining booth to reveal some Shrinker ammo and two large medi packs. Watch out that you don't take too much damage from the fire that is blazing away near the medi packs.

Level 15

RAW MEAT

(7 secrets)



Level 15

Level 16

BANK ROLL

(4 secrets)



Level 16



SECRET 1



SECRET 1

Secret 1

Go up in the elevator which is in the building opposite the bank. In the office there is a secret panel containing a Devastator which opens up when you press the switch behind the desk.

Secret 2

To the left of the bank's main entrance are two automated cash machines. Press against the one on the left to reveal the room with a Chaingun. Sadly there is no dosh for Duke to nick though!

Secret 3

Once inside the bank, look at the opposite wall to the public telephone kiosk and you will notice a switch at the top. Shoot the switch and the telephone kiosk will lift up to reveal a secret cubby hole containing a Holoduke.

Secret 4

Jump up and press against the picture behind the manager's desk to find a cubby hole which hides a Jetpack and two small medi packs. If you are having trouble reaching it by jumping, strap on your jet pack and activate it that way.

RAW MEAT Cont...

Secret 3

There's armour behind the price board at the end of the hall, merely go press the action button while standing in front of it.

Secret 4

The red hand shaped switch on the wall behind the floating buffet opens a secret room with a Freezethrower. It also has a handy handy monitor for you to view the rest of the locations from.

Secret 5

The cabinet across from the red hand-shaped switch (behind the floating buffet) hides night vision goggles.

Secret 6

Jump into the water tank in the kitchen to find a secret underwater passage way that leads to some medi packs and back outside the restaurant.

Secret 7

Find the wine rack in the kitchen and press against it to reveal some cunningly hidden RPG ammo.



SECRET 3



SECRET 3



SECRET 4



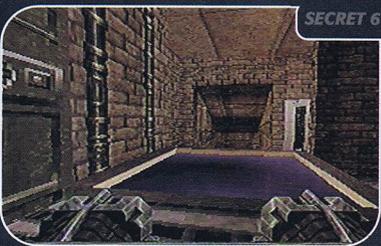
SECRET 4



SECRET 5



SECRET 5



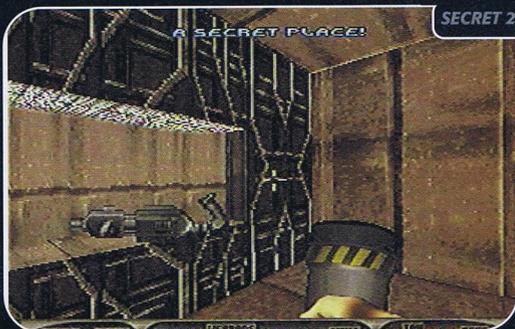
SECRET 6



SECRET 6



SECRET 2



SECRET 2



SECRET 3



SECRET 3



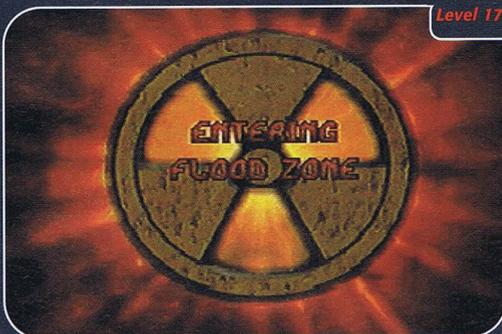
SECRET 4



SECRET 4

Level 17 FLOOD ZONE

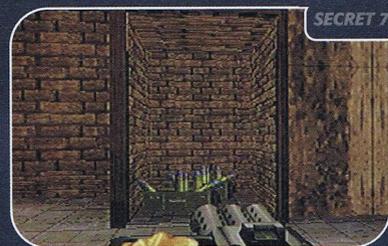
(2 secrets)



Level 17



SECRET 7



SECRET 7



SECRET 1



SECRET 2



SECRET 1



SECRET 2

Secret 1

Get on the roof of the 'Alley Cat Lounge' building and look for a ledge on the left hand side of the garage doors. Jump up onto the ledge to find some ammo for the Chaingun cannon and the Devastator.

Secret 2

Find your way onto the roof of the building that has the underwater office and look over the side of the building directly above the aforementioned office. You'll notice a ledge that has two Enforcers guarding it. Blow away the welcoming committee and then jump over to the ledge. Hidden in the corner you should find a pair of night vision goggles.



Level 18 **Level 18**
L.A. RUMBLE
(6 secrets)

Secret 1

At the start of the level, check out the wall on the left near the entrance to the street. Suspicious looking crack there don't you think? Shoot a rocket at it and a secret area will be revealed which contains the Freezethrower.



SECRET 1

Secret 2

After you have entered the wooden doors of what I think is some kind of health clinic, turn right after the little receptionist booth and notice a dark square on the wall. Press against it to reveal a medi pack and some Devastator ammo.



SECRET 2

Secret 3

While still in the clinic, jump up onto the work surface to the left of the sink unit and press against the corner. This opens a secret panel with a atomic health atom.



SECRET 3

Secret 4

At the top of the stairway leading to the main office there is a painting of a tree with which hides a secret. Inside is some Devastator ammo.



SECRET 4

Secret 5

In the main office in between the book shelves there is a secret panel that contains some RPG ammo.



SECRET 5

Secret 6

Still in the main office, go behind the big desk and press the switch. This opens up a secret entrance on the right. Run through it to gain access to the red key area that leads to the transporter which will take you to the exit.



SECRET 6



SECRET 1



SECRET 2



SECRET 3



SECRET 4



SECRET 5



SECRET 6



SECRET 1



SECRET 1



SECRET 2



SECRET 2



SECRET 3

Secret 1

The Duke Nukem poster which is just before the tunnel hides a secret area with a Chaingun.

Secret 2

Find the U.S. mailbox in the area to the left of the Duke poster and press against it to reveal a secret area above it containing RPG ammo.

Secret 3

Find this strangely lightened square in the tunnel wall to the left of the Duke poster and press against it to find a secret Devastator.



SECRET 3



SECRET 6



SECRET 4



SECRET 6



SECRET 4



SECRET 7



SECRET 5



SECRET 7



SECRET 5

Secret 1

Walk over to the huge *Duke Nukem: Lunar Apocalypse* poster. Jump up and push up against the 3D Realms Studio logo on the poster. You will find that you can go straight through it to a large secret area that contains the Freezethrower, a atomic health atom and some ammo for the Devastator.

Level 19 MOVIE SET

(7 secrets)



Level 19

Secret 2

Push the right-hand cash register to lower the right-hand snack machine in the vending area. You'll need to jump out of the booth and run to the snack machine before it raises up again. The secret cubbyhole contains three atomic health atoms.

There is a fire extinguisher next to the mock up set of a space ship. Shoot it to reveal one of those atomic health atom.

Secret 6

On board the mock up of the space ship, press the map in from of the cock pit seat. This will open an area that contains a pair of night vision Ray Bans.

Secret 7

There is a walled area next to the huge *Duke* poster. Use the jet pack get into to find a plethora of lovely items – top secret bit, that. Would now be a good point to say that my pants are chaffing like buggery? No? Thought so.

Secret 3

You'll need to use the Jetpack to reach this one, so strap one on and push up against the crates half way up the stack which are located at the bottom of the ramp to Stage 17A. This reveals a secret area with a Devastator.

Secret 4

Look behind the monitor in the editing room to find this secret cubby hole concealed in the pillar, which contains RPG ammo.

Secret 5



SECRET 1



SECRET 1



SECRET 2



SECRET 2



SECRET 3



SECRET 3

Level 20 RABID TRANSIT

(3 secrets)



Level 19



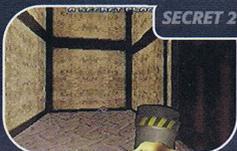
SECRET 1



SECRET 1



SECRET 2



SECRET 2



SECRET 3



SECRET 3



SECRET 4



SECRET 4

Level 21 FAHRENHEIT

(5 secrets)

Secret 1

A door in the radio station's control booth conceals a secret room containing the red access card.

Secret 2

There's a secret room behind the curtains in the radio station's interview room. Inside is a health atom and some Freezethrower ammo.

Secret 3

Push the painting above the couch in the apartment. There's a Freezethrower in there.

Secret 4

A portable medipack is hidden behind the shelves in the apartment. Blow out the bottles and step through the shelves.



Level 21

Secret 5

You've heard about the Saturn-only exclusive level, yes? You've not found it, right? Well, we have. And we're prepared to tell you how to get there.

In this level there's a bathroom with an 'Out of order' sign on a toilet door. You can't open it, but if you blast the opposite wall with your rocket launcher, Duke is blasted backwards through the entrance. He finds himself in a corridor full of urinals. Proceed past these to the secret Auto Destruct button to end the level...

Level 22 UREA 51

(Secret area)

Urea 51 is the special Saturn-only secret level. You can reach it via Level 21. Enjoy.



Level 22

Level 23 HOTEL HELL

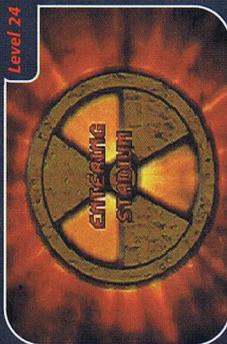
(Zero secrets)



Level 23

Once again there is not a single solitary secret on this insert level. Honest, we checked.

There aren't any secrets in Stadium because it is the last section of the game where Duke faces the final boss and is not really a level in its own right. Having said that there is an unofficial secret that may well help you out. As soon as you start the insert level get the Jetpack on, go straight up, and shoot the Duf Beer blimp (an obscure Simpson reference there) hovering over the stadium. You have to hit the 'B' in 'Beer' with an RPG round. The blimp will explode and shower the field with dozens and dozens of tasty items.



Level 24



Level 24 STADIUM

(Zero secrets)



BOSS 3

BEATING THE BOSSES

There are three bosses to beat in *Duke Nukem 3D*, one at the end of each episode and they are all unbelievably tough if you don't know what you are doing. Let's face it you're gonna need some help. Here is a brief rundown on the best way to approach each boss.

BOSS 1 – BATTLELORD

There is a very sneaky way to beat this mutha without breaking into a sweat. Go through the first door that leads to the Battlelords arena, this will seal behind you. Then using the switch on the right hand side, open the door that leads directly into his arena, but don't enter. The Battlelord will spot you and come straight over to the door. He will be firing at you, but for some reason while you stay in the chamber entrance of the arena his shots won't hurt you. The door will automatically close after a few seconds, so it really is a simple matter of continuously using the switch to open the doors, blasting away with the RPG while the doors are open and repeating until the bugger drops. While he is in his death throes Duke wanders over to him and blows his head off.

BOSS 2 – OVERLORD

In the interest of common decency I won't tell you what Duke does to the Overlord after he has killed him, but believe me he deserves it. This is the scumbag that has been making off with all of earth's women! Firstly don't let him get close because the Overlord can crush Duke in one hand. Your best plan is to have all of your ammo for the rapid firing, hard hitting Devastator saved up for this guy. When the Overlord takes a hit he flinches leaving himself open to more hits, therefore it is possible to take him out with the Devastator, without giving him a chance to get a single shot in.

BOSS 3 – THE CYCLOID

This one-eyed freak is the final boss and is ridiculously well armed. He has a Devastator the same as Duke except he can fire RPG rockets from it. Also if you are unwise enough to let him get up close he will toast you with telekinetic blasts. The good news is he has a blind spot in his firing arc, directly in front of him. If you stay at least 50 yards away from him, his first volley of rockets will pass on either side of you. Be ready to side-step when he re-adjusts his aim though. Don't forget there are health atoms in each end zone and use the steroids before you run off down field. Don't bother using any other weapon other than the RPG and Devastator. When you finally drop this sucker, Duke will rip out the Cycloid's solitary eye and drop kick it through the football posts!



CHEATS

What that, you still want more help? Doh! You people just want everything on a silver platter don't you?! Well OK then, for those of you who are still struggling (and there will be many), here are some delicious cheats for your delectation.

Stage Select menu

While you are in *Duke's* main menu press: X, Y, Z, Z, Y, X, Y, X, Y, Z, Y. The words 'CHOOSE STAGE CHEAT ON' will appear at the bottom of the screen to acknowledge that the cheat has worked. After choosing a skill level, you will go to the menu allowing you to start from any level you like.

No Monsters Cheat

In the Select Skill Menu enter: Z, Z, X, X, Y, X, Y, X, Z. A new 'NO MONSTERS' option will appear at the bottom of the screen for you to select if you want to totally wimp out!

God Mode

At any point during a game press START to pause the game. With the game paused press: X, Z, X, Z, Y, X, Y, Z, Y. A message saying 'GOD MODE: ON' will appear at the top of the screen. From this point onwards, Duke will take no damage from either the monsters or other hazards. If you want to undo God Mode, simply pause the game and repeat the code to return to normal.

Give Everything

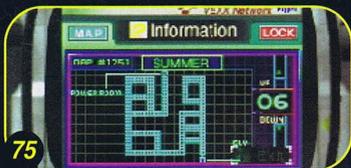
At any point during a game press START to pause the game. With the game paused press: Z, X, X, Z, Y, Z, Y, X, Y. A message saying 'GIVING EVERYTHING' will appear at the top of the screen. You will now have all the weapons and full ammo for each as well as all the items and pickups. If at any point you run out of ammo for any of the weapons, pause the game again and repeat the Give Everything cheat for a top up.

Turok-style controls

At any point during a game press START to pause the game. With the game paused press: Y, Y, Z, Z, X, X, Y, X, Z. The message 'Jevons Control: ON' will appear at the top of the screen. This will change the control set up to that of one similar to the *Turok Dinosaur Hunter* controls (Doom-style N64 game). Note: This code requires an analogue controller. The new controller functions are:

- Analogue-pad: View direction
- A: Action
- X: Item
- B: Move back
- Z: Move forward
- Y: Slide left
- C: Slide right
- L: Weapon
- R: Jump
- Up or Down: Item select
- Left or Right: Weapon select

Enemy Zero



75



76



77



82



83



84



85

The Power Room

On Level six there is a Power Room, but first you have to negotiate a maze. Make sure you familiarise yourself with the Map (on the Net Computer) (75) before you proceed. The Power

Generator has four dials which must be set correctly before the power is

switched on. Take out any Enemy you come across, but you won't be able to turn on the power just yet. (76)

The Other Levels

Level 4 is the Payload Bay. Level 3 is a Tank Area. Laura cannot exit from these Levels, and their Maps are not shown on the Net Computer. Level 2 is where the Summer Tower connects to the Winter Tower.

Again Laura cannot use this exit.

Level 1 connects to Fall Tower. There is a lock which needs to be disengaged first. There is a Basement (77), inside which is a Store Room with a Gun Charger. David goes for a break and he ends

up in the Store Room at the Basement. Go down and check him out. When Laura arrives at the Basement there is a lot of blood on the floor. (78)

Pick up the piece of paper with the generator codes on it. Then she sees David, covered in blood, badly damaged by the Enemy, a total loss. The couple has a quick word, before David gives up his ghost. (79) Laura will find something useful from David's body, a chip in his head that allows you to operate George's computer. (80) Go back to George's room. He is not there, so why not try out his computer. Here you will be able to view the 'history' of David, using the chip from his head.

(81) Suddenly a creature flies inside the room right into Laura's mouth. (82) Laura is struggling to swallow the creature when George appears with a Gun and shoots the critter. He will then leave the room again. On his way out he will drop something so make sure you pick it up. (83)

The Body Scanner

Go back to Level 7 and head for Ronny's room.

(84) Go to the Body Scanner and turn it on. (85) Laura will then allow herself to be scanned (86)

and she will find out what can happen with too much junk food. (87) George then comes in and persuades her to give herself up. Laura declines and runs outside. Here is something very strange: if you go straight back into the room, George is gone! Maybe he is using Ronny's toilet, or something. Let's not disturb him.

Payload Bay and Tank Area

Remember the two levels which cannot be accessed earlier? Well you still can't access them. Go back and find George (as he is the only one around!) and see if he can help. He is not in his room so go look for him in David's room. Nope. Just when Laura turns around, George appears at the door and there's something above him! (88, 89) George will now give up everything he has to help Laura, so make sure you check him thoroughly, pick up two items from his twitching corpse – a yellow lift pass (90) and a note of the generator codes from his hip-pocket. (91)

The Power Room

go to the power room on level six. (92) Turn on

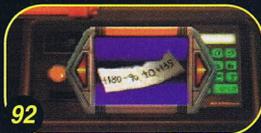
Final Part...
Guide Laura
to the
conclusion of
WARP's E0!



90



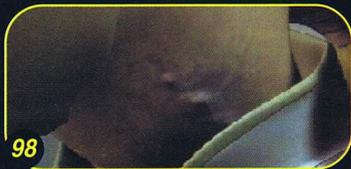
91



92



93



98



99



100



the power (93, 94, 95) with George's tip. Then head towards the Elevator to the Fall Tower made accessible courtesy of George (96). Just when Laura thinks that she can take a break, (97) the little fella inside her wakes up (98) Disk 2 ends.

The Fall Tower

First thing you should do after Laura puts the little fella to sleep is to take that Voice Recorder out and start recording. The Fall Tower is made up of levels of labyrinths, with Enemies patrolling at convenient locations (ie those where you want to go). Maps are again important. Note also that you only have limited charge in your Gun, spare it for only the Enemies in your way — you won't find Gun Chargers anywhere. Avoid the Enemies as far as possible, or you will find your Gun flat before you can say "Where is my Gun Charger?". At last, your dream Weapon. At the bottom of the Fall Tower, you'll find a locker room. Apart from giving you some rest, you will find David's space helmet. (99) Laura will weep on it and a Gun will drop out. (100) This is the Gun to have, as you will soon see.

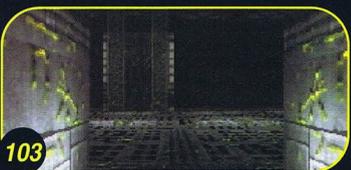
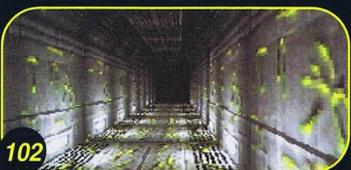
The Spring Tower

The Spring Tower is made up of yet more labyrinths. In here you will also find new company — the Baby Enemies! They are very easy to kill but may get you by surprise from around corners. Fire your Weapon whenever you hear suspicious noise — better safe than sorry. You still get your regular invisible Enemies so keep an ear out for them. You will know that you are at the bottom when you find yourself inside a greenhouse sort of maze. (101) Keep looking and you will enter a (102) duct leading to a hall. (103) Take out the Enemies and their kids and proceed to the next hall (through another duct), and the next. You will meet the Mother of all Enemies. Surprisingly easy to take out, as YOU CAN SEE HER. Stay put and you will eventually arrive at the escape chamber!

Kimberly

What's that trying to come out of the Escape Vessel? Surprise, surprise, Kimberly is alive! So that's why Laura couldn't find her body. How does Kimberly get so far, when Laura has to fight her way there? She should have taken Laura with her,

the selfish cow. Kimberly gives a memo to Laura as souvenir and says goodbye as she is about to die alongside Parker. This is fine except she has activated the self destruction timer on her way out and Laura follows her to try and stop her! Fortunately there is only one Enemy inside. Take it out (so that the VPS doesn't bother you), and find your way to the Manual Lift (tricky without a Map). Laura has in fact returned to the Winter Tower Basement. Go to Parker's Room and you will be just in time for the shot. Poor Laura, now she is REALLY on her own. Worse, the self destruction is on its way, so there is no time to waste. Re-enter the Labyrinth and Laura finds her VPS runs out of battery. Only supernatural forces can help her now, and they are exactly what she gets — David SPEAKS. He will give direction to Laura as to how to negotiate the Labyrinth. David will give one of three instructions at cross roads, namely "keep going", "turn left", and "turn right". Pants, we know. But we didn't write the script, did we? Follow David's simple instructions and you'll escape, with an FMV ending movie the reward for your troubles. You also get a new 'Hard' mode...



It's a lovely game, it really is. We're still playing it now, inbetween bouts of *Quake* and *X-Men versus Street Fighter*, naturally. Pick up sticks is still a firm favourite, too and let's not forget our old favourite, Pin the tail on the donkey... ahh. But wait, what's this, someone somewhere near Watford can't get all the Emeralds? Another person in Liverpool can't beat Knuckles on the Reactive Factory? Oh, and little Johnny from Exeter still can't find that last coin on the Regal Ruin stage? Don't worry, my young and naive friends, help is most definitely at hand.

Sonic R



Resort Island

A short cut...



A little one, this. Just before the end of the course and the giant loop, nip around the side instead of wasting valuable seconds...



...and you'll appear here. Not an enormous one but you'd be surprised how many games I managed to win by remembering it just in time.

The Sonic Coins



From the start of the track, zip along to the first corner (a jump at the very start is often the best way to get ahead of the pack) and run up the cliff in front of you. Here's where you'll find the first coin.



Follow the cliff around to the left, drop down and the second coin's in front of you.



Continue around the course and, when you get to the split in the track (fairly near the end), take the left fork. Coin three's tucked away at the top here.

Radical

A short cut...

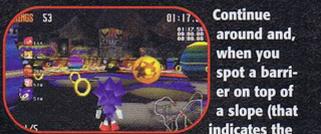


When you start to climb this slope, keep an eye out for the barrier on the right, as it leads into...

The Sonic Coins



Tricky one, this, but it's the hardest thing you'll have to do on this track. Go through the tunnel from the start and, when the track splits, take the left fork. There's a large drop down to the left but you don't want to go down there yet. Instead, jump over it, follow the track 'round and you'll come to the first coin.



Continue around and, when you spot a barrier on top of a slope (that indicates the entrance to the Sonic pinball table), bash through it and down to the second coin.



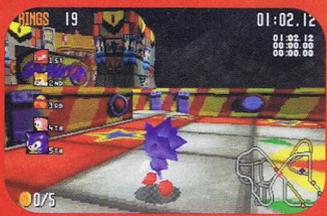
Carry on 'round and keep an eye out for a 20 ring door near the end of the track. Zip through it for the third coin.



City



...this enormous Sonic pinball table. Collect some rings and the coin (if you haven't got it, obviously) and then head out...



...here to cut out a large section of the track.



Now, when you get back around to that fork again, just past the start, drop down to the left and the fourth coin is immediately there.

The last coin is simple to get... when you know where it is. On the third lap, about halfway around the track, keep an eye out for this bit (shown in the picture). Jump up here for about 20 rings and the fifth coin.



Regal Ruin



A short cut...



Wait until you get to this point in the level and do a double jump across to that archway in the right corner.



Follow it 'round (taking the left branch at the junction) and you'll end up here. Which, as I'm sure you'll admit, is a large reduction of the track.

The Sonic Coins



Go forth, young Sonic. Go forth up the ramp on the left side after the start. There are loads of rings and the first coin - there's also a 50 ring door, but we'll come to that later.



The second coin isn't far away. Turn right from the first one, leap across the gap and there's a mound now in front of you. You'll find it on the top of that.



Head around the corner, over the bridge and then veer off to the left (before climbing the



ramp). You'll see two springs here, pick the furthest one away and you'll bounce into the path of the coin.

Go back around the other side of the ramp and you'll notice a archway over the other side of the water. Do a double jump across it, go through, round, up, go off to the left at the junction and the next coin's there.



Go follow the track around, back to the start and onwards. Then, when you get back around to the ramp again, go straight up it. Follow the course and you'll naturally come across the last coin. You should now be in a perfect position to claim at least the third place.





Reactive Factory

A short cut...



The most difficult short-cut to find in the game. When you get to this ramp (near the start of the level), keep as far to the right as you can.



Then, when you're launched, keep pressing to the right. You'll end up here.

The Sonic Coins



Straight from the off, fly down the path, through the traffic cones and along the runway. Then, near the edge, turn sharply to the right and jump across to the submarine. The coin's on the top.



Carry on around the track. Jump over the large gap (using the short-cut mentioned earlier) and, avoiding the speed-up pad, carry on. When you get to a point where the course veers off to the right with another section breaking off in front of you, take the break off. Follow that 'round, turn to the right and then, directly in front of you, you'll have a choice of two routes - take the one on the right. Go along there a bit and you'll find coin two.



Now turn around and go up the other path. Follow it around and, eventually, you'll see a 20 ring door just to your right (that's why I recommended not going through the speed-up pad). Go through there to pick up the next coin.



Now turn around and leg it quickly over to that arch, which is just before the speed-up pad. You'll easily win the race now and it also happens to be the only way you'll beat the Robotic Knuckles character.



Turn to the right and drop down the ramp. Fly past the start/finish line and keep an eye out for a break in the wall on the right. When you see it, turn quickly and leap across the small pond there. Collect the fourth coin and zip around the corner and up on the spring board.



Carry on as usual (remembering the short-cut trick again) and, when you get to that speed-up pad again, jump aboard and it'll take you 'round the corner and on to a different bit - which is the more preferred route in this track. Carry on for a bit and the last coin appears right before you.



The Emeralds

There are a total of seven Chaos Emeralds to collect and then, and only then, will you be able to have Super Sonic as a playable character - as long as you can beat him in a race, of course. Although you could try to be cocky and collect the Emeralds the same time as you're going for the Sonic coins, we think it'd be much safer for your sanity if you keep the two tasks separate.



Emerald 1 - Resort Island
The first Chaos Emerald you'll find is likely to be on the first track, as it's also the easiest one to find. Just collect 50 rings and head through the 50 rings door to find it. Remember, though, you still have to finish in first place to keep it. Not too hard with this one, but bloody tricky with some of the later ones.

Emerald 5 - Regal Ruin
The second Emerald on this stage is slightly trickier to get - but only just. If you remember, there's a 50 ring door just past the first coin near the start of the stage. Get the fifty coins (go up there on the second or third lap of the track. You'll miss a speed-up point, but you should still be okay if you're fast enough), and fly through to the Emerald. Then leap across to the right and on with the race.



Emerald 2 - Radical City
Just along from the fourth coin is a 20 ring doorway. Simply run through it with the correct amount of rings to claim your prize. Expert opinion (ie, mine) reckons it's wiser to go for it on the second lap, this then gives you another lap and a half to decide if you want to risk it and go for the second Emerald on this stage, which is...



Emerald 6 - Reactive Factory
The last two Emeralds are pretty easy to find. The first one you'll probably come across is tucked behind the 50 ring door just after the large loop-the-loop about halfway 'round the track. And hey, here it is.

Emerald 3 - Radical City
Hiding in a pathway behind a 50 ring door towards the end of the stage. You don't lose an awfully

large amount of time by trying to get it, but if it's neck and neck, you might want to consolidate yourself with just the one and come back and get it later.



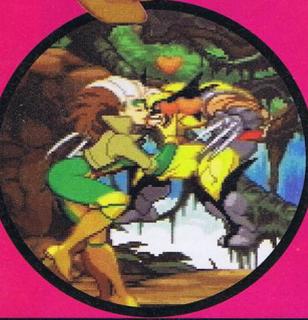
Emerald 4 - Regal Ruin
The first Chaos Emerald on the third level is remarkably easy to get. Go flying up the ramp near the start of the stage and then, in front of you, is a 20 ring door. If you have the required amount, go through, up the stairs and the Emerald reveals itself to you. You should easily be able to collect this one and come in first.

Emerald 7 - Reactive Factory
The last one's even easier to get. Again, get 50 rings and head for the speed-up pad but, instead of going over it, nip down the passageway that you'll see to the left of it. You'll then see a floating platform in front of you with a 50 ring door at the start of it and a yellow submarine at the end. Simply go through the door and walk towards the submarine. The Emerald will automatically 'pop' out of the top of it.

Reviews



74



TOP GAME

If *X-Men Vs Street Fighter* isn't the best 2D fighting game on any format, we'd like to know what is. And we'd like a copy, please. But, with that being unlikely, we'd like to reiterate a point from a previous sentence: **THE BEST 2D FIGHTING GAME ON ANY FORMAT...**

X-Men Vs Street Fighter



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Steep



Steep Slope Sliders is a rarity in the Saturn world — a game that, two months ago, no-one had heard a whisper about. Developed by Victor Interactive (Victory Boxing designers, no less), *Sliders* is a pleasant surprise, and one of the most noteworthy titles on Sega's Winter release schedule. Because it's *bloody* good...

How does one describe a snowboarding game? Usually, in reviewing a title, it's possible to let the reader's knowledge of a genre or gamestyle fill in the gaps. With a driving game I'd describe the handling system — and, with this being a Saturn magazine, there will always be a 'Not as good as *Sega Rally*' suffix to that — make note of various features and, perhaps most importantly of all, draw parallels between *X* and *Z* games. But what is there to compare *Steep Slope Sliders* to? Cast all thoughts of PlayStation release *Cool Boarders* from your mind. *Sliders* is a significantly superior title.

Steep Slope Sliders is a benchmark for all future snowboarding releases. Disregarding, for a moment, its visuals (excellent), track design (inspired) and lastability (high), SSS's control method is magnificent; logical and well-judged, it's as intuitive as one could hope for. Superlatives just can't do it justice. Initially confusing, it uses five buttons. The shoulder buttons rotate your boarder left and right, the A button jumps, the B executes a 'grab' and C is used to flip. Combining these in conjunction with D-pad



1 Sharp turns make your board create a pleasing spray of snow. 2 You can jump onto the truck in the distance in order to use it as a ramp. 3 Note the helicopter disappearing off into the mist? Top effect, that. 4 All bodywarmers should be burnt. They're crap.



Slope Sliders

Secret Characters

Steep Slope Sliders has a number of secrets, including the near-obligatory hidden characters. As Sega will throw a wobbler if we tell you how to get them before the game's actually release, we'll just whet your appetite by showing a selection of the extra boarders you can find...

EXTRA GIRL

She's very fast – whatever her name may be – and has great tricks ability. Her boarding style is rather like the Alpine bloke but, unlike that fellah, she can perform stunts as she slides.



OLD SPRITE BOARDER

Now this is a strange secret. Remember arcade games of old? The pathetic, yet strangely lovable sprites you had to control? Well, here's one on a snowboard.



DOG

Now this is getting silly. A dog on a snowboard? Whatever next? He – or, perhaps, she – isn't amazingly fast or adept with tricks. But it's a dog! On a snowboard! Wow.



PENGUIN

The penguin's a bit pants at tricks and lacks speed. But you can't fault its style. Did you know that penguins evolved from chickens wearing wetsuits? Natural selection. Cheers, Darwin. No, really.



UFO

The truth is out there. And that truth is that aliens can't be bothered with old-hat abduction and cattle-mutilation. They'd rather use their flying saucer to go snowboarding in.



movements can lead to impressive tricks and stunts. But the feature that stands out the most is basic movement on the slopes. Left and right on the D-pad obviously results in the appropriate direction change, but by gently switching between each, the boarder slides left and right in a surprisingly realistic manner.

Steep Slope Sliders boasts eleven tracks – seven main and four shorter 'secret' courses, more on which later. The first available slopes consist of four 'Extreme' courses, an Alpine slalom track, the Snowboard Park and a half pipe. The Extreme courses offer equal opportunities for stunts and speed, the Snowboard Park is trick-oriented, the Alpine caters for speed and the Half Pipe, naturally, is a dedicated trick track.

With the exception of the Half Pipe (and, perhaps, the Alpine track) each course is unusually non-linear. Track-based games, as a rule tend to offer generic obstacle/jump/obstacle course layouts. *Steep Slope Sliders* is an exception. While either side of a slope has a very definite 'barrier' – varying from rock faces to that unique videogame phenomena, the 'invisible wall' – the slopes themselves are packed with detail. At any one time there are several ways that could be approaching a course, with jumps and obstacles differing with alternative approaches. There's really nothing like it. *Sonic R* offers a similar kind of freedom but, really, *Steep Slope Sliders* is a different class in this respect. You find yourself wondering if you could slide up a snow covered section of rock at the side of the track and jump off... so you try it... and, more often that not, you can. Brilliant.

Another example of how open SSS's courses are can be found on the Snowboard Park track. This is, without doubt, the most detailed slope, with features and jumps too numerous to mention. However, there's one enormous ramp that deserves... nay, *demand*s the attention of every Saturn-based boarder. Around a third of the way down, the track separates into two parts – the left with a big jump off a cliff, the right with the aforementioned ramp. But, and it's a big but, to get onto the ramp one has to jump off an awkwardly-placed snowbank. Sounds tricky? Initially, yes.

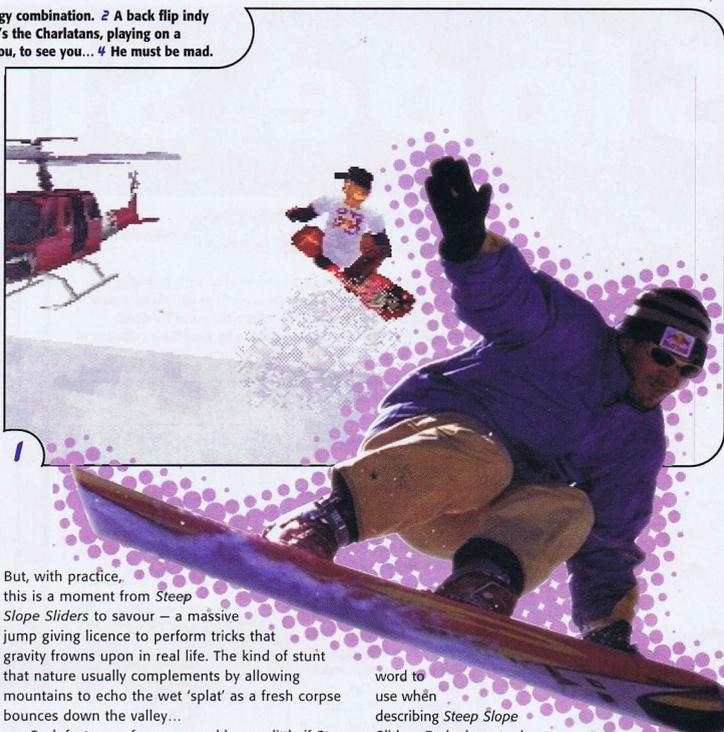
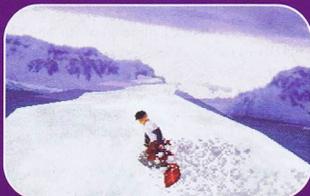


1 Rotor blades and death-defying leaps from cliffs are a dodgy combination. 2 A back flip indy nosebone, apparently. And if you look a little closer... yes, it's the Charlatans, playing on a trampoline inside his left nostril. The scamps. 3 Ice to see you, to see you... 4 He must be mad.

Secret Track 1

ARCTIC

Penguins. Cold. Ice. Snow. But hang on? Arctic, you say? Penguins, you say? The two are mutually exclusive, surely? There are no penguins at the Arctic – they all live in Antarctica. At the South Pole. North Pole? Wouldn't be caught dead there. Penguins know where it's at, and the Arctic's a load of seal shit to them. Arctic? A contemptuous 'Quack!' or 'Wark!' is all they have to say on the subject of the North Pole. Perhaps their appearance in SSS's Arctic level is a holiday. To watch the snowboarding. An exception – a one-off visit. Penguins invented snowboarding, you know, using their fluffy bellies to slide on. This is why penguins aren't the world's dominant species just yet. They're having too much fun. But one day, penguins WILL... RULE... THE... WORLD! This is the best of the secret tracks, by the way. Loads of tricky jumps.



But, with practice, this is a moment from *Steep Slope Sliders* to savour – a massive jump giving licence to perform tricks that gravity frowns upon in real life. The kind of stunt that nature usually complements by allowing mountains to echo the wet 'splat' as a fresh corpse bounces down the valley...

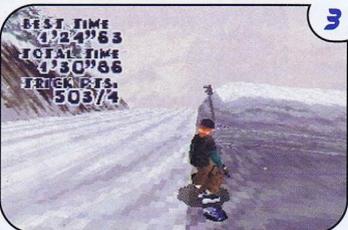
Such features, of course, would mean little if *Steep Slope Sliders* lacked visual accomplishment. After all, would *Sonic R* or *Sega Rally* be such favourites if their polygon finery were to be replaced with drab scaled sprite apparel like, for example, *Outrun* or *Afterburner*? Of course not. SSS has a unique atmosphere, a distinct 'being there' feel that it achieves by virtue of looking very good indeed. Pop-up is reduced by using a fade-in technique all developers seem to be adopting these days, so with eyes focused on the centre-stage on the boarder, the impression that you're genuinely sliding down a huge slope is constantly maintained.

Steep Slope Sliders uses scaled backdrops that move slightly left or right in accordance with track and player movement. These make each track seem slightly larger-than-life. Ninety-nine percent of the time you won't even notice they're there. Being subtle, they don't appear 'divorced' from the main gameplay in that way that so many backdrops usually do. But subtlety is perhaps the key

word to use when describing *Steep Slope Sliders*. Each character has two costumes, the boards have designs on their bases – something you hardly get chance to admire – and there are countless spot effects. On a couple of the Extreme courses your boarder begins the track by jumping out of a helicopter. As you hurtle down the track, there are key points where the chopper hovers and observes your progress. Important? Hell, no. Life could go on without that particular set of polygons popping up at that time. But welcome? Certainly. Such attention to detail can only be admired.

With SSS a snowboarding game, it perhaps understandable that effort has been made with its soundtrack. At the beginning of each track, players are able to choose their own BGM from a list of around ten tracks. Pleasingly, there are a few genuinely listenable scores; 'White Wall' and 'High' in particular. But a cardinal sin is committed in two songs by introducing a warbling female vocalist. The other tracks are upbeat, atmosphere-enhancing background toons, but the two

"Steep Slope Sliders has a unique atmosphere, a distinct 'being there' feel that it achieves by virtue of looking very good indeed."





1 This picture can't convey just how fast this section of track is. 2 You get action replays of the entire track. 3 Isn't he freezing? 4 Everyone eat maggots. They're great.



5 The skinhead is a git. 6 In our version of SSS, he celebrates a completed course with a Nazi-style salute. Arsehole. 7 Aaaaaaaaaaaaaaaaaaagh!

with the crooning crone I could, quite frankly, do without. Having those two cringesome tracks on the CD rather renders the Random BGM option obsolete. Rumour has it that a *Steep Slope Sliders* music CD is due to be released in Japan, featuring tracks from the game soundtrack. I trust they'll remove the two crap ones.

Traditionally, it's at this point that the reviewer — like, me — dons a Criticism Head; a Worzel Gummage-style change of mindset that assists the customary formulaic 'faults before conclusion' review writing format. And, sadly, I'm not taking the Pertwee when I say *Sliders* has its share of awkward flaws.

Nothing is perfect, as the depressingly negative saying goes. *Steep Slope Sliders*, sadly, does nothing to disprove those sage words. A key fault is your boarder's propensity for getting stuck against scenery. Real-life practitioners of the sport suffer a similar problem, in that if you hit a house, it's a bit bloody difficult to get back on your feet and sliding down the track. But the boarders in *Steep Slope Sliders* aren't frail, fleshy madmen (or women) dressed in stupid gear, they're collections of polygons. And damage isn't a problem — SSS's engine is simply so set in its downhill ways that moving horizontally, even for a moment, is beyond its comprehension. "No! Down! Down!" it almost seems to cry, ignorant of the existence of any other direction and distressed at the confusion your attempts to move horizontally are causing. Poor thing... my arse.

Secondly, and most importantly, there are no Tournament or multi-player modes, other than the

Secret Track 2

ASTEROID

How can one snowboard on an asteroid belt? Don't ask me. I don't know. There's no snow, but they do it here, so it must be possible. The Asteroid isn't a great track, despite its many jumps. But it does have one exceptional feature — you can slide up invisible banks and jump off, yelling like a fool as you set off on some strange trajectory. In space no one can hear you scream. Apparently. But we heard Ripley holler a few times in *Alien*, didn't we? And, if you look carefully, you can see the alien from that film boarding behind you in the replay. Honestly. Would I lie to you?



manually-operated "Here's the pad — after all, it's your turn on the Half Pipe, mate" kind of thing. This seems a strange omission. Obviously, you're not going to be racing simultaneously with other boarders, so surely some kind of championship could be arranged with text-based results? A piece of piss to program,





BEST TIME
4'06"40
TOTAL TIME
0'56"03
TRICK PTS:
0/0



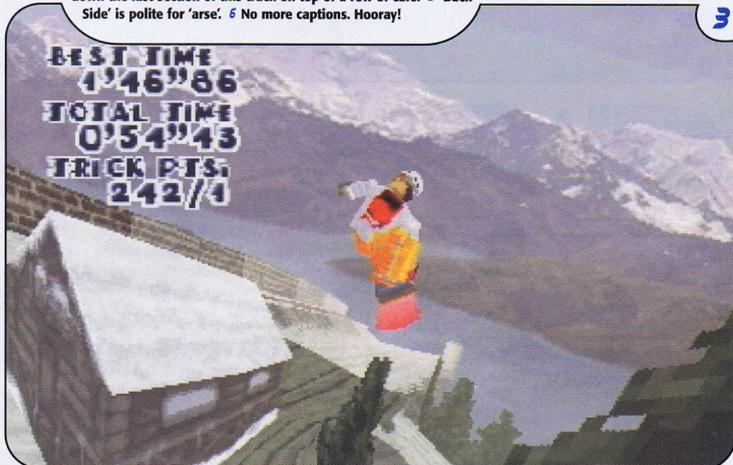
BEST TIME
3'36"36
TOTAL TIME
0'57"44
TRICK PTS:
374/4

1 The alpine rider bloke is very fast indeed. 2 Yet another huge jump. Yawn. 3 Jump the roof! And, while floating in the air, admire that wonderful background. 4 You can slide down the last section of this track on top of a row of cars. 5 'Back Side' is polite for 'arse'. 6 No more captions. Hooray!

Secret Track 3

ARTIFICIAL VALLEY

Outer space. Metal walls on either side. Barely enough room to steer. They call it Artificial Valley, but I know where it really is. You can't fool me, you swines. It's the Death Star trench. And Darth Vader's on my tail. 'Use the force, James,' says Alec Guinness, but I bounce from wall to wall regardless. Luke never had this problem in his X-Wing. But wouldn't *Star Wars* have been better if, at the point where he turns off his motion tracker, Luke had hopped out of the cockpit and boarded his way to the duct? I can see it now – Skywalker popping a grenade down the Death Star's curiously overlooked weak spot hole thing, using the walls of the trench as a half pipe. "That was no 'fakie', Vader!" he'd shout. The Death Star explodes as Luke's picked up by the Millennium Falcon. Han Solo, Princess Leia, Chewbacca and Luke laugh; fades to sound of Han Solo trying to cop off with Leia Magic. Shame this course is a bit pants.



BEST TIME
4'46"86
TOTAL TIME
0'54"43
TRICK PTS:
242/4

surely? But this feature's sadly absent. Other curious omissions are a two-player mode of any description – hell, even consecutive racing would be fine. And, although this is more of a wistful it-would-be-nice type of moan, why is there no first-person perspective option? Now that *would* be nice.

In keeping with the inconsistency that undoubtedly delights Sony on a daily basis, the worker chimps at Sega's Gunnersbury Avenue sweatshop have decided against optimising *Steep Slope Sliders* for PAL release. Thus, huge unsightly borders adorn the boarding action at either extreme of the vertical display. And, before any plonker cracks the gag about "Oooh – the exclusive

WideScreen UK release!" it's not funny, it's not hard and it's not clever. In a straight comparison between UK and Jap releases – and we have Saturns that make the switch in a millisecond on ALL Saturn games – the UK version is slower, the graphics squat and squashed. If you've not played the blindingly fast NTSC version, you'll not miss the extra speed and definition. But we have. And we do. I can't decide what conclusion to come to on this. The PAL version is still sufficiently fast, but... well, I expected more. If you have a switchable Saturn you need not worry, but for the rest of us mere mortals – I use a converter cart at home for import games – it's borders a-go-go. Pants.



BEST TIME
4'46"86
TOTAL TIME
1'48"70
TRICK PTS:
302/2

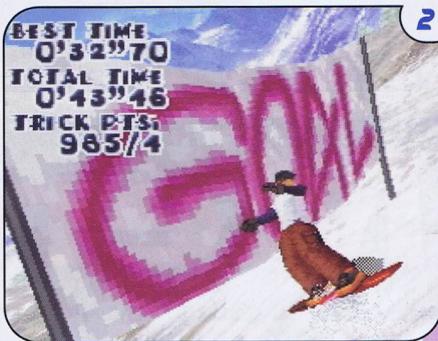


BEST TIME
0'32"70
TOTAL TIME
0'22"73
TRICK PTS:
436/Back Side

Secret Track 4

ASTRO PIPE

Like the half pipe, but without the snow. Or, for that matter, a planet. Or anything, other than a starry background and spooky green lines that define the features of this secret course. Low gravity makes for some incredible stunts. Pay no mind that it flicks rude gestures in the direction of Newton and his discoveries – it is, after all, only a game. This is a great track. We like it lots – it kind of complements the 'proper' Half Pipe by allowing things to get very silly. Marvellous.



But all that moaning has seen this review perhaps move from the main point. The said 'point' is simple and easy to grasp – *Steep Slope Sliders* is a very, very fine Saturn game. It's the best representation of its subject matter we've ever played, offers eleven tracks and secrets aplenty. It is, in short, a high-pedigree addition to the

Saturn stable. If only Sega could have completed the localisation procedure with a flourish by shrinking its borders and trying to get a bit more speed out of the engine for this PAL version, I'd be a much happier man. Alas, they didn't. You should still buy it, though...

James Price

SP



COMPARISON



Zap! Snowboarding Trix

▲ A snowboarding game.
▼ You'll be easily 'board' by this one, chortle.

Reviewed in issue one's *Sega World*, *Zap! Snowboarding Trix* is an adequate game, little more. Prior to the release of *Steep Slope Sliders* it was the only snowboarding game you could get for the Saturn. But now it isn't. So don't bother with it. Trust us on this one.

SECOND OPINION

Along with James, I have no experience of snowboarding but, unlike James, I failed to really grasp the whole point of the game. Sure it's a racing game... with trick elements. Fly down the halfpipe amassing the most points you can but when you get the hang of the controls then what? Without a two-player mode or any hint of a tournament/championship option, you cannot help but feel that when the secrets are discovered the game will be cast aside.

Dean Morlock

VERDICT

Graphics

8

Very good throughout. Some sections are so good they're almost breathtaking

Sound

8

An excellent soundtrack, marred only by the inclusion of two duff songs.

Group play

6

There's no two-player mode, but it's one to play with a group regardless.

Lifespan

9

You'll keep coming back to this for months, attempting better trick scores.

The best snowboarding game ever created. SSS lacks a championship or two-player mode but, it being so good, we can almost overlook that flaw...

90

1 Ryu's fireball attack is still as impressive as ever. 2 Sabretooth is large but he's also a veeerrry hairy man. Like Burt Reynolds. 3 Nice arse, though. 4 2 Hit. To who? 5 Okay loves, for this one I want to see llooaadsss of teeth and you, Cyclops, keep the

eye thing... it's a nice touch. Gambit, that hair? Oh, please; it's so 1985! 6 First you get a card trick and then, and then... I PULL OUT MY MAGIC BUNNY! only boy. 7 Ryu with his fireball again, although Bison looks like he really couldn't give a... (I wouldn't - James)



X-Men Vs Street



PlayersOne or two	DifficultyVariable
Characters17	Release Date	Out now (Japan)
Top 100 position7	Sega (0181) 995 3399

I'm 'avin' a tag

Please excuse the revolting pun for this boxout, it has since died of natural causes. The point to it all, though, is that this boxout is all about the tag system of the game – probably the most original feature of a *Street Fighter* game for ages and hey, here's how it works...



As you can see, Cammy's taking a bit of a pounding at the hands of Ken (ahem). She's only got a small amount of extra red bar on her health, but every little bit helps. Time to get her off, me thinks...



...and this confusing tangle of female bodies is Cammy leaving the screen and Rogue coming on. You come on punching and kicking, so you can also usually manage to score a few extra hits, too.



It's on with the drubbing. It's always best to keep an eye on your player's health and, when you see it starting to go down rapidly, quickly switch to give them a small breather to recover.

8 What's better than seeing one wolf fighting? Seeing two wolves fighting, naturally. **9** Well, it's Wolverine in the air with Cammy on his shoulders. I just thought it looked nice. Sorry. **10** This is big hairy man's super move. Do you like it? Dammit, I hope so.



Fighter

"It's all in the cart, really. Never before will you have played a *Street Fighter* game on the Saturn with this amount of animation and extra touches."

The *Street Fighter* saga continues, but this time even Dean has to admit that they may have produced something a bit special...

One day it has to stop. It just has to. Since I started on *Sega Power* around five and a half years ago (yes folks, it really is that long), We've reviewed, previewed, tipped and busted more *Street Fighter* games than you've had hot dinners – and I know how many that is, because I watch you through your window... honest. We've had *Street Fighter Championship Edition* on the Mega Drive, *Street Fighter Alpha*, *Street Fighter Puzzle Thingy* and even a pirate version of the game from Hong Kong that appeared on the Game Gear – no, don't get too excited, it was awful.

So where does that leave us now? You'd think that they'd done everything possible with the game, that it would have been laid out to pastures new and Capcom would have worked on something, well, different. Not so. Although evolution has been kind to our two-dimensional friend and, along with the

added addition of the spanking new 4-Meg RAM cart, we proudly give you *X-Men Verses Street Fighter*, which happens to be (without a shadow of a doubt) the best two-dimensional beat-'em-up that I've seen.

High praise indeed and I'll need a strong argument to back it up. The one thing going against Capcom these days is that, like I previously mentioned, we have been inundated with their beat-'em-ups in the past. No bad thing, you'll say, as each one is certainly a top class product but, in the larger scheme of things, do you really want an update of a game that has, at best, a few new characters, a couple of different moves and a unique animation on one of the backgrounds – rumours of a new leave falling from the third background in the once talked about *Street Fighter Alpha 3* have never been confirmed – to waste away your time with? But my argument still stands that this is the best one yet. Hold on, I'll try to review this in a slightly different way. Try this...

REASON TO BUY THIS GAME: NUMBER 1

Well, it's all in the cart, really. Never before will you

have played a *Street Fighter* game on the Saturn with this amount of animation and extra touches.

REASON TO BUY THIS GAME: NUMBER 2

It's an excellent combination of *Street Fighter Alpha 2* and *X-Men: Children of the Atom*. The characters are weighted much better (there was very little of that in the *Marvel Super Heroes* game) and you never really get the feeling that any particular character has an unfair advantage with any of its moves.

REASON TO BUY THIS GAME: NUMBER 3

With there being a certain amount of uncertainty over the Saturn versions of *Marvel Super Heroes Verses Street Fighter* and *Street Fighter 3*, this might be your last chance to play the game in its most perfect form.

REASON TO BUY THIS GAME: NUMBER 4

The tag mode; it's simply superb. Rather than a superficial extra, there's actually a serious point to it and the gameplay's improved considerably for it.

Super duper

The happy news for *Street Fighter* experts is that the Super Moves introduced in *Super Street Fighter 2 Turbo* (and improved upon in the *Street Fighter Alpha* games) remain intact. Some (Chun-Li, for example) have a new one and others are enlarged, but they're all safely back in this game. Here's how they work in practice, just for the completely clueless of you out there...



Every hit you make, special you do or anything really gives you space on the bar at the bottom of the screen. Fill it up and you then have licence (if you know the correct sequence of moves, that is) to perform a Super Move. Here's the very beginnings of one of Cammy's.



...and here's the result. Plenty of blue shadow and usually an attack ranging in the 15-20 hit range. The good thing about them, though, is that they don't take over the gameplay. You can be caught completely unaware by one and still come back. Very satisfying to do, though.

Once you've had enough with one character simply switch and the other one flies in. More than that, though, a fraction of your lost health can be replaced whilst resting, so tactics come into play much more once you realise this.

REASON TO BUY THIS GAME: NUMBER 5

One of the problems with CD games has always been loading times and Capcom (bless 'em) are no exception to the rule. We got used to the hideous loading times whilst waiting for previous *Street Fighter* games to load in the complex backgrounds and character animation but you'll no doubt be delighted to hear that those times have mostly been halved - if not more in some cases.

It's all in the RAM

It is, you know. Because without the fabulous new 4-Meg add-on RAM cartridge, *X-Men Verses Street Fighter* would be just a good game. It's the added bonus of arcade-perfect animation, graphical extras and virtually no loading times that make the game so special. Capcom really are very nice people.



REASON TO BUY THIS GAME: NUMBER 6

Ah, the 'tweaks'. Each of the tradition *SF Alpha* super moves have been nicely tweaked in power and new moves allow for some brilliant aerial combat. Remember the jump move from *Marvel Super Heroes*? It's in here, too and (for example) you can now fly into the air with Ken and either Dragon Punch or Fireball your opponent. Lovely.

ON THE OTHER HAND... REASONS NOT TO BUY THIS GAME: NUMBER 1

For a start it's on import and, in the manner of these things, you'd expect to pay a little more for the



privilege of playing a more obscure game and it's going to set you back around 60 quid (at a minimum). Remember, also, that you cannot play the game with an adaptor of any sort (as you'll need the slot for the memory cart) so you'll need either a Japanese machine or a switchable one to play it.

REASON NOT TO BUY THIS GAME: NUMBER 2

You might have just been out and spent a huge wad on *Street Fighter Collection*/*Marvel Super Heroes*/*Street Fighter Alpha 2* and, therefore, might not find a great deal here to warrant the enormous extra cost.



1 Dunno what that is.
2 Same thing, different day... 3 Now that's impressive. I did that. 4 Worse ways to go, I suppose. 5 Ken's Hurricane super move is still one of the best. 6 Bloody hell. She gets about, doesn't she? 7 Chun... Li's... pants... hmmm. 8 Show off.



Background information

It's nice to see that all the backgrounds in *X-Men Vs Street Fighter* are new ones and, again thanks to the memory cartridge, they're pretty detailed and well-animated. Here are four of my favourites.



NAME: THE TEMPLE OF FISTS

Keep an eye out for: Moving deers, small wisps of incense near the temple's entrance and bloke smoking something (probably suspect, you know what these Buddhist types are like) in the shadows of the building.



NAME: DEATH VALLEY

Keep an eye out for: The ol' spaz Blanka trying make a fire in the distance. There's evidence of a small one (a small column of smoke lifts gently, no... levitates up the screen. Not the most animated background in the game.



REASON NOT TO BUY THIS GAME: NUMBER 3

Bit of an obvious one this, but you just simply might not like the game.

Me? I reckon you should flog anything you can lay your hands on to get the money to buy it but that's just my opinion. *X-Men Verses Street Fighter* is surely, after all these years of practice, the closest you can expect to console beat-'em-up perfection. Neatly silencing the previous



NAME: DEAD OR LIVE

Keep an eye out for: The cameraman that follows your movements around the screen, the strange lack of contestants in the seats on the left. Strange excitable boy in the audience (he's the only one) who takes photographs every few seconds and the humorous bunch of blokes scrapping near the fire exit at the back.



NAME: MANHATTAN

Keep an eye out for: flares of the policiecar rooftop lights zipping around and a couple of cops jiggling about in a far more animated manner than what we've come to expect from *Street Fighter* human background things.



1 Feel the force of my green oozy flying thing! 2 I always choose Wolverine. He's my favourite. Yes. Truth. 3 Ryu = one trick monkey. 4 Yes, now there's aerial attacks. And Counters. And everything. 5 yes, they do. 6 This impressive super move is one of the new ones in *X-Men Verses Street Fighter*. 7 I liked this move, hence the grab. 8 Not much going on here, is there?

arguments between James and myself over which game was best over *SF* and *MK*, this proves that Capcom can take the beautiful elements of their previous titles and improve on them in every given respect.

It's mainly by simply watching someone experienced play the game that the subtle tweaks become apparent.

The special moves, the tag strategies, the extra frames of animation and added touches (small smoke clouds now appear behind the characters when they run); all these add up to create the game I've spent the last thousand-odd words waffling on about.

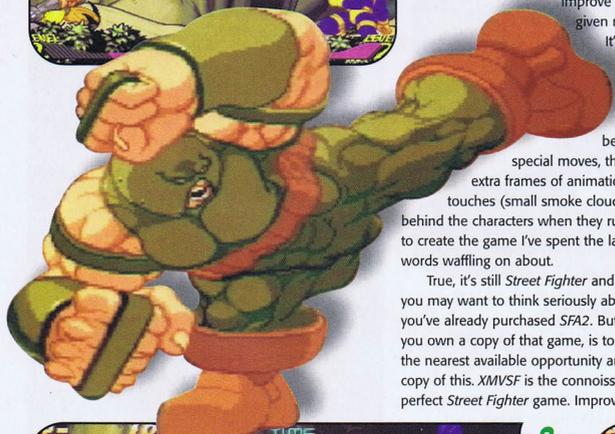
True, it's still *Street Fighter* and yes, I do agree that you may want to think seriously about getting it if you've already purchased *SFA2*. But my advice to you, if you own a copy of that game, is to trade it in for cash at the nearest available opportunity and get yourself a copy of this. *XMVSF* is the connoisseur's dream, the perfect *Street Fighter* game. Improving on this will be

difficult but that isn't a concern for the moment.

The final question must surely be about an official UK release. We know that every previous *SF* game has been released in Europe through Virgin but, with the added expense of the cartridge and the confusion of compatibility, Virgin are still unsure as to whether or not the game will make it out over here which would be a great shame. I'm still not entirely convinced about *Street Fighter Collection* and, while that's taking up valuable shelf space, Virgin should seriously consider bringing this one across. If you're a hardcore fan then the chances are that you will have already bought this game. If you want the very best 2D beat-'em-up available and cannot wait for a possible UK release, then I strongly recommend you ring the importer's name mentioned at the top of the second page of this review; it's as simple as that really.

Dean Mortlock

STOP PRESS! Sega have just announced that *X-Men Vs Street Fighter* will be released in Europe — with the 4MB RAM cartridge — in the first quarter of '98. A price and final release date have yet to be confirmed, but this is definitely the best news for ages.



9 If you want to know what's going on in this grab, then I suggest you ring James Price. He knows. 10 The feeling that you get when you get them just right with a Dragon punch is...



Apocalypse now

Apocalypse is, without question, the largest boss ever seen in a *Street Fighter* game. The fist is the main point to avoid as it mutates into various killing apparatus that are actually pretty tricky to avoid. The best way, in our humble opinion anyway, to beat him is to put either Ken or Ryu against him and go for the Dragon Punches and aerial fireballs. Impressive, though, wouldn't you agree?



COMPARISON



MORTAL KOMBAT TRILOGY

▲The best of the series

▼Not as good as this, though
If you wanted the finest collection of 2D beat-'em-ups possible then you'd have a copy of this as well as *X-Men Verses Street Fighter* but, we do not (sadly) live in such an ideal world – apart from us of course, we've got everything. *XMVSF* has the edge, but it's a closer run thing than you'd think... *MKT* does contain a lot to recommend it

SECOND OPINION

The contribution the 4MB RAM cart makes to *X-Men Vs Street Fighter* is significant. Arcade-perfect animation, minimal – almost nonexistent – loading delays, crisp sound and, of course, the Tag system. Switching between characters on a Saturn without the additional memory offered by the 4MB cart would be clumsy; unworkable, even, requiring loads during play. There is no better 2D beat-'em-up. *X-Men Vs Street Fighter* is one of the best Saturn games ever. Period.
James Price

VERDICT

Graphics

9

The detail and animation is stunning... all thanks to that 4-Meg cart.

Sound

5

Ah well, still nothing too exciting. The usual speech and awful tunes tinkling in the background.

Group play

10

One player=average. Two player=one of the best multi-player games available.

Lifespan

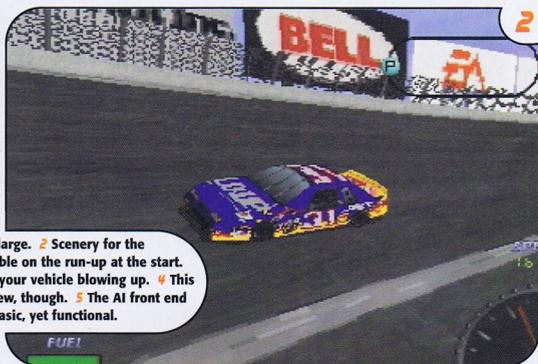
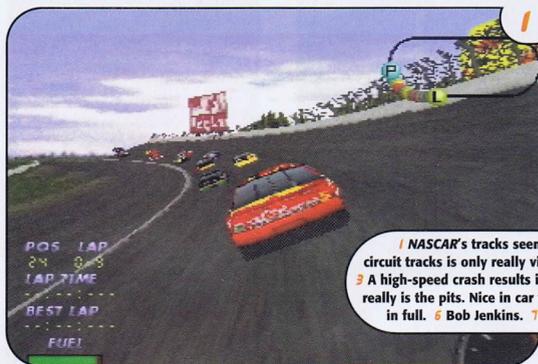
8

You'll be playing it for months, as long as you have some friends.

Yes, it's another *Street Fighter* game but the 4-Meg cartridge has helped to deliver the beat 2D beat-'em-up experience you'll probably find on the Saturn. Ever.

95

NASCAR



1 NASCAR's tracks seem large. 2 Scenery for the circuit tracks is only really visible on the run-up at the start. 3 A high-speed crash results in your vehicle blowing up. 4 This really is the pits. Nice in car view, though. 5 The AI front end in full. 6 Bob Jenkins. 7 Basic, yet functional.

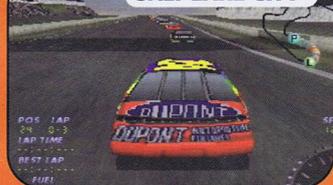


Circuit Training

A whopping great seventeen courses are on offer. Here are a few from the oval and fantasy tracks.

TRACK ONE —

SALT LAKE CITY



Salt Lake City has many great straight sections for easy overtaking and much pedal to the metal action.

TRACK TWO —

WATKINS GLEN



Watkins Glen is a tad more twisty and turny with many a nasty right-hander. Like this, per example.

TRACK THREE —

SEARS POINT



Smash up the opposition! Damage can be toggled on or off in the options menu.

TRACK FOUR —

PINE RIDGE



If you look in the top right-hand corner, this map shows your progress in the pack.

TRACK FIVE —

WILLOW LANE



The yellow flag denotes a dangerous obstacle on the track and to drive carefully.

NASCAR could stand for New Anti-Sensational Computer Activated Racing. It could, but that would be crap. Just like EA's NASCAR '98...

With memories of the disappointing *Touring Car* conversion still fresh as a butcher van in our minds, another poor racing game was the last thing anyone wanted. Anyway, with high hopes fluttering, the mighty EA's NASCAR '98 finally arrives. But the thing is, it's almost shockingly bad!

From the moment the disc sparks up, the catalogue of crimes it inflicts on the hapless player begins to stretch skywards towards the horizon. NASCAR would give the

Great Train Robbers a run for their money in terms of dodgy track record. Here we go — massive loading times, black borders, dull as dishwater tracks, low-low res output, monotonous gameplay, bugged-all scenery, over long races and a mogadon-laden commentary which'll put you to sleep if the gameplay (and I use that term lightly) doesn't get you first. It's incredible that EA would put their good name on something as shoddy and unfinished-looking as this.

Players One or two Tracks 17
 Difficulty Easy/Medium Release Date December
 Top 100 Position N/A EA (0171) 258 3791

COMPARISON



ANDRETTI RACING

▲ Fun to play – Dean, in particular, found it an enjoyable racer.

▼ It looks awful... and we mean AWFUL.

NASCAR is actually an update of *Andretti Racing*, EA's last year's model. *Andretti* is still worth getting though, but pales in comparison with the mighty *Sega Rally*. *Andretti Racing* isn't the best looking Saturn game ever, but at least it's better than *NASCAR*...

SECOND OPINION

It's hard to believe, isn't it, that a year after the release of *Andretti Racing*, the developers couldn't work out any way to improve the title whatsoever. *NASCAR*'s engine seems to have been lifted straight from *Andretti* itself and while I suppose it would be ridiculous to expect any major breakthroughs, you'd expect a couple of more minor improvements at the very least.

The graphics are shocking and although the car doesn't handle too badly, it's a small plus point indeed.

Dean Mortlock

VERDICT

Graphics

2

Low res hell, unimaginative, blocky grey-looking and uninspired.

Sound

5

Banjo madness rather than Guns N' Roses. Which is a change at least.

Group play

5

Go head to head in the split-screen mode with one of your mates. But will you want to?

Lifespan

5

If you're a driving fanatic, it won't take you too long to race through the tracks.

Overall, a huge disappointment. Poor to look at, tedious to play. *NASCAR '98* may not be the worst game of the year, but it's still not worth any of your cash.

55

'98

The Car's The Star

We can't show you all of the twenty-four vehicles, that would be madness, but for now check-out this souped-up Supra.



The massive wealth of vehicles on offer is simply staggering.



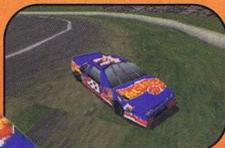
Hot Wheels fires into the tail-end of the pack. A very nice car indeed.



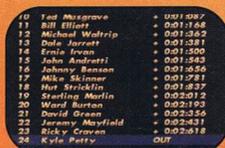
You can change the configuration of suspension, steering, gear-ratios...



...and the angle of the rear spoiler, which improves road holding.



But after a few nasty bumps, it'll be an early bath.



After each race, this handy roster deals the dirt on the competition.

10	Earl McCreary	0:01:08.7
11	Bill Elliott	0:01:16.6
12	Michael Waltrip	0:01:36.2
13	Dale Jarrett	0:01:38.1
14	Ernie Ivan	0:01:50.0
15	John Andretti	0:01:54.3
16	Johnny Benson	0:01:55.6
17	Mike Skinner	0:01:57.1
18	Hut Stricklin	0:01:57.7
19	Steffen Martin	0:02:01.2
20	Ward Burton	0:02:19.3
21	David Green	0:02:30.6
22	Jeremy Mayfield	0:02:43.1
23	Ricky Craven	0:02:51.8
24	5th Party	DNF

NASCAR looks like a title still in the development stages – everything seems to be slightly too slow and the action couldn't be further away from the edge of the seat racing we'd been hoping for. There's a two player horizontal split screen mode which just adds insult to injury as it looks like the real game only there's less to see than before. I know this is a simulation of America's number one motorsport and all the races take place in man-made circuits of some kind, but where's the scenery and while we're at it, the action?

You do battle with twenty-four other cars over many differently shaped track in what would appear to be constant drizzle with five good but very different vehicle views to keep you amused. *NASCAR* is like the driving equivalent of a long distance run. You set out with good intentions, but over the course of nine laps fatigue sets in and you end up praying for the finishing line or a swift death by the merciful hand of God above.

There's some glorious pop-up, polygon stretching and murky textures on an astonishingly limited palette that looks like it hasn't been tweaked much to suit the Saturn and, at times, it really feels like playing *Andretti Racing* underwater. But, at very least, the commentator, Bob Jenkins – a famous American motorsports personality – is likable and spritely and the music sounds like Joe Satriani and Steve Vai going all out for full rock 'n' roll meltdown.

The intro sequence is good quality FMV and sets expectations for a high-speed burn out but instead it comes across more like a damp firecracker than any twister firestarter. It's a shame that *NASCAR*'s driving control and visuals are of

such a low standard, because in other respects it pulls all the right moves. There are 24 drivers and cars to choose from, 11 real NASCAR tracks (even one in Bristol) 6 fantasy road courses giving a choice of nine road and eight oval courses. Which is plenty, I'm sure you'll agree.

The computer opponents race with intelligence and aggression, showing a tangible dislike of being boxed in they sneak up on your inside when you least expect it. But when you've seen the whole thing done badly (yet better) in the shape of *Destruction Derby*, all the while you're sitting thinking what a disappointment the whole affair is.

Engines whine realistically and the two in-car view adds some variation to the other three external perspectives, but there's not much of a thrill to be had and precious little sense of purpose.

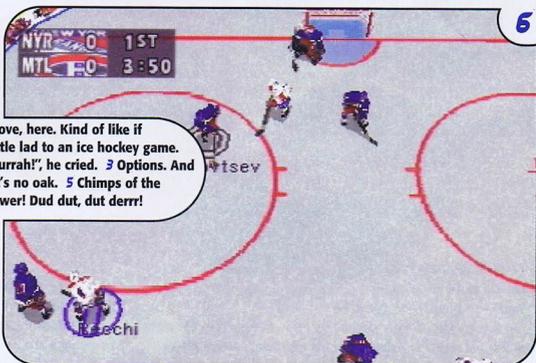
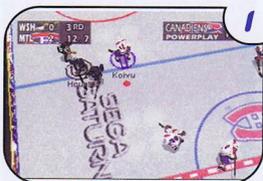
The cars can be tweaked as can the AI and this really makes a difference, but the action is rather single paced and the creeping monotony tends to make the mind wander to thoughts of shopping and TV listings. And pit stops take far too long, only resulting in diluting the action even further and there's no real compunction to carry on afterwards. *NASCAR* is a disappointment.

Iain White



NHL

All-Star Hockey



1 We're watching from above, here. Kind of like if the Snowman had taken that little lad to an ice hockey game. This is the view they'd see. 2 "Hurrah!", he cried. 3 Options. And stuff. 4 A playoff tree. And that's no oak. 5 Chimps of the world... UNITE! 6 Puppy power! Dud dut, dut derr!

Sega's *All-Star Hockey '98* is a fine game, but *Saturn Power* can't shake a pronounced feeling of *deja vu*. Literally, we have seen this before...

While the three big American sports (hockey, American football and baseball... as if I need to tell you) each have their share of UK-based enthusiasts, the number of videogame representations released over here is, in many ways, mystifying. But a moment of thought leads to a logical conclusion — such games find their way onto shelves in the UK because they're so easy to port across. Think about it. Almost all these titles are coded in the USA or, if not, are certainly translated for the American market. So what does it take to chuck out a PAL version? Nothing. It's cheap, easy, and doesn't create too much trouble for anyone. The Saturn Top 10 remains untroubled by their presence, and the few fans lap 'em up.

Virgin's *NHL Powerplay* is, in many ways, an exception. Its free-flowing brand of hockey action makes it a surprisingly addictive game to play. Visually

accomplished and blessed with a comprehensive range of options — including the ability to turn game-slowness rules off — it's a fine game. The same can be said of *NHL All-Star Hockey '98*... as the two are virtually identical. Both use the same engine, are developed by Radical and share similar front ends and options, although *All-Star* can boast more of the latter.

All-Star Hockey '98 may use the same engine as *Powerplay*, but subtle differences between the two alter the flow of play. The most significant of these is *All-Star's* handling of player inertia. Players in *Powerplay* genuinely appear to be sliding on ice, their movements delayed briefly during turns and stops. Team members in *All-Star*, however, appear at times to be walking or running, such is their sharp response to joystick movements. Which is better? I prefer the realism of *Powerplay*, but *All-Star* is undoubtedly the better of the two for beginners — inertia always takes time to get to grips with.

In terms of options, *All-Star Hockey* offers just about everything a hockey fan could hope for. You can change player names, disable rules... everything. It also

uses an aesthetically superior default camera. This pans and zooms during periods of inactivity — like after a foul or at the start of a quarter — rather than sticking with a rigid overhead view. Of course, this slightly variable view is not without its drawbacks. There are times when you have to pass to a player you can't see, and defending breaks is complicated by the camera's insistence on zooming in.

It's a great game, but there are three good reasons not to buy *NHL All-Star Hockey '98*:
 1: *NHL All-Star Hockey '98* uses a tweaked version of the *NHL Powerplay* engine. If you already own *Powerplay*, is it really worth buying, in essence, the same game twice?
 2: The *Powerplay* engine is marginally the better of the two. Personally, I prefer its handling of player inertia.

"All-Star Hockey '98 may use the same engine as Powerplay, but subtle differences between the two alter the flow of play."



Players . . . Up to eight (with m/t) Teams Oooh, loads
 Difficulty User definable Release Date January
 Top 100 Position N/A Sega (0181) 995 3399

COMPARISON



NHL HOCKEY '97

▲ Not a bad hockey sim...
 ▼ ...but, if you ask *Saturn Power*, Radical's engine has the edge.

EA's NHL games were the best hockey games around for a long time — an opinion still widely held. However, we prefer Radical's efforts. They seem to be less concerned with anal adherence to rules; rather, they concentrate on a free-flowing, addictive style of play.

SECOND OPINION

I agree with James totally on this one. Playing this hockey game wasn't exactly a painful affair but, why in God's own knees would you think about forking out forty-odd pounds for this when, if you're a total fan of the sport, you can buy *Powerplay Hockey* for around 20 quid? You wouldn't, would you?

This game is obviously aimed pretty squarely at the US market and it'll probably do very well over there, it deserves to. But Sega, why release it over here? Eh?
 Dean Mortlock

VERDICT

Graphics

7 Nice. Not brilliant, but certainly nice. The default camera shows the odd pretty view.

Sound

5 You'll turn off the organ and background music. The spot FX are adequate, little more.

Group play

9 Eight can play at once. It's unlikely anyone has that many pads, but the option's there...

Lifespan

8 League, Play-Off and World Tournament options make for great lifespans.

A great hockey game, but are you *really* going to pay forty quid for this when you can pick up the near-identical *Powerplay* for twenty? You're not, are you?

88

Goal! Goooooaaaaaaal!!!!!!

Would you believe that, like football, the general idea in hockey is to score goals? And here's one we, in true *Blue Peter* tradition, made earlier.



Oooh, he's got the puck. And you know what puck rhymes with? Hmm.



He's weaving towards the goal like a duck with a tapeworm. Wiggle.



He slides between two opposition plays with ease. The chimps.



He's got himself into position, brings back the stick and...



Gooooaaaaaaal! Well, nearly. Almost there...



8 Want to know where caption 7 is? Well, you can't. 9 Hockey. 10 More hockey. IS this, perchance, a hockey game?

3: *NHL Powerplay* is £20. You could pick it up for less as a second-hand purchase.

NHL All-Star Hockey '98 is a fine game. But, as *Powerplay* is under six months old and retails at £20, how can I do anything other than recommend Virgin's release? Updates — like *Bust-a-Move*, *FIFA*, *Madden* and so forth — are a grey area. How do you categorise an enhanced version of an old game? Is it really worth buying if you own the predecessor? With sequels as much a fact



Watch the X-Files, do you? Did you know that the bloke in the credits plays hockey?

of life in the software industry as they are in other entertainment industries, a closing line including "...but if you own its predecessor, try before you buy" or such like is commonplace. So, to cut a long story short, if correct player names and a few visual niceties are your idea of decent improvements, get *All-Star*. The rest of us can get *Powerplay* and put the spare £25 saved towards another game...

James Price





NBA Action



1 The Lakers are on the defence... 2 ...while the Raptors are hungry to even the score. 3 The high court camera puts you at the centre of all the adrenalised action. 4-5 There's even a handy option for Exhibition matches in which the teams will play each other using AI. 6 Real and exciting FMV matches precede the fourth quarter. Excellent.

In *Fletch*, the seminal eighties Chevy Chase multiple-personality detective movie (Hey! Pleased to meet you. I'm Harry Cocktoasten), the eponymous mirth-merchant was a rabid fan of the LA Lakers, never missing an opportunity to pop a basket throughout the film or don a dodgy sideways logo-embazoned cap for no apparent reason. Now, crusty Brits like myself always found the American fixation with basketball, Elvis (and, hell, Mickey Mouse for that matter) difficult to fathom. Until now that is. If you like basketball, or are even just a fan of four-player games in general, then the time is ripe dear reader to get your hands on a copy of *NBA Action '98*.

All the players in the '98 league are here, sporting their smirking texture mapped faces over muscle-

bound swivelling torsos. The game is deceptively simple to get into and gets deeper and more rewarding the more you play. Initially, you can go for Championship mode or either Arcade or New Playoff, set the difficulty to rookie and quarter length to 3 minutes and you're off.

In two player mode, with each participant controlling a single team, the control method couldn't be simpler. Button B is used to pass and C to shoot. When in defence button C acts as the block button and A as the tackle. X is a rather useful turbo, which'll have you streaking down the court faster than greased lightning.

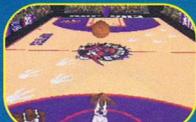
Initially you'll find, much as in the real game, alternate teams tend to run from one end of the court

to the other popping hoops and slam-dunking with a vengeance. This is no cause for concern though, because with a little more skill, you'll soon be tackling, blocking and, most fun of all, fouling the opponents. This results in the hapless hoopers grimacing (funny), doubling up with pain (hilarious) and staggering off court to be replaced by another team-mate (priceless). The injuries include pulled-hamstring (limp, limp) broken foot (stagger, hop, hop) and strangest of all, back-spasms. It's almost enough to bring tears to your eyes.

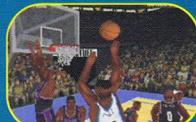
And then there's the sheer wealth of bang up-to-the minute information available including all the stats, rosters and current strips. Improved gameplay showcases the amped-up Artificial Intelligence result-

Replays A Go-Go

Close-up replays of the more athletic scoring opportunities add plenty realism to the already heady action.



This is the true 'sitting on top of the basket' replay angle.



Watch the winning basket being scored as another player.



The flying camera makes replays much more dramatic.



If you've got a good seat, the basket might look like this.



Another winning long range hoop from the Raptors.

Players Up to four Teams Oooh, loads.
 Difficulty Medium Release Date January
 Top 100 Position 38 Sega ☎ (0181) 995 3399

COMPARISON



NBA Jam TE

▲ Includes all the arcade extras
 ▼ Until now, the best hooper available on the Saturn. But not any more...

Good basketball sims are thin on the ground, so between this one, a more cartoony affair, and the texture mapped polygonal realism of *NBA Action '98* you'll have more than enough thrills to be getting along with. But Sega's game has a distinct edge over Acclaim's effort.

SECOND OPINION

Truth is, I don't like basketball. So, if there were to be a Saturn Power league table entitled 'Inclination to recommend *NBA Action '98* Premier Division' I'd be a relegation favourite. It doesn't necessarily apply that you have to be a fan of a sport to enjoy a videogame representation. I mean, look at *NHL Powerplay* or *NHL All-Star* — both hockey games, both great team-based diversions. But, by the same coin, *NBA* just doesn't work for me. If you're not a big basketball fan, think long and hard before buying this.

James Price

VERDICT

Graphics

8 Visual Concepts have pulled out all the stops to make this look as lifelike as possible.

Sound

8 Realistic crowd noise and a barking mad commentator. Excellent.

Group play

9 Whether in the two or four player option, *NBA '98* pull you in hook line and sinker.

Lifespan

9 With wads more depth the deeper you go, you'll be playing this until the cows come home.

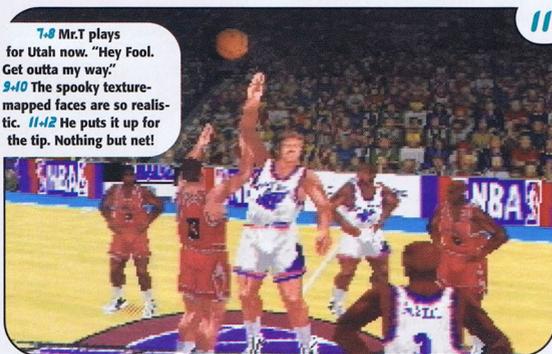
An excellent night in with either one or three of your mates, *NBA Action '98* delivers the goods blending seamless fun, strategy and teamplay aspects.

90



If you thought Sledgehammer Jam was what Peter Gabriel has on his sandwiches then think again! *NBA Action '98* is quite simply, the best basketball game on the Saturn.

'98



7-8 Mr.T plays for Utah now. "Hey Fool. Get outta my way."
9-10 The spooky texture-mapped faces are so realistic. **11-12** He puts it up for the tip. Nothing but net!

ing in many a pesky tackling experience and fluffed shots a-plenty. "Frozen rope," spouts our enthusiastic mad-as-a-lorry commentator as the ball misses the basket, while the teams prowl the court — giving a slicker more fluid experience all round than its predecessor.

Other tweaks which near *NBA Action* closer to perfection are a faster front end (Ooh, Missus Slocombe), and more camera angles to play with, the action camera and side court low put you in the thick of the action and the camera menu even includes one from the rafters for that genuine pigeon-eye view.

NBA Action has a kind of appealing virtual reality feel too, and after a few jars of falling down water, vision blurring, you could almost be forgiven for thinking it was the real thing thanks to the sterling job Visual Concepts have made of the programme.

Another nice touch, which gives *NBA* the edge over *Total NBA '97* on the PSX is the way in which both teams file out of the dressing room, striding in a dangly fashion to central court as the match sparks up. This gives you ample opportu-



nity to check out their spooky texture-mapped faces and the wide and varied selection of hulking and bulging polygon bodies before the adrenaline soaked action kicks in.

There aren't any Harlem Globetrotters in there, but then again, you can't have everything! The slowdown evident in the beta version is thankfully absent from the final version and just like the colours on American TV the action replays are never the same twice.

NBA Action comes highly recommended, boasting more thrills and spills than most of the opposition and Chick Hern's Mark E Smith-like commentator adds a glowing cherry to the already sweet arcade-action icing. Get it!

Iain White

Camera frenzy

We thought we'd take you through some of the many camera angles available which really change the look of the game and are a lot of fun to muck about with.

Full Court Low



He's coming at 'cha! Get into the pack with this low angle.

Rafter



Get stuck in the rafters for this genuine bird's eye view.

ISO High



This gives more of an overall view of the match...

Side Low



...whereas the sideline view homes you closer in.

Live



Live cam is the most fun, as it pans around the virtual players.





Virtua Fighter 2
▲ A very accurate hi-res conversion of the coin-op
▼ Not much really
VF2 may have been with us for a wee while but it still cuts the mustard (and not the cheese, unlike *Zero Divide*) with masses of characters and moves all in good old pseudo 3D. *Dead Or Alive* has just appeared on import and is well worth a look if you're a VF2 fan. In fact, MORE than worth a look...

SECOND OPINION

Imagine taking a plum, plucked straight from the branch it had been growing on. The heat of the Summer sun will have been kind to it and it's now matured into a ripe, succulent fruit. You turn it around in your hand, marvelling at the wonder of nature in its most pure form. Looking up to the sky you feel the heat of an early Autumn day caressing your face. You close your eyes and smile at a private joke. You feel great... until you get crushed to death by a crash-landing hot-air balloon. And that's what playing *Zero Divide* is like... only slightly different somehow.
Dean Mortlock

VERDICT

Graphics

7 Colourful and futuristic looking. Quite tricky and packed with character.

Sound

7 Full of good moments - especially the victory bleeps and burps the droids make when they win.

Group play

7 Great fun in two player, but the artificial intelligence really is quite fearsome.

Lifespan

5 Two weeks if you're lucky. *Zero Divide* is quite a decent fighting game, but hardly brilliant.

At the price *Zero Divide* can't really compete with the likes of *DOA* or *X-Man Vs Street Fighter*. But if this ever appears at £19.99, it might be worth a quick look...

69



1 Quite a funky character select screen if the truth be known. Everything about *Zero Divide* has been expertly designed. 2 Smack My Bits Up. Oh yes, good captions never die, they just get rewritten. 3 This looks like something naughty from *The Natural World*.

Zero Divide

The Final Conflict

Check out the head on that one

It's robots, Jim. But not as we know them...

Here are the motley bunch of robots at your disposal.

WILD3 VS CANCER



EOS VS ZERO



IO VS TAU



PIXEL VS NERIED



CYGNUS VS DRACO



Another VF2 clone with robots? Is that what we really wanted? *Zero Divide* does make with the polygon graphics like they were going out of fashion - could this be a prophetic statement? And from the cast of cyborgs on offer there are ten different droids to choose from - these being Zero, Tau, Wild 3, EOS, IO, Cygnus, Draco, Nered, Pixel, Cancer and Zulu the final boss.

So what's so different about them? Well, for one thing, Draco's a robotic pink dragon, who puffs smoke (no really), Tau is a massive arachnid (eight legs), Cancer hops about like a four legged spider and Nered looks like a metallic cross between a giraffe and something out of *Burning Rangers*. It's fun (in a limited kind of way). It's as nutty as a fruitcake. It's *Zero Divide*.

All this genetic twisting makes for some quite bizarre, yet enormously enjoyable matches as you learn each of the characters special moves. Wild 3 has a riot baton stored in his backpack which he'll whip out and bash the opposing fighter with at a moments notice. It's this Tasmania-style cartoon violence which lends *Zero Divide* its easy charm. If *Rise Of The Robots* had had any playability, speed or character then it would've come across as ZD's younger brother.

Each robot comes encased in armour which gets knocked off chunk by chunk in the ensuing battles revealing the soft sensitive neural net beneath the surface. Each droid eventually becoming completely denuded of armour and disappearing in a cloud of static electricity when beaten.

There are around thirty or so moves per character, but once the initial thrill of

playing a Metal Mickey has worn off, you might as well be playing VF2 or the far superior *Dead Or Alive*.

Still, that said, the level design is very futuristic, warped and trippy looking indeed, with fluorescent purples and greens illuminating the platforms high above ground where the battles take place. You can even throw your opponent off the plate to his death, which is worth a few laughs in itself. And the victorious fighter lets rip with some hilarious victory stances, a personal favourite being Cancer's rotating head and infectiously cheery bleep bleeping.

The difficulty curve can be altered easily with option for verses play, time attack, a rather useful training mode, the games story (in Japanese and Mister Joe was sadly not on hand) and the usual save game modes. *Divide's* AI is surprisingly tough for a fighting game and this makes it a refreshing change from the traditional weak as water opponents of most fighting games.

If *Zero Divide* came out at £19.99 or even £24.99 then I'd have absolutely no problem recommending it as it's good fun in the short term and easy as pie to get into. But if you're considering shelling out £45 of your hard earned cash on this, then let us dissuade you. Unless, of course, you really must...

lain White

"Divide's AI is surprisingly tough for a fighting game, and this makes a change from the traditional weak-as-water opponents in most fighting games."



4 Wild 3 lives up to his name by using the square-dance move. Tasty.



WWF Wrestlemania

▲ It's kind of... well, alright... in a crap sort of way.
▼ No. We lied. It really is a load of old pants.

An early casualty of the Saturn Power Top 100, *Wrestlemania* dipped out of our select selection of finest Saturn software months ago. And no-one shed a single tear. Dated, poor to look at and not overly fun to play, *AJPWFV* is better in almost every possible sense. Avoid.

SECOND OPINION

Nice idea, well-executed, but... well, *AJPWFV* is, in my opinion, an evolutionary dead end. Sure, it uses a VF-inspired control method, but pad movements are entered during grapples. You engage in grapples with button 'B'. First to complete their button sequence makes the move, with multipart attacks available. Thus, play is a simple matter of remembering moves and entering them, Simon Says-style. Your on-screen wrestler then performs his stuff. Great. *AJPWFV* isn't bad, but it doesn't enthrall.
James Price

VERDICT

Graphics

8 Super smooth motion capture but more textures and a decent crowd would have been better.

Sound

7 Bonkers Japanese commentary with plenty of grunts, groans and bone crunching effects.

Group play

7 The two-player mode turns into a vindictive fight to the death pretty quickly.

Lifespan

7 The one-player mode can get dull but the design-a-freak mode will last for ages.

A huge improvement over the other wrestling games and the first one to break through to mainstream beat-'em-up fans.

79

All Japan Pro Wrestling:

featuring Virtua

People pay to see two men stick their heads in each other's sweaty armpits. Why? But our Japanese friends love to watch it...



1 Hey, you've fallen. A comedy basic. Well done. 2 It's all Greek to me, this Japanese. Erm. Well, you know... 3 The bloke in blue gets attacked by a rabid caption. 4 Fact: GamesMaster's Les Ellis wears pink underwear. What's bizarre is that our Art Ed Lisa knew this. How? Why? Ugh. He also has scary contact lenses.

Don't laugh and turn the page just because this has got 'wrestling' in the title. For the first time on the Saturn, a wrestling game is actually half decent. Forget the pathetic looking sprite characters of Acclaim's *WWF* efforts because Sega have merged wrestling with their ever popular *Virtua* series of fighting games and come up with pleasant surprise for all.

You can forget all the blubber belied Hulk Hogan characters and there isn't an Undertaker in sight anywhere, these are real Japanese wrestlers – the kind we never see in this country. Well there are two that aren't real, because Sega have given two *Virtua* characters a new lease of life. Wolf and Jeffrey join the steroid-induced behemoths in this beat-'em-up.

If you can forget that it is a wrestling game for a second you can get your hands on an extremely enjoyable beat-'em-up that borrows a lot of gameplay from the *Virtua Fighter* games and combines it with some of the most outrageous and painful looking moves you will come across in any game. I don't think James will ever be the same after having his face rammed into a steel post a few times and Dean's chances of fathering another one have been reduced after a few stomps from the top ropes.



Every character has dozens of moves to use inside and out of the ring, and you won't have to worry about pulling off unfamiliar joystick moves because there's a training mode that will show you all the moves, then it's up to you to decide when to use them to their best effect.

Graphically, this is far too close to real life for comfort. The polygon characters have been motion captured and all the moves are so slick when you pull them off that you will find yourself getting real vindictive when anyone dares to pull off some kind of high flying neck breaker on your guy. It may lack somewhat in textures and the crowd is borderline between rubbish and pathetic, and when you do go to the outside (and you won't be able to resist the temptation to do so) it certainly looks a million miles from *Virtua Fighter 2*, but you can't help but fall in love with its violent content.

Now we know that wrestling games have had a rough ride in the past and this one could quite easily change all that. Problem is that Sega Europe are in no rush to get the thing out here so you can enjoy it as well. It's easily the best wrestling game ever and is getting worryingly close to giving a lot of the more popular 3D fighters a real for their money. With the designer mode (make your own wrestler and take on all comers with him) thrown in for good measure this is going to be one seriously enjoyable and long-lived game. So come on Sega Europe, let the rest of us enjoy it too...

Les Ellis

Feature Mode

Here you go, design a freak of your choice and let him off his leash to rearrange someone's face when you get bored.





Panzer Dragon ZWEI
▲ Beautiful graphics
▼ Veererrrrrrr samey

A stunning show of what the Saturn is graphically capable of but, like many shoot-'em-ups, it becomes slightly tedious after a few hours play – despite branches in the level's design. *Layer Section 2* has a similar lock-on shooting and the use of polygons instead of sprites increases the comparison but that's where the two branch apart... *PD2* is the superior game.

SECOND OPINION

You might have seen *Layer Section 2* before. On the PlayStation, in fact. On Sony's format it's called *Raystorm* in the west. This Saturn version boasts the odd new bit of FMV and other tweaks and cuts. Those aside, the games are identical. But great? No. Good? Yes. Average? Possibly so. Shoot-'em-ups are as rare as Lisa buying a round in the west – we don't seem to have time for them these days. Looking at this, I can understand why. All that repetitive blasting. Personally, I'd like a bit more substance.
James Price

VERDICT

Graphics

8 Some lovely polygonised detail (for a change) but there's some nasty slowdown.

Sound

6 Why does every Japanese shoot-'em-up have Vince Clark-inspired crap music?

Group play

6 There's a two-player option, but it's tricky to see each other amidst the huge explosions.

Lifespan

3 I got to the sixth (of eight levels) on my first go... so not much here, then. Points? What they?

Boredom is likely to set in long before you complete *Layer Section 2*... and you'll certainly finish it within a couple of hours. A shame.

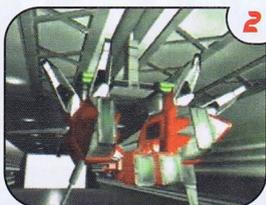
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Layer Section 2

Another blast from the mysterious East, but they don't come much plainer than this.



1 Select your craft at the start of the game, there's three different ones to choose from – each with very different weapons. 2 The obligatory cut scene from the FMV intro. 3 A boss. Not like the type you work for, far nicer than that. (Yes, Dean – the SP team.)



You want a Japanese game? Ah, but what sort... you do have a choice, you know. You can take all stroll down familiar street and peak through the windows of all manner of well-known shopfronts. You've got the role-playing game, you have the mysterious delights of the AM arcade conversions. You want two-dimensional beat-'em-ups? Oh yes, there are loads of them here. Now, let's take a look at what else you've got... vir-

tual horse racing, virtual noodle making (I kid you not), virtual girlfriends, bizarre (surely illegal) adventure games involving nubile – just – women and frothing demons... oh, and shoot-'em-ups.

Layer Section 2 follows the well-worn and, frankly, filthy path created years before by the likes of *Galaxians*, *Defender*, *Scramble*, *Nemesis*, *Parodius* and leading onto the many and varied ones that appeared on the Mega Drive and then, the Saturn. A vertically-scrolling affair, you flop around at the bottom of the screen with your ridiculously-powered lasers flying upwards faster than a catapulted cat, your laser rockets destroying everything locked onto them on the ground and your special weapon obliterating anything that even looks at it in a funny way.

If you wanted a label for the main problem with *Layer Section 2* then that above description would be it. Half the screen is filled up with you and your Iraq-like firepower while the rest of it is chocka with your enemies and theirs. Now, by my reckoning, that doesn't leave a whole lot of space left for much else and that's the problem... you just can't see anything going on – there was one point when I thought I'd died only to find that I hadn't, which meant that, a few seconds later, I went straight into a missile.

To alleviate the position slightly, I should mention that the graphics are lovely. Rather than sticking to the normal sprite routes for this style of game, the clever programming eggs made everything sprite-based. This gives the game more of a *Panzer Dragon* feel to it than something like *Darius 2*.

Random movements, constant firing and the odd (admittedly impressive) boss is the order of the day here and it's a tough old boot. Shoot-'em-ups are two-a-penny on the Saturn from Japan and although very few of them ever make it over to these shores, you can always pick up a copy of one of the best (*Thunderforce 5*, for example) on import. Better than that, I reckon.

Dean Mortlock



Level headed

There are a total of eight levels in *Layer Section 2* and, thankfully, they're all pretty varied. Don't believe me, eh? LOOK. WITH YOUR EYES!



You're flying over England... and it's underwater. A lesson for us all there.



Bugging about in space, without a care in the world. Ah, that's nice.



Set on the planet Earth is this level. And look below you... it's Watford!



1 I think I've just blown something up. 2 I bet all of James's wages that this isn't the last shoot-'em-up we'll see. Okay?

Levels 3
Release Date ... Out now (Japan)
Tel: Don't bother. We insist.

COMPARISON



VIRTUA COP 2

▲ Blows away the opposition – the best light gun game for the Saturn.

▼ Not quite so hot with a pad... Still an excellent game with smooth animation, depth and a real 'in the arcade feel' for the home. *Die Hard Trilogy* does much the same in the second part of the game and even *Virtua Cop* itself is still worth getting your hands on at the new budget price of £19.99.

SECOND OPINION

From what we can gather, *Death Crimson* is a title that's been doing the rounds for a while now in Japan and, when Sam (our bloke in Hong Kong) asked us if we wanted to review the worst Saturn game of all time... well, how could we refuse a challenge like that one. It's bad. No, it's worse than that, it's... it's... it's unbelievable. The word hasn't yet been created to describe this game – and if someone did invent one I feel they might die from the shock of seeing it in print.
Dean Mortlock

VERDICT

Graphics

1 Blocky, awful, unimaginative fare. More low-res than even *Formula Karts*. Awful.

Sound

2 Amusing but poor. Some chap twiddled for months with his keyboard and came up with this?

Group play

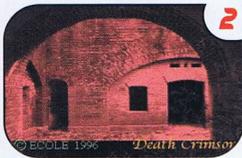
0 If somebody sat beside you he could have a good time laughing over your shoulder.

Lifespan

0 More than 20 minutes of this, though, and you'll get a hernia. Or some horrible disease.

Rampant toothache and having poisonous snakes shoved down your trousers are infinitely more challenging, pleasurable and rewarding pursuits than this...

05



1 Level two looks very basic indeed. 2 The FMV intro is really spooky, as it takes you whirling around the grounds of a deserted castle. Nothing to do with the actual game, mind. 3 An animated crab slowly menaces the purchaser. Ha!

Death Crimson

Death Crimson. Like *Death* itself, only more so.

Death, to give it its shorter, less formal title, has the dubious honour of being possibly and probably without exception, the worst Saturn game in the known (and for that matter unknown) universe.

What we have here is a very sick puppy indeed. A rabid fruit-bat with its tail on fire, nose-diving into the molten lava of hell itself. In short, *Death Crimson* is a squished blue-bottle on the Porsche 911 windshield of light-gun games and is as much fun as slamming your hand in a car door. Although surprisingly, not quite as simple.

So, to comprehend the full horror of this title, dig out your old Mega Drive and marvel at *T2: The Arcade Game* – it's a million times more playable, rewarding and, gulp, better looking than this pile of tired twaddle.

The first of the three levels, only two of which are selectable from the off, is a disgrace. Level three is impossible to get to, even if you run the gun along the screen at point blank range. It's a no-goer. But unless you're a dyed in the wool masochist, there's little point in undergoing the trauma of playing for more than twenty minutes.

The first level, looks like the set from *Gunfight* at the OK Corral, but that's where the promising similarity ends. The camera pans lazily around the western-style buildings, and soldiers appear out of thin air dressed in green camouflage gear. The first historical anachronism of many to rear its ugly head. When shot, quickly and easily, they turn into fluorescent blue monsters for some ungodly reason. These too need to be dispatched by deft application of the trigger-finger, which is easy to begin with, but the difficulty curve steepens like some Blackpool rollercoaster, the screen



fills up with flying baddies, bats and fluorescent scouring-pads on legs. They appear to throw large dinner plates at you (the recurrent kitchen subtext is mildly amusing) and before you can say Davey Crocket had a dead raccoon on his head, you're dead as a doornail. Blast it.

Two continues come as standard but they don't really help, just prolonging the agony. An extra continue can be picked up halfway through level one (it's a postage stamp with the message 'shoot here' on it), which was this reviewer's last rewarding moment. Level two replaces the browns and greys of the old west with tropical yellows, blues and greens... but more flying brains, kitchen cupboard baddies and badly animated aliens in the bushes.

Death Crimson looks dismal, sounds woeeful and makes your machine look like a Vic 20. Ecole – the name of its developers – is French for 'school', but *Death Crimson* looks like it's bunked off from a reform school for maladjusted software™. The worst Saturn game in the world...EVER. Ever!

Iain White



4 One redeeming feature of *Death Crimson* is its relentless explosions. 5 It can't have been easy creating something this bad. 6 Oh no, not this crap again...

This Town Ain't Big Enough For Both Of Us



Look! It's Robson and Jerome! Quick! Kill! Keeeee!!!!



Except they turn into this hideously misconceived...



...tangle of pixels, which looks like some baddie...



...from *Doctor Who*. Flying plates are a constant worry.



Scouring pads and a troupe of migrating brains. Nice.

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TOP 100

Well, it had to happen at some point. With the top 10 appearing the sole preserve of the 3D fighter, Capcom has surprised us by released a 2D fighter of

astounding quality – easily one of the greatest beat-'em-ups ever created. *X-Men Vs Street Fighter* is so good it even makes *Marvel Super Heroes* look dated by comparison. When we say good, we mean good. And we've just heard Sega are releasing it in the UK...



1
Sega Rally
Sega • 97%

Sega Rally is, after a year of its release, still the best moment of Saturn gaming possible. After nearly one hundred reviews since that glorious moment, *Sega Rally* hasn't been beaten by any of them. The arcade original was stunning enough. PlayStation-owning chumps may have scoffed when Sega mentioned their conversion plans, but how hastily they had to eat their rashly-spoken words when the finished version appeared to us. Like a vision it is. The way it moves, the smoothness and the indescribable 'feel' of the cars is superb.

Best points: Shaving half a second off your best time in ghost mode and coming first on the Lakeside track for the first time. Getting to grips with the handling of the Lancia Stratos.



3
Resident Evil
Sega/Capcom • 95%

"One of the best console games I've ever played" said Dean when he reviewed *Resident Evil* in *Saturn Power* issue five. He really wasn't kidding when he says *Resident Evil* is good. With an atmosphere unrivalled by any other Saturn adventure, its sheer size and scope is far beyond what you'd expect. By a frighteningly close poll in the *Saturn Power* offices, *Evil* steals *Tomb Raider*'s number three spot...

Best points: The fact that it's genuinely frightening at times; if you can play *Resident Evil* without jumping at least once or twice, you're made of strong stuff indeed. The graphics: beautifully rendered, shaded to perfection. Also, let's not forget how truly massive *RE* is – completing it will take time...



2
Fighters MegaMix
Sega • 95%

The ingenious idea of mixing two of their best fighting games together and including a whole bunch of new characters has paid off dividends for AM2 with this. *Megami's* are slightly lower in resolution to, say *Tekken 2*, but the depth of gameplay and amount of characters, moves and options easily outweigh this non-problem. Arguably the finest beat-'em-up on ANY console... but, with *VF3's* release looming ever closer, its crown could be pinched come the Yule period...

Best points: The choice of characters, hidden extras and options are ideal for both one and two players. Getting *VF2* and *Fighting Vipers* in one package, essentially.

And, of course, getting to kick people.



4
Sonic R
Sega • 96%

Well, what can we say? A unique, eminently playable racing game featuring Sonic, a stunning example of Saturn programming and, above all, an essential purchase. *Sonic R* fuses Sonic Team design skills with the abilities of talented Britsoft developer Travellers Tales. The result is an engaging, addictive and polished release. Many may have hoped for a *Mario*-style debut for Sega's pet hedgehog. That *SoJ* chose to make an off-beat racer to be different is worthy of much praise indeed.

Best points: The graphics are, quite simply, stunning. Few Saturn games can rival *Sonic R* in terms of visual accomplishment. Although it lacks a proper 'championship' mode, there are enough features to keep almost everyone happy.



5
Tomb Raider Core
Core • 95%

Another drop (with *Sonic R* to thank) but, again, that's no black mark against this true next-generation platformer. The graphics, depth and freedom to the gameplay in *Tomb Raider* are like no other; if you don't yet own a copy, go get one now.

As platform adventures go, *Tomb Raider* is the best on the Saturn. By far. Nothing comes close to its scope, vision or variety of experiences offered. Core's classic had more in the way of originality than almost every other release of 1996. An essential purchase.

Best points: Getting eaten by a dinosaur, impaled on spikes or falling ten platforms down and, despite being aware that it's only a game, wincing. Shooting a wolf with a shotgun. We could go on...



8
NIGHTS
Sega • 92%

It still has its critics, but there's nothing (on any format) to rival the original and delightful experience you get from playing *NIGHTS*. Less of a computer game, but more of an bizarre encounter. Many made the mistake of putting *NIGHTS* and *Mario 64* head-to-head for comparison, which isn't really fair or right. *NIGHTS* was never intended to be like Nintendo's creation; it's an altogether different experience. To enjoy it as it was intended, though, you need Sega's analogue pad. With it, *NIGHTS'* many moves, tricks and stunts are a joy to perform.

Best points: Pulling off a really large link or putting together an impressive series of twists and turns for extra points is very satisfying.



6
Duke Nukem 3D
Sega • 94%

With *Duke* being the first UK Saturn game with an adult rating, we have bad news for the under-18s – it's excellent, truly excellent. *Duke Nukem 3D*, one of the best PC games available for the past year or so, is just as impressive on Sega's black lunchbox. Almost everything that made the original so fine has survived the conversion process – the secrets, the puerile sense of humour, the detail... and more besides. Will *Quake* make as much of an impression on the Saturn game team? We do wonder...

Best points: It looks good, plays better – the speedy *Exhumed* engine once again performs wonders on the Saturn. The three cut-scenes between sections are worth a few sniggers, too...



9
Virtua Fighter 2
Sega • 96%

What can we say? We could argue about the merits of *Virtua Fighter* versus *UMK3* or *Tekken 2* for days, but the game is still a remarkable achievement in console development. A very accurate conversion and all the moves, too. Disregarding its brilliant visuals – everyone must be aware of how good they are by now – *VF2* is an advance over its predecessor in that it embraces 3D a little more firmly. It's still not a true 3D fighting game (at the time of writing, there's no such thing on any format) but some of its characters do perform moves that your average 2D fighter couldn't even imagine...

Best points: Hi-res mode is used to full effect to produce some stunning graphics and the animation and response time is excellent.



7
X-Men Vs Street Fighter
(With 4MB RAM cartridge)
Sega • 95%

Simply put, you won't find a better 2D fighting game on any format. The Tag system is magnificent; a true innovation. Naturally, players will choose their particular favourite – it's Ryu with this humble scribe – but the second can be a more strategic selection. If your opponent favours the fast-moving Wolverine, Cammy or Chun Li are good choices, with moves and pace to counter his particular abilities. Brilliant. Simply brilliant.

Best points: The graphics... Oh! The graphics! Superlatives just can't do *XMSF* justice. With top-notch animation, an almost total lack of loading delays and one of the best two-players modes in the cosmos, it's a *Saturn Power* favourite, this.



10
Sega Worldwide Soccer '98
Sega • 90%

Remarkable – an update of a soccer game that can be said to be an improvement over its predecessor. *SWWS '98* uses the same engine as the '97 version, but tweaks to the console AI and goalkeeper skills make it a much better one-player game. With two, it's still one of the best Saturn games money can buy.

Other key changes include slightly faster action, club teams – with real names and characteristics – and a new front end, replete with the odd new option.

Best points: The club teams add authenticity; strange as it may seem, scoring with Shearer is much more satisfying than with a player named after a Sega employee a la *WWS '97*. And it's a much better one-player game. Recommended.



11
Wipeout 2097
Sega/Psychosis • 91%
 A more than able conversion from Perfect Entertainment's Australian office, the Codeshop Formerly Known As Tantalus. If you like racing games, *Wipeout 2097* is the game for you.



16
Steep Slope Sliders
Sega • 91%
 One of the most played games in the Saturn Power office over the past few months. *Steep Slope Sliders* is a quite brilliant game. If only it had a decent Tournament or two-player mode...



21
Command & Conquer
Virgin • 91%
 Some may argue that *Command & Conquer* (being a PC strategy conversion) was always going to have a limited appeal, but some ain't many. A fine brain teaser.



26
Tunnel B1 Ocean • 90%
 Another case (maybe) of style over content, but *Tunnel B1* manages to give us an extremely fast and smooth game that manages to appeal to the masses, nonetheless.



12
Exhumed
Sega • 91%
 Expect a *Doom*-style blast and you'll be disappointed. *Exhumed* is a shoot-'em-up adventure with few peers. A year after release, it's still a brilliant showpiece for the Saturn.



17
Manx TT
Sega • 91%
 Perfect's conversion of Sega's popular AM3 arcade racer is accurate, fast and addictive. It ain't *Sega Rally* but then, what is? Top marks for 'sheep racing' mode, too...



22
Sonic Jam
Sega • 92%
 The best retro compilation we've seen to date. Compiling four of the best 2D platform games into one £35 package – with free extras too, mind – is an almost altruistic move by Sega...



27
Bust-a-Move 3
Acclaim • 91%
 A hopelessly addictive puzzle game. It's not a significant step forward from its predecessor, but it's still bloody good fun. And, retailing at £30, it's not too pricey, either.



13
Virtua Cop 2
Sega • 92%
 The cream of the light gun game milk – outside the arcades, at least. Average with pad alone, it's with the requisite peripheral that *Virtua Cop 2* is the sharp-shooting king of its genre.



18
Daytona USA: CCE
Sega • 91%
 Just skirts around the large trim of the top ten by being another disappointing conversion of *Daytona* for the Saturn. More tracks and the like, but it still isn't enough.



23
NHL Powerplay Hockey '97
Virgin • 92%
 By far the best ice hockey game on any format. Smooth, brilliant to look at and superb to play, *Saturn Powerplay* is also better than on any of the other formats.



28
Puzzle Fighter Turbo 2
Virgin/Capcom • 81%
 Bust-a-Move 3 has a slight edge over *Puzzle Fighter*, hence its entry at a position above. But PF is still an enjoyable, novel puzzle game. It's an excellent two-player game.



14
Die Hard Trilogy
EA/Fox • 91%
 Arguably the best movie tie-in you'll find for any format, simply because the three games include have little in common with their supposed subject matter but play very well indeed.



19
Street Fighter Collection
Virgin/Capcom • 90%
 An updated version of *Street Fighter Alpha 2*, *Super Street Fighter 2* and *SSF2 Turbo* justify the 'Collection' of the title. For *Street Fighter* fans, this is an essential buy.



24
Night Warriors
Virgin • 91%
 If it wasn't for the technical advancement of *Street Fighter Alpha 2*, we'd have to plump for this. The characters and special moves are in a world of their own.



29
Dark Savior
Sega • 91%
 Programmed by the *Landstalker* team and an appealing action RPG. There's certainly enough gameplay to appeal to all types, but enough puzzles to keep the thinkers among us happy.



15
Quake
Sega • 91%
 Technically brilliant, wonderfully refined for console and well converted by Lobotomy. *Quake* is a fine game indeed. However, it's just not as good as *Duke* or *Exhumed*.



20
Marvel Super Heroes
Virgin/Capcom • 94%
 One of the most visually-impressive 2D games ever created, *Marvel Super Heroes* is a mad explosion of pyrotechnics and 30-hit combos. We like. You'll like, too. We promise.



25
Bomberman
Sega • 91%
 The *Bomberman* games are possibly the best two-player blasts money can buy. Saturn *Bomberman* offers ten-joypad action and a wealth of one-player options. Superb stuff.



30
Thunderhawk 2
Core • 91%
 Released well over a year ago, but still an impressive way to show the graphical capabilities of the Saturn. Plenty of missions and the polished gameplay we've come to expect from Core.

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| Alien Trilogy (59) | Daytona USA: CCE (18) | Hardcore 4x4 (88) | Rayman (83) | Steep Slope Sliders (16) | Ultimate MK3 (69) |
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Missing predecessors (and other AWOLs)

Games missing from the Top 100, due to the presence of a sequel or update...

- 1 Virtua Fighter (Sega)
- 2 Virtua Fighter Remix (Sega)
- 3 WWWS '97 (Sega)
- 4 Street Fighter Alpha (Capcom)
- 5 Street Fighter Alpha 2 (Capcom)
- 6 NHL All-Star Hockey '98 (Sega)
- 7 Bust-a-Move 2 (Acclaim)
- 8 Panzer Dragoon (Sega)
- 9 Mortal Kombat 2 (Acclaim)
- 10 Madden '97 (EA)
- 11 Madden '96 (EA)
- 12 FIFA '97 (EA)

SP's fave games of the month...

Steep Slope Sliders (SP100: 15)
Wow. An amazing snowboarding game. We like this one a lot.

Dead or Alive (SP100: N/A)
Feature last issue, page 22. We're still playing it. But not as much as the following...

X-Men Vs Street Fighter
Reviewed this issue, page 74. We just can't tell you how much we like this one. The RAM cart's pretty damn good, too.

Deathmatch Quake (SP100: N/A)
Deathmatch *Quake* on PC or Mac is bloody excellent. And, without a Netlink version — and, for that matter, a Netlink — what do you expect us to do, eh?

Sonic R (SP100: 4)
Reviewed last issue.

Sega's PC conversions
They're nowhere near as good as the Saturn versions. You're not missing anything at all...

Rediscovered!

WARCRAFT 2

Electronic Arts • 88% • Top 100: 37
It's a shame, but it happens. A great game it released, it flits in and out of the retail charts and disappears, almost without trace. *Warcraft 2* is such a game. But it deserves so much more. One of the all-time great PC strategy titles, well converted to console... well, you'd think more people would give it a try, wouldn't you? But that'd be naive: a big PC game does not necessarily a console hit make. You should try this, though.



31 Soviet Strike

EA • 87%
The famous *Strike* series makes it to the Saturn in a moderately successful way. The landscape graphics may look highly realistic, but it's a bit more jerky than it should be.



32 Pandemonium

Sega • 88%
A good conversion of the PlayStation original, with little sacrificed during the port. *Pandemonium* may not be a 'true' 3D platformer, but it's still great fun.



33 Virtual On

Sega • 88%
Any game with huge robots fighting each other with multiple weapons is bound to shade down a storm, and this AM3 arcade conversion is pretty true to the original.



34 Dragon Force

Sega • 90%
It's a niche title with RPG overtones many will find off-putting, but *Dragon Force* is a truly unique release. With eight scenarios to play through, it offers good VFM, too.



35 Last Bronx

Sega • 85%
In many ways a step back from the superlative *Fighters MegaMix*, *Last Bronx* is a game for beat-'em-up enthusiasts. Others may find it somewhat derivative, not to mention limited.



36 Wipeout

Sega/Psychosis • 87%
The game that most Saturn owners wanted to see and nicely put into the shade by the brilliant conversion of *Sega Rally*. Still one of the better racing games, though.



37 Warcraft 2

Electronic Arts • 88%
Lacking the superb multi-player capabilities of the PC original, *Warcraft 2* is a somewhat disappointing conversion from EA. But quality gameplay will always out — it's still great to play.



38 Croc

Fox Interactive/EA • 80%
The first 'true' next-gen platformer for the Saturn? No. *Tomb Raider* has that honour. *Croc* is the first *Mario*-style platformer for Sega's 32-bit box. It's not bad, if a trifle flawed.



39 Alien Trilogy

Acclaim • 83%
A great licence — putting *Aliens* in a *Doom* environment should've made it the best game yet. Probe (the developers) should really have made more of the opportunity.



40 Swagman

Core • 86%
Eclipsed by stablemate *Tomb Raider*, many will dismiss *Swagman* without a second's thought. Mistake. It's by no means a classic, but it is playable, polished and packed. Give it a try.



41 Panzer Dragoon Zwei

Sega • 80%
Multiple routes, better graphics and improved gameplay make *Panzer Dragoon Zwei* a worthwhile sequel to the flawed original. An RPG version is currently in the works.



42 Street Racer

UbiSoft • 84%
The closest you'll probably ever get to *Mario Kart* on the Saturn, but that's where the comparison ends. Playable enough, but the courses should be larger.



43 Shining the Holy Ark

Sega • 89%
Despite a slow-moving and unsatisfying combat system, *Sonic Team's* 3D RPG has a lot going for it. Varied locations, reams of text and pretty pictures are *Ark's* contributions to the *Shining* cause.



44 Mortal Kombat Trilogy

GT Interactive • 81%
Saturn owners have had a fair wait for *MKT* and, in many ways, it's a disappointment. It lacks the lustre of Capcom's games, loads slowly... the list could go on. One for the enthusiast.



45 Torico

Sega • 83%
Programmed by the team responsible for the woeful *Mansion of Hidden Souls* but far, far better, *Torico* offers visuals, plot... but rendered graphics make for very little freedom.



46 Olympic Soccer

US Gold • 83%
Olympic Soccer's graphics are awful, but its gameplay is fast, there are lots of easy-to-access moves and it plays like a dream. Still... doesn't really matter now, as we have *WWWS '97*.



47 Victory Boxing

JVC • 82%
Build up your fighter and fight through to the champ. Then there are hidden characters and plenty of extra moves. Plays well, too — especially in two-player mode.



48 Athlete Kings

Sega • 87%
Another *Sega Titan* board conversion and one of the best you'll find. *Track 'n' Field* at its best, but a couple more events and a four-player option would've led to a higher score.



49
Spot Goes to Hollywood
Virgin • 82%
 An isometric platform game with 7-Up's bullet-point circle bouncing all over the shop. Much like *Sonic 3D*, *SGTH* just has more colours than its Mega Drive equivalent.



50
Fighting Vipers
Sega • 84%
 The arcade original was popular in Japan but never really made an impact elsewhere. The developers wisely opted for a lower resolution and better graphical effects.



51
Sonic 3D
Sega • 90%
 One way of looking at this is that, as his debut, the first Saturn *Sonic* game should've been more original. Another, though, is to just appreciate it for the good game that it is. YOU decide.



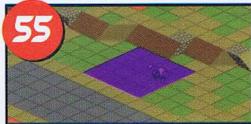
52
Mystaria
Sega • 82%
 An RPG in 3D on a large enough to lead to sky-high electricity bills. Battle scenes can take up to an hour and there are loads of places to explore. Arguably the best RPG for the Saturn.



53
Baku Baku Animal
Sega • 85%
 Clearly based around *Columns* and *Mean Bean Machine*, AM2's *Baku Baku Animal* manages to be original enough to warrant the amount of interest it deserves.



54
Pro Pinball: The Web Empire
84%
 Clever table design and great graphics (not to mention a soundtrack by Bruce Foxton – formally of The Jam) make this the best of its type. Only one table, though! Arse!



55
Sim City 2000
Sega • 90%
 Completely anal and sad, but (like *Theme Park*) seems to be frighteningly addictive as you build up your towns and cities – only for monsters to destroy them.



56
Hexen
GT • 84%
 Compared to Rage's conversion of *Doom*, *Hexen* is a veritable masterpiece. However, it does have its fair share of flaws. Give it a try if you're bored of *Exhumed*.



57
Jonah Lomu Rugby
CodeMasters • 79%
 Its subject matter may not be of great interest for many, but Jonah Lomu Rugby is a distinctly playable rendition of its sport. It's rather slow, but nothing's perfect, eh?



58
Ultimate MK3
GT • 94%
 A fall from grace for *UMK3* this month: from top ten to this, the mid-table position most premier releases dread. It's still recommended for fans, but Capcom games are plainly better.



59
Rampage World Tour
GT Interactive • 83%
 An update of the fondly-remembered *Rampage* with scrolling playfields, better visuals and a few new features... but little more. Great fun as a multiplayer game, though.



60
Theme Park
Bullfrog • 92%
 Is classic too small a word? Possibly, but that's what *Theme Park* has turned into. Very original and completely engrossing. Sadly, *Bullfrog* have now turned their backs on Saturn development.



61
Discworld 2
Sega • 80%
 A vast improvement over the original *Discworld*, *D2: Missing, Presumed...?* is an enjoyable if limited adventure. Its puzzles are by and large logical, but it's perhaps a little easy to complete.



62
Grid Run
Virgin • 89%
 One of the most original games of last year and a fun little affair as you play high-tech 'tag' with a multitude of aliens and the like. Better when played in split-screen two-player mode.



63
Lost Vikings 2
Interplay • 82%
 A pleasing blend of platform action and logical puzzles, *Lost Vikings 2* is a great update of its 16-bit predecessor. It's full of horned helmets and everything...



64
Mech Warrior 2
Activision • 79%
 A decent conversion of the popular PC title, *MW2* is flawed unless you're playing it with an analogue pad. You could also argue that Activision were wrong to remove the strategy of the original...



65
King of Fighters '95
Sega • 90%
 A beat-'em-up for fighting game purists. Despite its usage of a performance-enhancing ROM cart, *KOF '95* is still inferior to Capcom's *Alpha* games, but enthusiasts will love it regardless.



66
Bug!
Sega • 76%
 Originally very appealing, we soon realised *Bug!* to be an almost impossible game to complete. The levels are fair too large with not enough restart points.

The best racing games



- (1) Sega Rally
- (4) Sonic R
- (11) Wipeout 2007
- (17) Manx TT
- (18) Daytona USA: CCE

The best shoot-'em-ups

- (6) Duke Nukem 3D
- (12) Exhumed
- (13) Virtua Cop 2
- (14) Die Hard Trilogy
- (15) Quake

The best beat-'em-ups



- (2) Fighters MegaMix
- (7) X-Men Vs Street Fighter
- (9) Virtua Fighter 2
- (19) Street Fighter Collection
- (20) Marvel Super Heroes

The best adventure games

- (3) Resident Evil
- (29) Dark Savior
- (40) Swagman
- (43) Shining the Holy Ark
- (56) Hexen

The best football games

- (10) Sega Worldwide Soccer '98
- (46) Olympic Soccer
- (97) FIFA '97
- (NR) Actua Soccer Club Edition
- (7) Striker

The best other sports games

- (23) NHL Powerplay Hockey
- (47) Victory Boxing
- (48) Athlete King
- (75) Madden '98
- (85) Virtual Golf

The best strategy games



- 1 (21) Command & Conquer
- 2 (33) Dragon Force
- 3 (37) Warcraft 2
- 4 (52) Mystaria
- 5 (55) Sim City 2000

The best platform games



- 1 (5) Tomb Raider
- 2 (22) Sonic Jam
- 3 (32) Pandemonium
- 4 (49) Cool Spot GTH
- 5 (51) Sonic 3D

The best puzzle games

- 1 (27) Bust A Move 3
- 2 (28) Puzzle Fighter
- 3 (53) Baku Baku Animal
- 4 (62) Grid Run
- 5 (NR) 3D Lemmings

Top 100 casualties to date...

- Ghen War (Virgin)
- The Need For Speed (EA)
- Casper (Interplay)
- NHL '97 (EA)
- PGA Tour '97 (EA)
- Myst (Sega)
- Road Rash (EA)
- Worms (Ocean/Team 17)
- Guardian Heroes (Sega)
- Robopit (THQ)
- Tetris Plus (Jaleco)
- Actua Soccer Club Edition (Gremlin)
- Scorchor (Sega)
- Loaded (Gremlin)
- Shining Wisdom (Sega)
- Amok (Sega)
- Slam 'n' Jam (BMG)
- WWF Wrestlemania (Acclaim)
- World Series Baseball 2 (Sega)
- Doom (GT Interactive)
- Blazing Dragons (BMG)
- Break Point (Ocean)
- Shellshock (Core)
- Golden Axe (Sega)
- 3D Lemmings (Psygnosis)



67
Alone in the Dark 2
Infogrames • 88%
Very French and fairly tricky, *AITD2* manages to translate well to the consoles and is large enough for most people. Lots of stops and starts, though.



68
Darklight Conflict
EA • 76%
First-person space combat games are two a penny on the PC, so it's rather surprising that this inoffensive effort from EA is the Saturn's first. Worth a look if you like this type of thing.



69
Magic Carpet
Bullfrog • 89%
Another classic Bullfrog game and another worthy conversion from the PC original. Make spells and fly dragons, but do it in an arcade type of way, folks.



70
Die Hard Arcade
Sega • 88%
Based on the AM1-developed game from the Titan board, the second *Die Hard* game in as many months is a little short, but playable enough for its style of game.



71
Sega Touring Car
Sega • 78%
A disappointment, no less. The Sega Rally-beater we anticipated turns out to be an average, shoddy-looking racer. Not terrible, but not too great, either.



72
Black Dawn
Virgin • 84%
An attractive and moderately compulsive helicopter shoot-'em-up, *Black Dawn* offers a good level of bang for buck. It won't be everyone's cup of tea, however.



73
Virtua Cop
Sega • 92%
Superseded by its sequel, *Virtua Cop 1* is still an excellent arcade game and a perfect example of showing how good Sega Saturn arcade conversions can be.



74
Formula Karts
Sega • 80%
Sega's *Formula Karts* is a game you'll either like or loathe. It's a very low-res racer, and rather short on tracks, but there's entertainment there to be had if you like the simplistic driving.



75
Madden '98
EA • 89%
One of EA Sports' better 32-bit updates and the best American football game you're likely to see on the Saturn for a while. Still a niche title for the UK market. Well, do you know how to play?



76
True Pinball
Ocean • 83%
The second best pinball simulator on the Saturn and mixes the usual hi-res table graphics with some good gameplay. Pinball on a console can be entertaining, but it's never like the real thing.



77
Enemy Zero
Sega • 74%
From the start, a superb and atmospheric (almost cinematic) experience: from the middle onwards, a miserable tale of missed opportunities and dire dialogue. A shame.



78
Return Fire
GT • 84%
Marginally better than the superior-looking *Mass Destruction* on account of its excellent two-player mode, *Return Fire* soon becomes dull when played alone.



79
Acclaim • 83%
A clever mix of horror, FMV and adventure gameplay and opened the way for similar games to appear. Too short (even though it's on two discs) and still too easy, though.



80
Mass Destruction
Sega • 78%
Sega's tank-based shoot-'em-up has some of the best explosions we've ever seen on any format. However, it lacks depth and content. Buy a second-hand copy.



81
Tempest 2000
Interplay • 84%
First in the arcades hundreds of years ago and then the updated version on the Jaguar. It's the best game on that machine and this is a very solid conversion, indeed.



82
Rayman
Ubisoft • 81%
Despite the over-the-top cartoony graphics and solid platform game play, *Rayman* proves too hard for most and boredom can set in. It's very 16-bit in terms of design, too.



83
X-Men: Children of the Atom
Virgin • 90%
One of the better 2D beat-'em-ups and we still wait with baited breath for news about the latest *X-Men/Street Fighter* conversion. *SF Alpha 2* would be a better buy than this.



84
Andreotti Racing
EA • 79%
Andreotti Racing suffered when first released for the PlayStation because it just wasn't Psygnosis's *F1*. It ain't *Sega Rally*, either. Definitely worth a look for race fans, though.

85


Virtual Golf
Core • 87%

Arguably the best golf game on the Saturn and we're fully prepared to fight anyone who wants to argue with our superior judgement. Unless, of course, they're holding a golf club at the time.

86


Destruction Derby
Sega/Psygnosis • 80%

Saturn owners never really wanted a poor conversion of *Destruction Derby* at the same time as its superb sequel was about to hit the PlayStation. *DD's* moderately playable.

87


Hardcore 4x4
Gremlin • 73%

A good enough off-road driving game, but a little problem with Mr Jerky and a lack in the polish department keeps the score down. One for hardcore race fans only. Geddit?

88


Virtua Fighter Kids
Sega • 68%

Saved by its cheap price (£30), *VF Kids* is a pointless addition to the fold and offers very little new of any interest. Buy its big brother (*Virtua Fighter 2*) instead.

89


Space Hulk
EA • 81%

Expect *Doom*-style action and *Space Hulk* is terribly disappointing. Take it as it is – a strategic blaster with slightly crap graphics – and *Hulk* can be enjoyed as such.

90


Keio Flying Squadron 2
JVC • 80%

A bizarre Japanese platform game that, somehow, manages to impress all that come into contact with it. The graphics are fairly primitive, but the gameplay's excellent.

91


NBA Jam TE
Acclaim • 85%

The first *NBA Jam* game to hit the Saturn and a worthy effort it is, too. All the gameplay and extras of the arcade version are included. It's not for everyone, however.

92


Earthworm Jim 2
Virgin • 74%

If you've never seen *EWJ2* before you'll probably like it, although the game's still a huge disappointment as a conversion from 16- to 32-bit. It has its moments, though.

93


Discworld
Sega/Psygnosis • 81%

The best-selling series of Terry Pratchett books is a good enough reason as any for the adventure game, and it's lovingly faithful to that. Prepare yourself for obscure puzzles...

94


Virtua Racing
Time Warner • 91%

A fair attempt at re-creating some of the hype of the original game, with seven new courses, four extra cars and plenty of polygons. Not as arcade perfect as it should've been.

95


Actua Golf
Gremlin • 84%

Graphically superb, with two detailed courses and multiple views. We at Saturn Power prefer the gameplay of *Virtua Golf*. Peter Alliss – the commentator – gets on your tits after a while.

96


Tilt!
Virgin • 85%

Pinball on a console. If that short sentence doesn't nauseate or discuss some weird purist strain in your character, *Tilt!* could well be worth a few tries.

97


FIFA '97
EA • 74%

An improvement over last year's release, *FIFA '97* still suffers from a number of flaws, most of which were present on *FIFA's* Mega Drive debut years ago...

98


Blam! Machinehead
Core • 83%

Bird on a bomb! Nothing mind-blowingly original in any fashion but, in typical Core style, an interesting game nonetheless. More birds on bombs, please.

99


Story of Thor 2
Sega • 80%

Story of Thor 2 apes Nintendo's *Zelda* 3 all the way, without capturing what made it such a classic. It's still as close to *Zelda* as you'll get on a Sega machine, though.

100


Tennis Arena
Ubi Soft • 69%

The best tennis game for the Saturn, but *Tennis Arena* has little in the way of competition. It's not a great looking game (or particularly well-designed) but it's fun enough with two.

Next Month

With the top ten games looking more and more impressive with each update, how can future releases hope to compete? But, according to early reports, it's possible that *FIFA RTWC '98* could. Brilliant on the PC, equally excellent on PSX, its Saturn conversion has been slightly delayed. If all turns out well, it could be a potential *WWS '98* beater...

Although Sega's Saturn is renowned for its quality arcade conversions and innovative third-party launches, it – much like any other console – has its fair share of duff titles you'd be advised to avoid. These are the ten worst we've seen...

Rockman X3
Virgin • 23%

The very worst game that we've ever played on the Saturn and a shocking smack around the face to show just how badly games CAN be given the wrong people. *Rockman* is a port across of the very popular *Megaman/Rockman* series of games and is the only 2D Saturn platform game that we imagine would need a border.

The graphics are primitive, the gameplay far too hard and the action crings along with all the pace and urgency of an asthmatic slug. Released in the USA by Capcom, Virgin have sadly decided to pick up the license over here. Don't. Buy. It.

The Crow: City of Angels

Acclaim • 29%
 One of the worst games we've ever played at Saturn Power, and certainly a contender for Worst Game of '97. Buy this and be the butt of every joke.

Highway 2000

JVC • 56%
 Trying to sell a poor driving game by rewarding good racing performance with pictures of bimbos in bikinis may well be one of the better marketing plays of the year, but it still stinks like a corpse.

Darius 2

Sega • 28%
 It's a 2D shoot-em-up in the *Darius/R-Type* mould and fails because it's simply too dull to play.

In The Hunt

THQ • 31%
 Another release that makes no sense. We hope that, with *Project X2* from Team 17, we'll finally have a decent 2D shoot-em-up on the Saturn.

Valora Valley Golf

Virgin • 32%
 Um, it's almost unplayable, there's only one badly-designed course and the inclusion of volcanoes is just silly.

Virtual Open Tennis

Acclaim • 31%
 Technically the first tennis simulation on the Saturn, but Acclaim sneakily brought us a poor Japanese game released to try to cash in on Wimbledon. It failed.

Digital Pinball

Sega • 22%
 One of the Saturn's first releases, and the first game to make us worry that everything in the garden might not be so rosey.

Chaos Control • 22%

Infogrames' Saturn conversion of their crap 3D0 gun game is, um, a crap gun game. *Virtua Cop* fans steer clear – there's nothing even remotely entertaining in this turgid release.

Crypt Killer

Konami • 38%
 Konami's *Crypt Killer* is, thankfully, just as dire for PlayStation owners as it is for us Saturn bods. You can use a gun with it, but why the hell bother? It's crap.

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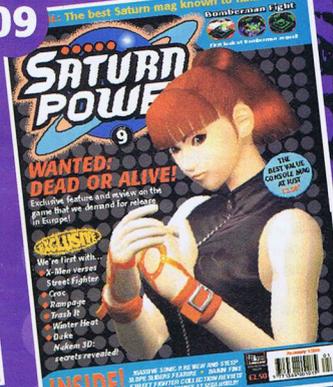
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 January 1997
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Rampage
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Demolition Man
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ISSUE 7
 December 1997
 Dammit we like football and our joy explodes with our exclusive *WWS '98* review. Also featured: *Burning Rangers*, *HOTD*.

Well, you've lost the chance to buy old copies of *Sega Power* now, but fear not, there's loads of copies of *Saturn Power* left and here's your chance to grab the odd one that it takes to boost up your collection. Remember... not having a full collection of *Saturn Power* could lead to water on the knee, fuzzy vision or even, in some extreme cases, loss of control of the arms, legs and bladder. We don't want that weighty guilt on our youthful minds, so please do the decent thing. Now.

Back Issues

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ISSUE 6
 November 1997
 Players guides on *Last Bronx*, *Resident Evil* and *Swagman*. Reviews of *Marvel Super Heroes* and *Duke Nukem 3D*.

ISSUE 5
 October 1997
 Finally, the *Wipeout 2097* demo but not only that, we also had an excellent feature on *Croc* and a review of *Resident Evil*.

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It's Thursday, November 27, 11:11 (THREE ELEVENS!!!) and we've just had a discussion about the fact that this only happens twice a month. Exciting, eh? That's how thrilling the Saturn Power office is. Lisa started waffling on about having 11 children, but she's potty, so I wouldn't pay too much attention to her. Thank God for computer games is what I say.

Last Orders

Classics of our time

Number 10: *Bust-a-Move 2*

Boorrinnng

Have you played it? You wouldn't say that otherwise. But it just looks... so... well, 16-bit?

You should remember that there's plenty of Saturn games that look lovely but play like a tight rubber suit.

Sorry?

Never mind, that's just me obviously.

Relies in its gameplay, then?

Oh yes, and very fine it is, too. A puzzle game in the vein of *Tetris* and *Baku Baku Animal*, but certainly more addictive than the last game mentioned there. Cheap, too.

Great. Thanks.

Don't mention it.



Hello, you!

What do you think you might be doing in February? February 6, to be exact. You could be having a bath, watching rubbish television or, as it's a Friday, you might be thinking about what to do for the weekend. The odd pint or two down the Wizard and Ferret might be one thing and, you can rest assured, that *Saturn Power* 11 would be the perfect companion... whatever your life's needs. Oh, and it goes on-sale that very day. COINCIDENCE OR WHAT?

STRANGE BUT TRUE

Clever people; the geniuses that have helped to forge and mould the very fabric of the way we live today, or sad, lonely people who a) maybe didn't get out enough when they were children or b) were certainly bullied from an early age. We, being more lenient than others, tend to lean towards the first answer – but that's only because we like to class ourselves as a bit clever also.

Charles Babbage (1792-1871), who thought out the basic principles that guide modern computers, invented the skeleton key and the locomotive 'cow-catcher'.

A former American president, Benjamin Franklin, invented the rocking chair.

The very famous Isaac Newton dropped out of school when he was a teenager, because his mother demanded it. She hoped he would become a successful farmer.

Albert Einstein was offered the presidency of Israel. He refused the post, though, having no head (according to him) for human problems.

Freud (ask your mother) never learned to read a railway timetable. He almost always had to be accompanied on a journey.

Albert Einstein's last words will never be known. He spoke them in German and the attending nurse did not understand the language.

Arcade Classics

Number 6: *Zaxxon*

It's quite possible that the fond memories I created by playing *Scramble* through a Summer's holiday (see last month) could actually be bettered by the surroundings I found myself in when I first caught a glimpse of Sega's 1982 coin-op, *Zaxxon*.

It was tucked away in a fashionable café just next to Notre Dame cathedral in France's gay Paris when I was lucky enough to spend a week there on a school visit. Rather than spend hours wandering around a dusty cold building (the cathedral) doing bad hunchback impressions, we spent a good few hours drinking Orangina and playing this. Why? It was a shoot-'em-up. In 3D. It was good and, at the time, the graphics were better than anything we'd seen before.

Who cared if it was almost impossible to correctly gauge your height against upcoming walls and it was tougher than last week's beef, we loved it all the same.



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SATURN POWER

Next Month



Looming up like a hungry bear, the next issue of *Saturn Power* will be released just before the annual mess that we call Shrove Tuesday. Dream about forthcoming pancakes if you will, but remember you've also got *Alien Resurrection*, *FIFA: Road to The World Cup* and *House of The Dead* to look forward to... all featuring in our next issue.